

Troop 652 Summer Camp Parent Meeting Agenda

Handouts:

- Merit Badge Description
- Health Form
- Release of Camper Form
- Blue Cards
- Camp Fliers

Talk

- Major event, most memorable for scouts. Like you would expect for a week-long Summer Camp (no horses – got too expensive – BMX bikes instead)
- Have fun, earn some badges, do scout stuff
- Prerequisites: pay attention – for example Swimming MB, need extra clothes to jump into pool with
- Money: How much, handling, lost money is biggest problem (especially Sunday)
- Food: Meals at Dining Hall, snacks/slushies from Trading Post, snacks at Camp (mark ‘em, they’re kept in a common raccoon proof box)
- Visitors during the week: Adults OK, must have Part A of the Health Form if you stay overnight. If the week is hot, if you want to be nice and bring some ice. No younger siblings until Wednesday Family Night. Meals are priced individually.
- Walk Through Sunday: Meet at Camp Site between noon and 1 pm (late is OK)
- Walk Through days of week
- Walk Through Family Night Dinner – bring everyone but we need to know how many adults/kids
- Walk Through Friday Night and Saturday retrieval.
- What to Bring and How to Bring it.
 - o Feet are most important, over 90% of problems at Health lodge are for feet.
 - o Dry is important
 - o Cot – borrow if you can, only used for Summer Camp on Wood platform. \$5 to rent at camp
 - o Rain Gear. You’ll need this for camping year ‘round. Might not need it at camp, might live in it.
 - o Sweatshirt/Jacket – typical early summer weather includes some cool nights but if there’s a front going through, it could be 40 when we get up in the morning.
 - o Name on Everything.
 - o Flashlight and extra batteries.
 - o Bug Lotion
 - o Sun Lotion
 - o \$20 spending money maybe more for a rocket and shooting chits.
 - o Lawn Chair or camp stool.
 - o Cup/Mug with Name on it for use around camp.
- Procedures:
 - o Leave a message on my cell phone
 - o Hand me a note
 - o If you tell me something important, it doesn’t count unless I also have it on a scrap of paper.
 - o If needed, a scout will be allowed to call home. This is not a good solution for “Home Sick” but if the scout wants to ask you to bring something out, we’ll get the message out.
 - o I try to keep the web up to date while at camp and post photos. Know how to look?

Event: Brecksville Home Days

Date: June 23, 5pm - 11:30 pm, June 24, 5pm - 11:30 pm, June 25: 1 pm - 11:30 pm, June 26, 1:00 - 10:00.
Sell pop and water.

	Who		Details	
	Family Name & Phone	First Names	Number Attending	Time Slot (at least 4 hours on 2 days)
1.				
2.				
3.				
4.				
5.				
6.				
7.				
8.				

(over)

What to Bring to Camp

Scoutmaster Markups of the Camp Manatoc Leader Manual page.

___ Scout Uniform

Class A uniform is required for dinners in the Dining Hall & evening retreat/parade.

___ Underwear (at least 6 changes)

___ Socks (at least 6 changes)

Plus some "extra" in a separate baggy in case all the others are wet. Dry socks can really make things seem better.

___ Old Clothes

Don't know what this is for except as it applies to the "Swimming Merit Badge" item in the "Optional" section below. Scouts will need a few T-shirts and possibly a long-sleeved shirt. Shorts can last the week unless they're wet. A long legged pair of pants can help if it turns cold or is very buggy.

___ Pajamas

Or clean shorts and a T-shirt. Best to have a separate set that are used only for sleeping. Avoids drawing animals & bugs with food smells on clothes worn during the day.

___ Swim Suit (Towel listed later.)

___ Jacket

Light weight. Can be used to keep bugs off or to ward off a chill when combined with the sweatshirt listed below.

___ Sweatshirt

___ Heavy Shoes

This means "stiff soled" or "supportive" shoes or hiking boots (not sneakers). In years past, stiff shoes/hiking boots probably meant a couple of pounds but that's not the case anymore. The ground and paths are uneven in many places. Supportive shoes/boots make the feet less tired than sneakers. Some badges have hiking requirements.

___ Sneakers or Moccasins

A separate pair of footwear for when the primary pair are wet. Something to put on quickly for around camp.

___ Rain Gear

Something that can be carried with the scout on days that look like it might pour. Will need to cover the legs as well so a rain jacket with pants or a poncho is recommended.

___ Completed Health Forms (Class 1 & 2)

___ Prescription Medicine (original vial)

___ Inhalers, bee sting kit if prescribed

If something is listed on the health form, the scout needs to bring it to camp. Unexpired.

___ Reusable cup or mug.

The dining hall provides plastic cups for use there. Bring a cup for the drinks available at camp and to use for teeth brushing.


___ Toothbrush and Toothpaste

___ Soap

___ Deodorant

___ Towel(s)

___ Cot or Air Mattress

Recommend a cot. If you're going to buy a cot, the Coleman style is recommended because the  style legs can be used in troop tents on later camps but an "X" style leg isn't allowed in troop tents because the feet can tear through tent floors.

___(3) Blankets or Sleeping Bag

Recommend a Sleeping bag. If you're buying a new one, and you won't be getting a separate one for winter camps, get one rated for 0° and bring a light blanket with it to summer camp.

___ Pillow

___ Insect Lotion

No sprays are allowed near the tents. No aerosols are allowed by the scouts because of the fire hazard.

Limit DEET to 10 to 25% because DEET melts plastics – including clothing, knife handles, compasses, watch faces, etc.

___ Sunscreen Lotion

___ Flashlight

And spare batteries.

___ Scout Handbook

___ Merit Badge Booklets

The troop has a large collection for "standard" Summer Camp badges. Check the box before camp or plan on bringing extra money to buy them at camp.

___ Pencil and Paper

Many badges have writing or drawing "homework". Bring an old school spiral notebook and some pencils.

___ Bible or Prayer Book

If it fits your family traditions.

___ Written Paperwork for badges to be finished at camp

If your badge has prerequisites that you need to research and write-up (library or computer research), remember to bring it to camp.

___ Materials needed to complete merit badges

Or money to buy them at the Trading Post. If you have a special craft you've chosen from the Scout Catalog and won't like working on one of the other kits, bring your chosen craft kit to camp with you because the Trading Post may be limited.

OPTIONAL

A hat

If your scout will wear one, scouts can get cooked walking around in the sun.

~~Ground Cloth~~

Better: a camp chair or lawn chair

Fishing Equipment

Postcards and Stamps

More suited for out-of-town camps.

