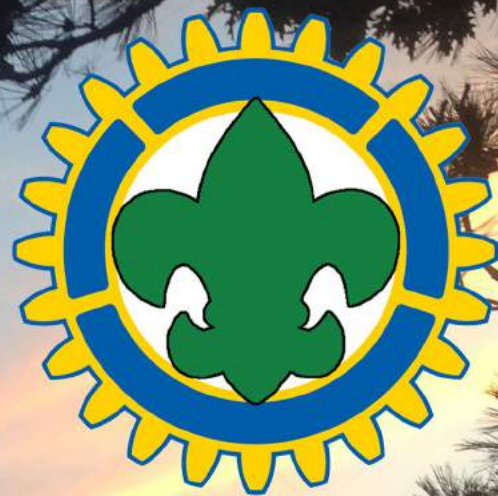


CAMP ROTARY



2018 Leader's Guide



Dear Scouts and Scouters:

Welcome to the 2018 Summer Camping season at Camp Rotary. We are excited to have you as part of one of America's longest continuously running summer camps.

This guide has all the important information you will need for your stay at Camp Rotary. It is designed for adult leaders, parents, and the youth leadership of your unit. Please make plans to review it completely.

We have worked hard this off-season to put together yet another exciting program. With changes to our program areas, we encourage you to look at all of our program features provided in this guide. We look forward to seeing you and your Scouts participate in everything that Camp Rotary has to offer.

Our camp staff is committed to exceeding your expectations. They are carefully selected and trained to assist you and your Scouts. Your Camp Rotary experience will be filled with adventures you will never forget!

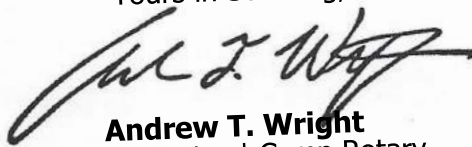
A true Scouting adventure is waiting for your Scouts at Camp Rotary this summer! You will be awed by the natural beauty of Lake Beebe and the surrounding woodlands, thrilled by the array of Scouting adventures found in no other camp, and overjoyed by the friendship and fellowship you will experience all week.

If you have any questions, please call or email me. I want to hear from you to ensure success for you and your Scouts. For the latest summer camp information, please visit the Camp Rotary section on the Michigan Crossroads Council website at:

<http://michiganscouting.org/outdooradventures/boy-scout-camp/boy-scout-summer-camp/camp-rotary-boy-scout-summer-camp/>

I look forward to your arrival this summer; Let the Adventure Begin!

Yours in Scouting,



Andrew T. Wright
Camp Director | Camp Rotary
andrew.wright@scouting.org
989-386-7943

BSA MISSION STATEMENT

It is the mission of the Boy Scouts of America to prepare young people to make ethical choices over their lifetimes by instilling in them the values of the Scout Oath and Law:

Scout Oath

On my honor I will do my best,
To do my duty to God and my country,
and To obey the Scout Law.
To help other people at all time,
To keep myself physically strong,
mentally awake, and morally straight.



Scout Law - A Scout is:

Trustworthy	Obedient
Loyal	Cheerful
Helpful	Thrifty
Friendly	Brave
Courteous	Clean
Kind	Reverent

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WELCOME TO CAMP ROTARY

Welcome to Camp Rotary! Summer, Fall, Winter, Spring - it matters not what time of the year you are interested in. Camp Rotary is the place to be. There is never a dull moment in the adventure of learning and experiencing all that the natural world has to offer. There are few places that can offer you the beauty, silence, atmosphere, privacy, ecology, wildlife, friendship, staffing, good food, adventure, outdoor program, and the all around perfection found at Camp Rotary!

No matter the time of year, Camp Rotary is ready and able to meet the needs of most individuals and groups. Summer Long Term Camping is the specialty for Boy Scout Troops and Venturing Crews from around the country. Often referred to as "The Best in the Country", Camp Rotary has a long and highly respected history in the Scout Summer Camping community. Units from around the country have heard of the "Excellence of Program" that is the standard of performance displayed at Camp Rotary. These many years of experience in this field have led to a refinement in the Scout Camp Program seldom achieved by others.

Weekend camping, weeklong camping, tent camping, cabin camping, dining lodge food service, patrol style cooking in your cabin or campsite are all available on a year around basis. Conferences, Retreats, Scout Units, Schools, College Fraternity and Sorority groups, Church Youth Groups, Fire Department training, School Football Team practicing and Band Camp programs are just some of the types of groups that have found Camp Rotary to be the place to make their programs come alive.