Footlocker or Large Tote

Cook Kit

Mess kit is handy for snacks and other food prepared at the camp site

Compass

Recommend one with a flat base that can be used to orient a map rather than a Lensatic or electronic.

Small Bag

Can be used to haul stuff around to back-to-back badges or hold swim stuff.

For Swimming Merit Badge

Bring an extra long-sleeved shirt and long legged pants to use in the "make a floatation aid" exercise. Can be larger than need to wear.

Money Baggy or wallet.

Scouts tend to lose their money at camp. A wallet or a Ziploc bag with their name on it will at least keep it together. Small bills work best so that scouts can take only the amount they intend to spend.

Suggested Summer Camp Personal Equipment

Required Equipment

- Complete Field Uniform
 - Short Sleeve Uniform Shirt
 - Short Uniform Pants or "Switchbacks"
 - Scout Socks
 - Uniform Belt
 - Appropriate Uniform Shoes
- Physical (Complete and Current)
- Sleeping Bag (or 2 blankets), Pillow, and cot or pad. (Limited rental cots available)
- Change of Clothing (4 to 5)
- Jacket or Sweatshirt
- Sneakers and Boots (Hiking)
- Sleeping Clothes
- Towel & Swim Trunks
- Small Flashlight
- Merit Badge Books (as required)
 - Merit Badge Prerequisites
- Rain Gear
- Scout Handbook
- Pencil/Pen & Paper
- Personal Items
 - Toothbrush/Toothpaste
 - Comb/Brush
 - Lotion Insect Repellent
 - Sun Screen
 - Deodorant
 - Soap/Shampoo
- Foot Locker or Suitable Locking Storage
 - Padlock

Optional Equipment

- Camera
- Merit Badge Prerequisites or Other Required Items
 - Clothes for Aquatic Merit Badges for example.
- Fishing Equipment
- Reading Material
- Small amount of money

STRONGLY DISCOURAGED

- Radios
- CD Players
- MP3 Players
- Cell Phones

Camper Release Form

Camper Name	Unit Number
Campsite	
Home Phone	

Policy Statement

- Section A** It shall be the policy of the Manatoc Scout Reservation to release a camper only to an authorized person as listed on the Camper Release Form as approved by the camper's parent or legal guardian.
- Section B** Each camper leaving camp shall notify their Unit Leader and the Camp Office as to the estimated time of departure. The camper shall wait at the camp office for the appropriate adult providing transportation.
- Section C** When the adult arrives, the camp administration will verify the name on the Camper Release Form and ask to see a photo identification card (Driver's License, State Identification Card, Military Identification Card, etc.). After verification of the name on the form to the picture ID, the adult shall sign out the camper. The sign-out form shall include the camper's name, time leaving, time returning and name and signature of the person the camper is being released to.
- Section D** NO CAMPER SHALL BE RELEASED TO ANYONE NOT LISTED ON THE CAMPER RELEASE FORM. HOWEVER, THE UNIT'S LEADER MAY RELEASE THE CAMPER TO AN ADULT BY SIGNING THE WAIVER BELOW. The leader then assumes full responsibility for the safety of the camper.

Authorization is granted for the release of the aforementioned individual to adult employees, staff, volunteers, and camp staff of the Great Trail Council, Boy Scouts of America. In addition to the parents or guardians signing this form, only those individuals listed below are authorized to remove the aforementioned individual from summer camp during their period of camping.

Parent/Legal Guardian Signature	Date
Parent/Legal Guardian Print	
Other Party 1 Print	
Other Party 2 Print	
Other Party 3 Print	
Unit Leader Released Camper to:	At
Unit Leader Signature	Date

Event: Summer Camp Adult

Date: June 19 – 25, Can choose time slot and stay-overnight.

	Who		Details	
	Name & Phone	First Names	Day(s)	Time Slot (approx) Morning (8-12) Afternoon (12-4) Evening (4-8) Overnight (8-8)
1.				
2.				
3.				
4.				
5.				
6.				
7.				

(over)

Annual Health and Medical Record

(Valid for 12 calendar months)

Policy on Use of the Annual Health and Medical Record

In order to provide better care for its members and to assist them in better understanding their own physical capabilities, the Boy Scouts of America recommends that everyone who participates in a Scouting event have an annual medical evaluation by a certified and licensed health-care provider—a physician (MD or DO), nurse practitioner, or physician assistant. Providing your medical information on this four-part form will help ensure you meet the minimum standards for participation in various activities. Note that unit leaders must always protect the privacy of unit participants by protecting their medical information.

Parts A and B are to be completed at least annually by participants in all Scouting events. This health history, parental/guardian informed consent and hold harmless/release agreement, and talent release statement is to be completed by the participant and parents/guardians.

Part C is the physical exam that is required for participants in any event that exceeds 72 consecutive hours, for all high-adventure base participants, or when the nature of the activity is strenuous and demanding. Service projects or work weekends may fit this description. Part C is to be completed and signed by a certified and licensed health-care provider—physician (MD or DO), nurse practitioner, or physician assistant. It is important to note that the height/weight limits must be strictly adhered to when the event will take the unit more than 30 minutes away from an emergency vehicle-accessible roadway, or when the program requires it, such as backpacking trips, high-adventure activities, and conservation projects in remote areas.

Part D is required to be reviewed by all participants of a high-adventure program at one of the national high-adventure bases and shared with the examining health-care provider before completing Part C.

- **Philmont Scout Ranch.** Participants and guests for Philmont activities that are conducted with limited access to the backcountry, including most Philmont Training Center conferences and family programs, will not require completion of Part C. However, participants should review Part D to understand potential risks inherent at 6,700 feet in elevation in a dry Southwest environment. Please review specific registration information for the activity or event.
- **Northern Tier National High Adventure Base.**
- **Florida National High Adventure Sea Base.** The PADI medical form is also required if scuba diving at this base.

Risk Factors

Based on the vast experience of the medical community, the BSA has identified the following risk factors that may limit your participation in various outdoor adventures.

- Excessive body weight
- Heart disease
- Hypertension (high blood pressure)
- Diabetes
- Seizures
- Lack of appropriate immunizations
- Asthma
- Allergies/anaphylaxis
- Muscular/skeletal injuries
- Psychiatric/psychological and emotional difficulties

For more information on medical risk factors, visit Scouting Safely on www.scouting.org.

Prescriptions

The taking of prescription medication is the responsibility of the individual taking the medication and/or that individual's parent or guardian. A leader, after obtaining all the necessary information, can agree to accept the responsibility of making sure a youth takes the necessary medication at the appropriate time, but BSA does not mandate or necessarily encourage the leader to do so. Also, if state laws are more limiting, they must be followed.

Frequently Asked Questions (FAQs)

- Philmont Scout Ranch: www.philmontscoutranch.org or 575-376-2281
- Northern Tier National High Adventure Base: www.ntier.org or 218-365-4811
- Florida National High Adventure Sea Base: www.bsaseabase.org or 305-664-5612
- National Scout Jamboree: www.bsajamboree.org

For frequently asked questions about this Annual Health and Medical Record, see Scouting Safely online at <http://www.scouting.org/scoutsources/HealthandSafety.aspx>. Information about the Health Insurance Portability and Accountability Act (HIPAA) may be found at <http://www.hipaa.org>.



BOY SCOUTS OF AMERICA®

Annual BSA Health and Medical Record

Part A

GENERAL INFORMATION

High-adventure base participants:

Expedition/crew No.: _____
 or staff position: _____

Name _____ Date of birth _____ Age _____ Male Female
 Address _____ Grade completed (youth only) _____
 City _____ State _____ Zip _____ Phone No. _____
 Unit leader _____ Council name/No. _____ Unit No. _____
 Social Security No. (optional; may be required by medical facilities for treatment) _____ Religious preference _____
 Health/accident insurance company _____ Policy No. _____

ATTACH A PHOTOCOPY OF BOTH SIDES OF INSURANCE CARD. IF FAMILY HAS NO MEDICAL INSURANCE, STATE "NONE."

In case of emergency, notify:

Name _____ Relationship _____
 Address _____
 Home phone _____ Business phone _____ Cell phone _____
 Alternate contact _____ Alternate's phone _____

HEALTH HISTORY

Are you now, or have you ever been treated for any of the following:

Yes	No	Condition	Explain
		Asthma Last attack: _____	
		Diabetes Last HbA1c: _____	
		Hypertension (high blood pressure)	
		Heart disease (e.g., CHF, CAD, MI)	
		Stroke/TIA	
		Lung/respiratory disease	
		Ear/sinus problems	
		Muscular/skeletal condition	
		Menstrual problems (women only)	
		Psychiatric/psychological and emotional difficulties	
		Behavioral disorders (e.g., ADD, ADHD, Asperger syndrome, autism)	
		Bleeding disorders	
		Fainting spells	
		Thyroid disease	
		Kidney disease	
		Sickle cell disease	
		Seizures Last seizure: _____	
		Sleep disorders (e.g., sleep apnea) Use CPAP: Yes <input type="checkbox"/> No <input type="checkbox"/>	
		Abdominal/digestive problems	
		Surgery	
		Serious injury	
		Other	

Allergies or Reaction to:

Medication _____
 Food, Plants, or Insect Bites _____

Immunizations:

The following are recommended by the BSA. **Tetanus immunization is required and must have been received within the last 10 years.** If had disease, put "D" and the year. If immunized, check the box and the year received.

Yes	No	Date
<input type="checkbox"/>	<input type="checkbox"/>	Tetanus _____
<input type="checkbox"/>	<input type="checkbox"/>	Pertussis _____
<input type="checkbox"/>	<input type="checkbox"/>	Diphtheria _____
<input type="checkbox"/>	<input type="checkbox"/>	Measles _____
<input type="checkbox"/>	<input type="checkbox"/>	Mumps _____
<input type="checkbox"/>	<input type="checkbox"/>	Rubella _____
<input type="checkbox"/>	<input type="checkbox"/>	Polio _____
<input type="checkbox"/>	<input type="checkbox"/>	Chicken pox _____
<input type="checkbox"/>	<input type="checkbox"/>	Hepatitis A _____
<input type="checkbox"/>	<input type="checkbox"/>	Hepatitis B _____
<input type="checkbox"/>	<input type="checkbox"/>	Influenza _____
<input type="checkbox"/>	<input type="checkbox"/>	Other (i.e., HIB) _____

Exemption to immunizations claimed (form required).

(For more information about immunizations, as well as the immunization exemption form, see Scouting Safely on Scouting.org.)

MEDICATIONS

List all medications currently used. (If additional space is needed, please photocopy this part of the health form.) Inhalers and EpiPen information must be included, even if they are for occasional or emergency use only.

Medication _____ Strength _____ Frequency _____ Approximate date started _____ Reason for medication _____	Medication _____ Strength _____ Frequency _____ Approximate date started _____ Reason for medication _____	Medication _____ Strength _____ Frequency _____ Approximate date started _____ Reason for medication _____
Medication _____ Strength _____ Frequency _____ Approximate date started _____ Reason for medication _____	Medication _____ Strength _____ Frequency _____ Approximate date started _____ Reason for medication _____	Medication _____ Strength _____ Frequency _____ Approximate date started _____ Reason for medication _____

Administration of the above medications is approved by (if required by your state): _____ / _____
 Parent/guardian signature and/or MD/DO, NP, or PA signature

Be sure to bring medications in sufficient quantities and the original containers. Make sure that they are NOT expired, including inhalers and EpiPens. You SHOULD NOT STOP taking any maintenance medication.

Emergency contact No.:

Allergies:

DOB:

Full name:

Part B

INFORMED CONSENT AND HOLD HARMLESS/RELEASE AGREEMENT

High-adventure base participants:

Expedition/crew No.: _____
or staff position: _____

I understand that participation in Scouting activities involves a certain degree of risk and can be physically, mentally, and emotionally demanding. I also understand that participation in these activities is entirely voluntary and requires participants to abide by applicable rules and standards of conduct.

In case of an emergency involving me or my child, I understand that every effort will be made to contact the individual listed as the emergency contact person. In the event that this person cannot be reached, permission is hereby given to the medical provider selected by the adult leader in charge to secure proper treatment, including hospitalization, anesthesia, surgery, or injections of medication for me or my child. Medical providers are authorized to disclose protected health information to the adult in charge, camp medical staff, camp management, and/or any physician or health care provider involved in providing medical care to the participant. Protected Health Information/Confidential Health Information (PHI/CHI) under the Standards for Privacy of Individually Identifiable Health Information, 45 C.F.R. §§160.103, 164.501, etc. seq., as amended from time to time, includes examination findings, test results, and treatment provided for purposes of medical evaluation of the participant, follow-up and communication with the participant's parents or guardian, and/or determination of the participant's ability to continue in the program activities.

I have carefully considered the risk involved and give consent for myself and/or my child to participate in these activities. I approve the sharing of the information on this form with BSA volunteers and professionals who need to know of medical situations that might require special consideration for the safe conducting of Scouting activities.