Just think - 1,100 acres of forests, lakes, streams and trails, populated by hundreds of creatures who make their homes in the lush surroundings of Camp Rotary. Located within the boundaries of these beautiful acres, you will find cabins to house up to 40 people each. The cabins are equipped with indoor sanitary facilities, kitchen equipment, electricity and even heat for those cold winter nights. There are meeting rooms, dining rooms, rest rooms and great food to be found in the Central Lodge. Just up from the parking lot and office, and on the way to Central Lodge, you will find the well-equipped Ecology Center. Majestic displays of the Natural World around us, warm heated meeting space in the winter and an outstanding alternative classroom facility just waiting for you and your group. You might also check out the Kepadshowink Lodge.

Summer Camp allows a Scout to share in fellowship and learn about and exchange experiences with other Scouts. This type of interaction is what Scouting is all about. Summer camp is just one place where we can encourage and develop it. The greatest reward from camp will be the lasting memories each Scout will carry with them for the rest of their life.

Let the Adventure Begin!



FOLLOW CAMP ROTARY ON FACEBOOK, TWITTER, AND INSTAGRAM!

Just search for #CampRotaryBSA



Prepared. For Life.™

CAMP HISTORY

History tells us that Lake Beebe was, from early times, used by the Ottawa, Potawatomi and Chippewa Indians as camping and fishing grounds. During some periods they used the area as a more permanent site. These tribes did not use tepees but lived in dome-shaped lodges covered with wood bark. Lake Beebe, a beautiful spring-fed lake approximately 30 acres in size with towering pines in the surrounding acreage lies not far northeast of Clare, Michigan and is centered in a 1,164 acre tract.

Founded as a lumber camp by Ed Pratt in 1886, Camp Rotary had a lot to offer the lumberjacks of the time. Each year, they would fill up Lake Beebe with the sawn timbers and then would blow up the dam so that they could get their timbers through the waterway system to the sawmills in Bay City.

In 1924 the camp at Lake Arnold became inadequate for the growing area Boy Scout Council. Members of The Saginaw Rotary Club became aware of this problem and, with Boy Scout executives began to look for a new site. Beebe Lake, located on a 440 acre site just north of Clare, was inspected. The search team was particularly impressed with the beauty, location and adaptability of the place.

The Boy Scouts moved into the camp at the end of August of 1925 and immediately began projects for improvement to make the grounds suitable for a Boy Scout Camp. A mess hall was built, a bathing beach was prepared and a new dam was built which raised the lake level by four feet. In 1932 an additional 40 acres was purchased, in 1950 another 40 acres, and in 1964 another 583 acres making the total 1,063. Improvements continued to be made, including the construction of a new health lodge in 1952, the Andersen chapel in 1956, Deer Lodge in 1959, the current Dining Hall in 1971, the Camp Office in 1974, the Nature Center in 1980, and Kepayshowink Lodge in 2006.

Many of the features from Camp Rotary's history are still visible today. The foundation of the water tower (constructed in 1962), which also served as the rappelling tower, still sits across from the Andersen Chapel. The 10 campsites located on the south side of Lake Beebe are still in their same locations and hold the same names as they did when they were plotted in 1964. Fort Scott campsite still sits on the hill west of the lake, just as it has since 1948. The archery and rifle ranges have hosted Scouts in the same locations since 1965.

We are proud to share Camp Rotary's long standing tradition with you. We hope that you will enjoy our programs and the rich woodland history as hundreds of thousands of Scouts and Scouters have before. We are pleased you have decided to become a part of Camp Rotary history.





CAMPSITE CHANGES

TENTING OPTIONS

After a 3-year case study, it has become apparent that most of the units that utilize Camp Rotary prefer the use of their personal/unit tents. Therefore, for the 2018 season, we will be pilot testing a "Bring Your Own Tents to Camp" program. Please read the following carefully, as there are many new changes for this camping season:

Camp Rotary is asking that ALL units that attend camp in 2018 bring their own personal or unit provided tents.

If your unit wishes to attend Camp Rotary and chooses not to provide your own tents, please contact the Camp Director immediately! Because this is a significant change in the program, Camp Rotary will provide tents for those units that prefer camp tents. Please make sure to note this on your online registration!