I release the Boy Scouts of America, the local council, the activity coordinators, and all employees, volunteers, related parties, or other organizations associated with the activity from any and all claims or liability arising out of this participation.

Without restrictions.

With special considerations or restrictions (list) _____

TALENT RELEASE AGREEMENT

I hereby assign and grant to the local council and the Boy Scouts of America the right and permission to use and publish the photographs/film/videotapes/electronic representations and/or sound recordings made of me or my child at all Scouting activities, and I hereby release the Boy Scouts of America, the local council, the activity coordinators, and all employees, volunteers, related parties, or other organizations associated with the activity from any and all liability from such use and publication.

I hereby authorize the reproduction, sale, copyright, exhibit, broadcast, electronic storage, and/or distribution of said photographs/film/videotapes/electronic representations and/or sound recordings without limitation at the discretion of the Boy Scouts of America, and I specifically waive any right to any compensation I may have for any of the foregoing.

Yes No

ADULTS AUTHORIZED TO TAKE YOUTH TO AND FROM EVENTS:

You must designate at least one adult. Please include a telephone number.

1. Name _____ Telephone _____

2. Name _____ Telephone _____

3. Name _____ Telephone _____

Adults NOT authorized to take youth to and from events:

1. Name _____

2. Name _____

3. Name _____

I understand that, if any information I/we have provided is found to be inaccurate, it may limit and/or eliminate the opportunity for participation in any event or activity.

If I am participating at Philmont, Philmont Training Center, Northern Tier, or Florida Sea Base: I have also read and understand the risk advisories explained in Part D, including height and weight requirements and restrictions, and understand that the participant will not be allowed to participate in applicable high-adventure programs if those requirements are not met. The participant has permission to engage in all high-adventure activities described, except as specifically noted by me or the health-care provider.

Participant's name _____

Participant's signature _____ Date _____

Parent/guardian's signature _____ Date _____

(if participant is under the age of 18)

This Annual Health and Medical Record is valid for 12 calendar months.

Part B Full name: _____ **DOB:** _____

High-adventure base participants:
 Expedition/crew No.: _____
 or staff position: _____

Part C

TO THE EXAMINING HEALTH-CARE PROVIDER (Certified and licensed physicians [MD, DO], nurse practitioners, and physician's assistants)

You are being asked to certify that this individual has no contraindication for participation in a Scouting experience. For individuals who will be attending a high-adventure program at one of the national high-adventure bases, please refer to Part D for additional information.

(Part D was made available to me. Yes No)

PHYSICAL EXAMINATION

Height (inches) _____ Weight (pounds) _____ Maximum weight for height _____ Meets height/weight limits Yes No
 Blood pressure _____ Pulse _____ Percent body fat (optional) _____

If you exceed the maximum weight for height as explained on this page and your planned high-adventure activity will take you more than 30 minutes away from an emergency vehicle-accessible roadway, you **will not** be allowed to participate. At the discretion of the medical advisors of the event and/or camp, participation of an individual exceeding the maximum weight for height may be allowed if the body fat percentage measured by the health-care provider is determined to be 20 percent or less for a female or 15 percent or less for a male. (Philmont requires a water-displacement test to be used for this determination.) Please call the event leader and/or camp if you have any questions. Enforcing the height/weight guidelines is strongly encouraged for all other events.

	Normal	Abnormal	Explain Any Abnormalities	Range of Mobility	Normal	Abnormal	Explain Any Abnormalities
Eyes				Knees (both)			
Ears				Ankles (both)			
Nose				Spine			
Throat							
Lungs							
Neurological				Other	Yes	No	
Heart				Contacts			
Abdomen				Dentures			
Genitalia				Braces			
Skin				Inguinal hernia			Explain
Emotional adjustment				Medical equipment (i.e., CPAP, oxygen)			

Tuberculosis (TB) skin test (if required by your state for BSA camp staff) Negative Positive

Allergies (to what agent, type of reaction, treatment): _____

Restrictions (if none, so state) _____

EXAMINER'S CERTIFICATION

I certify that I have reviewed the health history and examined this person and find no contraindications for participation in a Scouting experience. This participant

- Meets height/weight requirements
- Does not have uncontrolled heart disease, asthma, or hypertension
- Has not had an orthopedic injury, musculoskeletal problems, or orthopedic surgery in the last six months or possesses a letter of clearance from their orthopedic surgeon or treating physician
- Has no uncontrolled psychiatric disorders
- Has had no seizures in the last year
- Does not have poorly controlled diabetes
- If less than 18 years of age and planning to scuba dive, does not have diabetes, asthma, or seizures

Provider printed name _____

Address _____

City, state, zip _____

Office phone _____

Signature _____

Date _____

Height (inches)	Recommended Weight (lbs)	Allowable Exception	Maximum Acceptance
60	97-138	139-166	166
61	101-143	144-172	172
62	104-148	149-178	178
63	107-152	153-183	183
64	111-157	158-189	189
65	114-162	163-195	195
66	118-167	168-201	201
67	121-172	173-207	207
68	125-178	179-214	214
69	129-185	186-220	220
70	132-188	189-226	226
71	136-194	195-233	233
72	140-199	200-239	239
73	144-205	206-246	246
74	148-210	211-252	252
75	152-216	217-260	260
76	156-222	223-267	267
77	160-228	229-274	274
78	164-234	235-281	281
79 & over	170-240	241-295	295


This table is based on the revised Dietary Guidelines for Americans from the U.S. Dept. of Agriculture and the Dept. of Health & Human Services.

DO NOT WRITE IN THIS BOX

REVIEW FOR CAMP OR SPECIAL ACTIVITY
 Reviewed by _____ Date _____
 Further approval required Yes No Reason _____
 By _____ Date _____

Part C Full name: _____ **DOB:** _____

Camp Manatoc Instructional Schedule 2011

9:00 AM	10:00 AM	11:00 AM	12:00 PM	2:30 PM	7:30 PM
T-2-1 Trailblazer - Block I	T-2-1 Trailblazer - Block II			Astronomy	Fishing (Monday and Tuesday)
Archery (2 Hours)	Archery (2 Hours)			Climbing	Hiking (Monday and Tuesday)
Environmental Science (2 Hours)	Environmental Science (2 Hours)			Instructional Swim	GPS Training (Tuesday and Thursday)
Canoeing (2 Hours)	Small Boat Sailing (2 Hours)			Medicine	Mammals (Monday, Tuesday and Thursday)
Pioneering (2 Hours)	Lifesaving (2 Hours)			Weather	Geocaching (Monday and Tuesday)
Entrepreneurship (2 Hours - Monday Only)	Entrepreneurship (2 Hours - Monday Only)			Entrepreneurship (2:30 - 5:00 Monday only)	Many requirements to Rank advancement and Merit Badges may be completed in the Campsite. Contact your leaders.
Rifle Shooting (2 Hours)	Rifle Shooting (2 Hours)				
Shotgun Shooting (2 Hours)	Shotgun Shooting (2 Hours)				
Metalworking	Scouting Heritage (Ad Building)	Metalworking	Scouting Heritage (Ad Building)		
Cycling	Cycling		Orienteering (2 Hours)		
Geology	Motorboating (14yrs)	Cycling	Space Exploration		
Fish and Wildlife Management	Soil and Water Conservation	Oceanography	Forestry		
Camping	Camping	Reptile and Amphibian Study	Personal Fitness		
Climbing	Climbing	Rowing	Motorboating		
Emergency Preparedness	Wilderness Survival	Climbing	Climbing		
Swimming	Swimming	Emergency Preparedness	Wood Carving		
Basketry	Wood Carving	Sculpture	Leatherworking		
American Heritage	Leatherwork	American Heritage			
Rowing		Wilderness Survival			
<p>Merit Badges Done on an Individual Basis</p> <p>Most Handicraft badges and a few of the Nature badges are unscheduled. Scouts meet with the counselor to set convenient times.</p> <p>Bird Study, and Geology are at the Nature Hut.</p>  <p>BOY SCOUTS OF AMERICA</p>					
<p>Handicraft is located in the vicinity of the Trading Post Nature Hut is in Forester Lodge near "Scoutcraft"</p>					

Special Events

Tuesday 1:45pm - Brotherhood Review
 Thursday 8:30am - Leader Breakfast
 Thursday 7:30pm - Adult Shotgun Shootout

	Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
6:30 AM					Nature Hike		
7:00 AM			Caving Trip Departs				
7:25 AM		Waiter Call	Waiter Call	Waiter Call	Waiter Call	Waiter Call	Waiter Call
7:45 AM		Breakfast	Breakfast	Breakfast	Breakfast	Breakfast	Breakfast
8:30 AM	Inside Border indicates Instructional Block Times (See Merit Badge Schedule)	Flag Raising	Flag Raising	Flag Raising	Flag Raising Leader Breakfast OA Trail Hike (Meet at Butler Memorial)	Flag Raising	Closing Ceremony
9:00 AM			Safety Afloat Paddle Craft Safety (until 3pm - Lunch on Lake Litchfield)				Check-Out
9:30 AM				Leave No Trace (2 Hours)			
10:00 AM		Climbing Instructor Training	Climbing Instructor Training	Climbing Instructor Training	Climbing Instructor Training	Climbing Instructor Training	
11:00 AM	Gate Opens	Swimming and Water Rescue (Safe Swim Defense - Monday Only)	Trek Safely Swimming and Water Rescue	Swimming and Water Rescue	Swimming and Water Rescue	Swimming and Water Rescue	
12:45 PM		Waiter Call	Waiter Call	Waiter Call	Waiter Call	Waiter Call	
1:00 PM	Check-In (Begins @ Trading Post)	Lunch	Lunch	Lunch	Lunch	Lunch	
1:45 PM		Scoutmaster Meeting OA Ceremony Assistant Training OA Ceremony Meeting	SPL Meeting OA Brotherhood Review Yellow Trail Hike	Scoutmaster Meeting OA Elangomat Training		Scoutmaster Meeting SPL Meeting Red Trail Service	
2:00 PM		OA Service Corps		OA Service Corps		OA Service Corps	
2:30 PM		Critter Contest Instructional Swim Insect Study at Nature Hut BMX (till 3:30) Open Program @ Archery, BMX, Ecology, Handicraft, Lake, Scout Skills, Rifle, Shotgun, Metalworking	Critter Contest Instructional Swim Snorkeling Kayaking BMX (till 3:30) Open Program @ Archery, BMX, Ecology, Handicraft, Lake, Scout Skills, Rifle, Shotgun	Critter Contest Instructional Swim Lake Race BMX (till 3:30) Open Program @ Archery, BMX, Ecology, Handicraft, Scout Skills, Rifle, Shotgun, Metalworking	Critter Contest Instructional Swim Snorkeling Kayaking BMX (till 3:30) Open Program @ Archery, BMX, Ecology, Handicraft, Lake, Scout Skills, Rifle, Shotgun	Critter Contest Instructional Swim Lake Race BMX (till 3:30) Open Program @ Archery, BMX, Ecology, Handicraft, Lake, Scout Skills, Rifle, Shotgun, Metalworking	
2:45 PM		Manatoc Brave, Chief, Spirit program meeting					
3:00 PM		Fast Start					
3:30 PM		Open Swimming Open Climbing	Open Swimming Open Climbing	Open Swimming Open Climbing	Open Swimming Open Climbing	Open Swimming Open Climbing	Open Swimming Open Climbing
4:00 PM	Check-In	Bird Study at Nature Hut Mountain Boarding	Mountain Boarding	Open Lake Handicraft Demo - Woodcarving Mountain Boarding	Pollution, Erosion and Endangered Species Program at Nature Hut Mountain Boarding	Mountain Boarding	Mountain Boarding

	Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
5:00 PM		Program Areas Close	Program Areas Close	Program Areas Close	Program Areas Close	Program Areas Close	
5:15 PM	Emergency Siren Test						
5:30 PM	Waiter Call						
5:40 PM		Waiter Call			Waiter Call	Waiter Call	
5:45 PM	Retreat	Retreat	Retreat	Retreat	Retreat	Retreat	
6:00 PM	Dinner	Dinner	Dinner	Order of the Arrow Callout	Dinner	Dinner	
6:15 PM				Dinner			
	Orientation Tours						
7:00 PM	SPL Meeting Order of the Arrow Troop / Team Representative Meeting		Chaplain Aid Program	Ordeal Check-In Begins (Odd Weeks)	Vespers		
7:15 PM	CIT Reporting Time	Eagle Scout Workshop (Immediately after dinner) Cook-off On-Site Cooking Begins			Chaplain Aid Program		
7:30 PM		Program Areas Open Mammals (Pool Closed)	Lake Exploration Invasive Species Program Order of the Arrow Ice Cream Social for All Leaders and Members Mile Swim	Program Areas Closed - Scouts are encouraged to take their parents on a tour of the Camp.	Lake Exploration Troop Swims Wilderness Survival Overnight (Makeup) GPS Training - Youth Climb on Safely Other Areas Open Program	No Evening Program Areas	
8:00 PM			OA Brotherhood Candidates meet @ BV				
8:15 PM		Dutch Oven Cook-Off		Campfire (Parade Deck) - Visitors Welcome			
8:30 PM					OA Ordeal Ceremony (Odd Weeks)		
9:00 PM		Pool Party	Nature Hike OA Brotherhood Ceremony				
9:10 PM						Units assemble on Parade Deck (In Uniform) for Good Camper Ceremony	
9:20 PM	Vespers & Opening Campfire (Council Ring)						
10:30 PM	Curfew	Curfew	Curfew	Curfew	Curfew	Curfew	
11:00 PM	Lights Out	Lights Out	Lights Out	Lights Out	Lights Out	Lights Out	

Section
2

Merit Badges Offered

Camp Manatoc offers over 40 merit badges each summer. While many of these can be completed at camp, most require a bit of work and preparation before arriving at camp. Please review the merit badges available at camp, and any prerequisites that should be completed before arrival with your unit. The official site of the Boy Scouts of America posts the requirements for all [merit badges](#) - click on the merit badge name to go to the site, or consult the current official merit badge requirements booklet for the current list of official requirements.

A



American Heritage

Every Scout swears an oath that includes duty to his country. A better understanding of American heritage, the ways in which the past has led to our present nation, is key to truly knowing what it means to be an American.



Archery

Archery focuses on teaching basic archery safety and rudimentary shooting skills. A Scout with no shooting experience should not attempt this badge. The Scout will learn how to make a bowstring and an arrow (materials will be provided for this). The Scout should plan on spending his afternoons at the Archery Range to practice and to qualify for the shooting requirements (see requirement 5).



Art

Come prepared with pencil and paper. All other materials are provided. **Prerequisites:** Requirements 4 & 5



Astronomy

This is a very time-consuming badge. If he has them, the Scout should bring star charts and pamphlets. Night observations are required to earn this badge. Unfavorable weather could preclude much progress on this merit badge. **Prerequisites:** Requirements

5, 6, 9 & 10

Tip:

If you click on the merit badge name (if connected to the internet). A page will open with the requirements for the Merit Badge via scouting.org

B



Basketry

Materials may be brought to camp or purchased at the Trading Post. This is an excellent "ice breaker" to merit badge work.



Bird Study

While at camp, the Scout will be required to spend some time observing birds and preparing a field notebook (see requirements 5 & 6). Before camp, the Scout is encouraged to fulfill the options for requirements 7 & 8.

C



*Camping

Before camp, the Scout should review requirements 1 & 2. Doing requirements 3,4,5,7,8 and especially 9a before camp will make it much easier to earn this badge at camp. The Scout should be prepared to present his gear for an overnighter for inspection.

Bring a sleeping bag, ground cloth, tarp, and a backpack.



Canoeing

The Scout should be at least 13 yrs. old, have some canoeing experience, and have passed the swimmer portion of the [swimmer test](#). He needs to bring swimming trunks, along with shoes and a shirt that will get wet. Scouts should also plan on spending afternoons at the lake to practice strokes. **Prerequisites:** Requirements 1, 2 [\(CPR\)](#), review [4a](#).



Climbing

Scout must be at least 13 years old. **Prerequisites:** Requirement 1.



*Cycling

Review requirement 1 (first aid) prior to camp. All of the requirements can be completed at camp except requirements 6, 8 & 9.

E



***Emergency Preparedness**

Before attempting this badge, the Scout must already have earned First Aid Merit Badge. Plan on spending one afternoon outside the merit badge session to complete an emergency drill (see requirement 8). **Prerequisites:** Requirement 1, 6b, 6c, 8. Review 2a, 2b.



Entrepreneurship

Come prepared with pencil, paper and an idea for a product to sell or a service to provide. All other materials will be provided.



***Environmental Science**

This merit badge requires a great deal of time, as it deals with numerous experiments and projects. Scouts should bring 2-liter washed pop bottles to camp to complete experiments.

F



Fish and Wildlife Management

Before coming to camp, the Scout should be familiar with the first four requirements. Extra time outside of the merit badge session may be needed to complete the projects (see requirements 5, 6, and 7). Completing Requirement 8 prior to camp is helpful.



Fishing

Scouts should bring their own fishing equipment. During the week, the Scout must catch two different kinds of fish (see requirement 9). He should also be familiar with the parts of a reel (requirement 2) and the knots listed in requirement 4.



Forestry

Before coming to camp, the Scout should be familiar with requirements 3, 4, and 6. In addition, the Scout is encouraged to begin his notebook before coming to camp (see requirement 1).

G



Geocaching

Geocaching is a sport for all age groups and all abilities. For scouts interested in GPS and geocaching. Older scouts preferred. **Prerequisites:** Requirements 7 and 8.



Geology

Before coming to camp, Scouts should familiarize themselves with all of the requirements.

H



***Hiking**

Only requirements 1, 2, 3, 4 and 7 are covered during the week.

L



Leatherwork

Scouts should come prepared with a leatherworking kit (knife pouch, wallet, belt, etc.) or be prepared to buy one at the trading post.



***Lifesaving**

Before attempting this badge, the Scout needs to be a [First Class Scout](#), or have successfully completed [Second Class](#) requirements 7a-7c and [First Class](#) Requirements 9a-9c. He needs to bring the **following items that will get wet:** swim trunks, shoes, socks, pants, belt, and a long-sleeve button-down shirt. **Prerequisites:** Requirements 1, 13 ([CPR](#)). It is recommended that any Scout attempting this merit badge complete [Swimming Merit Badge](#) first.

M



Mammal Study

Before coming to camp, the Scout should review requirements 1 and 2. Considerable time will be spent outside the merit badge session in observation of mammals (see requirement 3a or 3b) unless the Scout chooses to write a simple history of a mammal (requirement 3c).



Medicine

The Scout **must be 14 years** old and the First Class rank (No Exceptions). The Scouts will be assisting in the Health Lodge to fulfill requirements 7a and 10. The amount of time spent in the lodge will be between 4-8 hours. Requirement 1 could be completed prior to camp.



Metalwork

This badge requires a lot of time spent working on projects. Preference will be given to the older Scouts.



Motorboating

The Scout must be at least 14 years old to take this badge. There is also an additional \$8.00 fee. The Scout must pass the [swimmer's test](#) before attempting this badge. Before coming to camp, the Scout should review laws concerning motor boating (see requirement 4). **Prerequisites:** Requirements 1, 2 ([CPR](#)), 4.

O



Oceanography

Requirement 8 may be completed before camp.



Orienteering

A Scout who attempts this badge needs to have already passed his map and compass skills for Second Class and First Class. An afternoon may be required to run compass courses. Scout should have an orienteering compass with base plate.

P



*Personal Fitness

The Scout should begin a fitness program prior to camp. Review the requirements carefully. Do the research for requirement 9 prior to camp.



Pioneering

Scouts who attempt this badge needs to have **already earned his knot and lashing requirements for Tenderfoot, Second Class, and First Class**. Before camp, he should **practice the knots listed in requirements 2b and c**.

R



Reptile and Amphibian Study

In order to earn this badge at camp, the Scout must complete requirement 8 prior to camp. The Scout should also be familiar with requirements 1, 3, 5, 7, and 10. **Prerequisites:** Requirements 8



Rifle Shooting

Scouts will need an average of \$5 to \$10 to purchase rifle tickets (tickets available at the trading post). Scouts will complete requirement 2 under option A (modern cartridge type) only. The shooting requirement is challenging: 10 targets, 5 of which must have three shots close enough to be covered by a quarter, and 5 of which must have all 5 shots score 8 or higher. First year campers with no previous shooting experience are strongly discouraged from attempting this badge. **No personal rifles and no personal ammunition are to be brought to camp.**



Rowing

This is a good merit badge for a Scout who has not yet earned any other lake merit badges. The Scout needs to pass the [swimmer's test](#) in order to attempt this badge. He needs to bring swimming trunks, along with shoes and a shirt that will get wet. Before coming to camp, he should review [Safety Afloat](#) (see requirement 4). Most Scouts should plan on spending afternoons at the lake practicing strokes. **Prerequisites:** Requirements 1, 2 ([CPR](#)).

S



Sculpture

Scouts should come prepared on Monday to get a little muddy in search of Manatoc clay.



Scouting Heritage

Learn about the origins of Scouting Encouraged for older scouts. Scouting uses its 126 different merit badges to shine a light on topics that engage and inspire young minds. But with merit badge No. 127, the BSA intends to turn the light on itself. They'll learn it all—from Scouting's beginnings under Lord Baden-Powell to the history of their own troop. **Prerequisites:** Requirement 5, 6, and 8 need to be completed and brought to camp, and please note requirement 4.



Shotgun Shooting

Scouts will need an average of \$15 to \$20 for ammunition to fulfill the shooting requirement. Scouts must hit 24 of 50 targets (48%). Scouts should be at least a third year camper or a second year camper with previous shotgun shooting experience. **No personal guns and no personal ammunition are to be brought to camp.**



Small Boat Sailing

Scouts must pass the [swimmer's test](#) in order to attempt this badge. Before coming to camp he should review [Safety Afloat](#)

(See requirement. 4a). Most Scouts should plan on spending extra time at the lake to improve sailing skills. Recommended age is 13 plus. **Prerequisites:** Requirements 1 ([CPR](#)), 2.



Soil and Water Conservation

Before coming to camp, the Scout should be familiar with requirements 1, 2, and 6. The Scout should plan on spending one afternoon minimum outside of the merit badge session on two projects (See requirement 7).



Space Exploration

Rockets and tickets for the engines will be on sale in the Trading Post. The Scout will need to spend one afternoon outside of the merit badge session to launch his rocket. Rocket launches will be required, while Scouts may bring their own rockets to camp, they should use type A or B motors. The motors must be purchased from camp. **No motors should be brought to camp.**



*Swimming

Scouts should complete [Second Class](#) requirements 7a-7c and [First Class](#) requirements 9a-9d prior to enrolling. Before attempting this badge, the Scout must first pass the [swimmer's test](#). The Scout must bring the following clothes that **will get wet**: long pants (jeans work best), socks, shoes, belt, swimming trunks, and a long-sleeved button-down shirt. **Prerequisites:** Requirements 1, 2 ([CPR](#)), clothing for 4.

W



Weather

Before camp, the Scout should read and be familiar with the first five requirements. To satisfy requirement 8, he should plan on keeping a daily weather log while at camp (See requirement 8a). In order to satisfy requirement 9, the Scout could review the emergency procedures in the [leader's guide](#) and explain them to the troop (See requirement 9a). Do the research for requirement 9 prior to camp.



Wilderness Survival

Review requirement 1 through 4. The Scout should also come prepared for an overnigher; he will build his own shelter and sleep in it (See requirement 8 and 9). *It is strongly recommended that the Scout earn [Camping Merit Badge](#) before attempting this badge.* **Prerequisites:** Requirement 5



Wood Carving

Two projects are required (see requirement 6 and 7). A sharp pocketknife is mandatory, and a sharpening stone is encouraged. Scouts who wish to finish this badge at camp should bring a planed, flat board (about 1 ft. by 1 ft.) for a relief carving. Neckerchief slide kits can be purchased at the Trading Post. *The Scout must have a valid [Totin' Chip](#) card before attempting this badge.*

*[Eagle Scout Required Merit Badges](#)



New Study Reveals The Value of Scout Summer Camp

Picture this:

- *Boys splashing into a cold swimming pool on a hot day*
- *An archery bow stretched tight by a small hand and aimed at a colorful bull's-eye 30 feet away*
- *Hikers on a brush-laden trail stopping to admire a spider forming its web in a tree*
- *Teams of two paddling wildly in a six-boat canoe race on a shimmering lake*

These are the images of Boy Scouts at summer camp. Hidden within the camp adventure lie the true benefits of a boy's week at camp.

Harris Interactive of New York designed a study on the impact of summer camp in the lives of Boy Scouts, Scout leaders, and parents of Scouts. The researchers concluded that within the typical six days of Boy Scout summer camp, boys are in an environment that comprehensively provides them with critical elements of healthy youth development.

Camps are removed from the hustle and bustle world of mass information, media, and technology. This type of "protected environment" provides a significant opportunity for growth among young men. Time seems to take on a different meaning when the day is not filled with television, radio, video games, and visits to malls. This is the starting place for change.

At camp, boys have time to consider and reflect on their place in life. **Strong personal values and character** are shaped as young boys are encouraged to take a part in decisions that impact others, contemplate their relationship

with God, reflect on personal values, and participate in patriotic activities regarding American citizenship.

Since its beginning in 1910, the Boy Scouts of America has believed in personal growth through service.

At camp, boys gain a **positive sense of self-worth and usefulness** through serving others. Majorities of boys serve their peers at camp through helping clean up campsites, helping clean up after meals, and serving food.

A majority of boys at camp receive praise from others. Compliments are received from adult leaders (76 percent) and peers (72 percent). Another key finding

is that 78 percent of boys indicate that they "accomplished something worthwhile" during camp.

Scout camp is a place where **caring and nurturing relationships** are developed and deepened. According to the study, most Scouts made a new friend or became better

friends with someone while at camp. In this environment, friendships don't stop at the peer level. Adult leaders develop respect and trust among Scouts as they mentor skills and share knowledge. Also, many boys mention that they talk with an adult leader for advice during camp.

Young boys seldom consider "school learning" to be exciting. **Learning** at Scout camp is a different story!

Summer camp is an outdoor classroom in which boys test themselves. They test their skills, as well as their courage to try new things.

Learning alone is not enough to engage young boys. It has to be challenging and fun. Majorities of boys say they feel challenged (69 percent) and test their mental/thinking abilities (71 percent) while at camp.

Scouts are **productive and creative** at camp. Young boys are motivated by the concept of mastery. It is the basis for what has driven the extreme popularity of video games. When coupled with learning useful life skills, this need results in truly productive outcomes. Almost all Scouts "work with others on a badge or task" (88 percent) or "complete a merit badge" (83 percent) at camp.

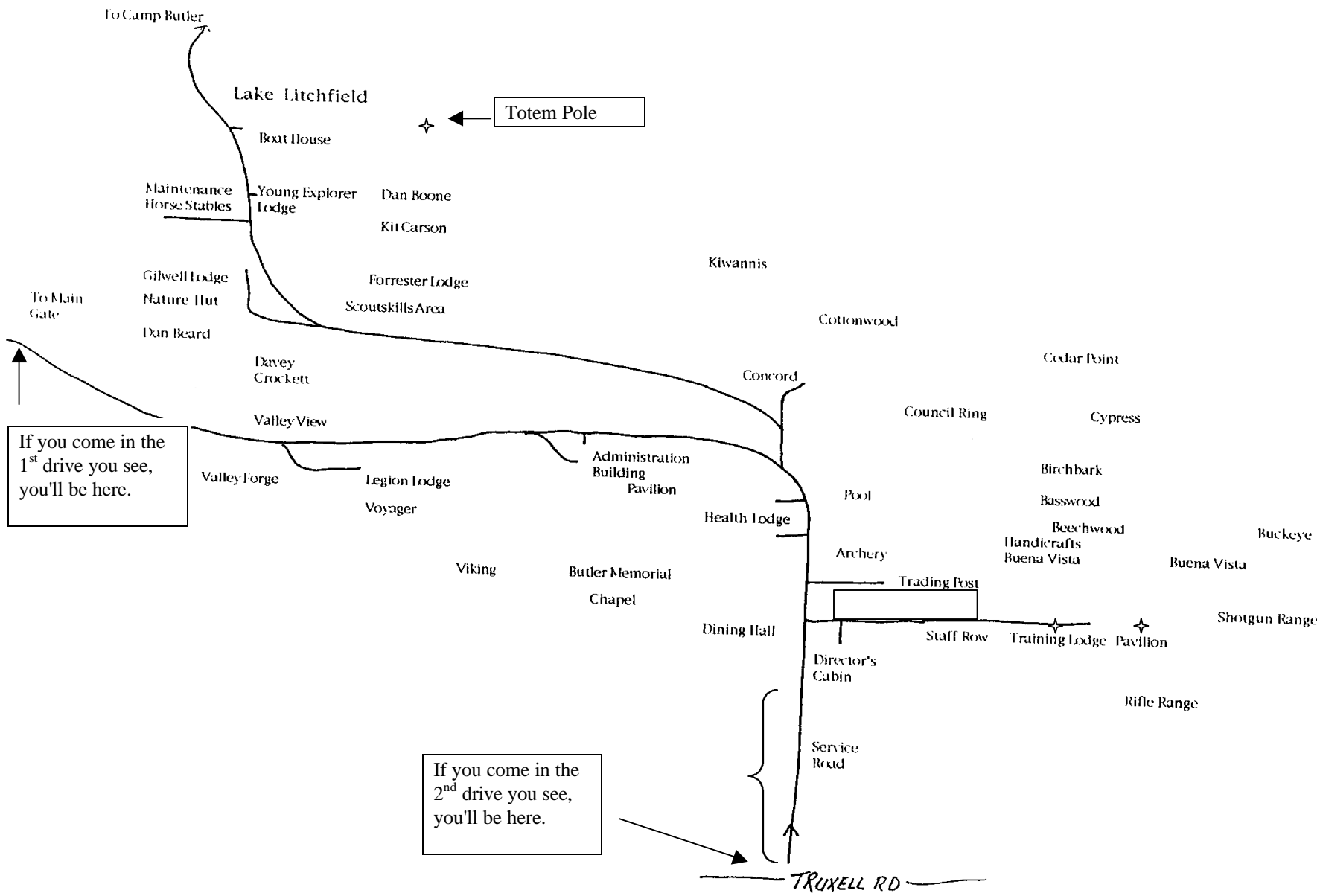
Camps are structured to encourage boys to spend time working and playing **socially** in ways that may seldom happen outside of camp. Majorities of Scouts collaborate with other youth on accomplishments (73 percent), participate in group decision making and activities (64 percent), and help resolve interpersonal conflicts (53 percent).

Parents see the difference Scout camp makes. **A clear majority (81 percent) of parents of Scouts who attend camp say the camp experience resulted in a positive change in their sons.** They agree their sons have fun, are safe, and learn and test new skills.

Moreover, a clear majority of parents (84 percent) say their son learned personal responsibility while at camp.

For these reasons, almost all parents (96 percent) would recommend camp to others.

Make sure your Boy Scout does not miss the opportunities of Scout summer camp. The "hidden value" of Scout camp will benefit your son for a lifetime!



Event: Summer Camp "Family Night" Dinner (Side Dishes)

Date: June 22, 5:30 Arrive for Ceremony. 7:30 Dinner.

	Who		Details	
	Family Name & Phone	First Names	Number Attending	Expected to Bring...
1.				
2.				
3.				
4.				
5.				
6.				
7.				
8.				

(over)

Event: Summer Camp "Family Night" Dinner (Deserts/Pastries/Goodies)

Date: June 22, 5:30 Arrive for Ceremony. 7:30 Dinner.

	Who		Details	
	Family Name & Phone	First Names	Number Attending	Expected to Bring...
1.				
2.				
3.				
4.				
5.				
6.				
7.				
8.				

(over)