Changes from previous camping seasons:

- All campsites will be left bare, in order to make sure there is enough room for all personal tents
- There will be no camp provided tent platforms (pallets)
- There will be no camp provided cots or mattresses
- Each sub-camp will be supplied with a single, empty wall tent with a platform for the unit to use for storage or changing

SUB CAMPS

New for 2018, Camp Rotary will be splitting all of its 11 campsites into two (2) sub camps (e.g. Schuck Campsite will be split into "Schuck 1" and "Schuck 2")

As in the past, Camp Rotary will continue to allow units to pick the campsites in which they wish to reside for the week at the time of registration.

Camp Rotary is set up and designed to accept two (2) units per campsite, and the registration system is set up to allow for two (2) units to register in each campsite, unless its capacity has been met by a single unit.

Large units, that typically take up an entire campsite, will be assigned to the campsite as a whole.

Smaller units, who will be sharing a campsite, will be assigned to the proper sub camp by the camp management.

Your unit will be notified of your sub camp prior to your arrival and will be guided to your site on Sunday by your Unit Host.



CAMPSITE LAYOUT

Camp Rotary has to adhere to a very strict set of guidelines as set forth by the National Camp Accreditation Program (NCAP) committee. Part of this process includes a specific set of guidelines as to where tents can be placed in a campsite. The Camp Rotary Properties Committee has worked hard to make sure that we are meeting these standards, as well as maintaining a safe area for our units to camp. Because of this **all campers are to remain within the designated camping area of each campsite**, as set forth by the Camp Rotary Properties Committee.

Please be on the lookout for "No Camping Beyond This Point" signs located in your campsites and please adhere to them by not setting your tents up past them.

HAMMOCKS

Camp Rotary welcomes hammocks for recreational use AND as a means of camping, instead of the use of a tent. If you are going to be using a hammock during your stay for either of the above reasons, please make sure that you adhere to the following Hammocking Policy:

1. All hammocks, rain flies, etc. are to be put up using flat straps or webbing. NO ROPE, PARACORD, ETC. IS TO BE USED TO SECURE YOUR HAMMOCK TO A TREE!
2. Follow the manufacturer's instructions for maximum and minimum hanging distances (the distance between solid supports such as trees).
3. Hang hammocks in secure locations, such as to trees or solid posts. Never attach a hammock to any object that could move, such as vehicle bumpers or trailers. (Securing points should have a diameter of 8+ inches)
4. Securely fasten and check all knots prior to getting into a hammock.
5. Never "stack" hammocks one above another.
6. Hammocks should not be hung such that the lowest point is more than 3-feet above the ground. Severe injuries have resulted from elevated falls.
7. Do not have a hammock above water, including at a waterfront, lake, river, or stream.
8. Never swing or stand in a hammock. Fall from hammocks can cause serious or fatal injuries.
9. Do not use a hammock that has frayed or damaged cords. Use only the manufacturer's replacement cords.
10. Do not put more weight into a hammock than recommended by the manufacturer.
11. Small children should be supervised when using a hammock.

THEME FOR 2018

Never Stop Exploring

Exploration. This word conjures up images of men and women in pith helmets and khakis, bush whacking through the deepest parts of the jungle, or preparing to go on a grand adventure somewhere exotic, like Zanzibar to meet the Zanzibar-barians, or to the great pyramids in Egypt! Exploration, however, is not just going to exotic locales; exploration can be as simple as exploring new places, meeting new people, and trying new things.

Camp Rotary is a great place for you to start your own exploration! Here you can meet and make new friends from all over the world. You can try something you have never done before, like Project COPE, the Climbing Tower, or Robotics. Maybe you will journey to the final frontier by learning about space exploration or using our space ship bridge simulator, The Artemis. Perhaps you will find a new spot while you are here that no one has been to in almost 100 years! There are endless possibilities for exploration here at Camp Rotary, what will you start your exploration with?

However, exploration doesn't end when your time at Camp Rotary does. Through the adventures you have while you are here, you will be given the chance to explore the world around you no matter where you go. So, while you experience all that life and the world has to offer, remember to never stop exploring!

So don your pith helmets and khakis, grab your maps and compass, and pack your bags, and "Let the Adventure Begin!"



CAMP ROTARY PROGRAM AREAS

Shooting Sports

One of the highlights of your Scouts' week at camp will undoubtedly be their time spent at one of our shooting sports ranges. Whether Archery, Rifle, Shotgun or Muzzle Loader, nothing compares to the thrill of learning a new skill! Your Scouts will be taught how to safely enjoy what many have come to know as a hobby for life. Camp Rotary's shooting Sports Programs emphasize safety and skill training in an area that is often unique to your Scouts' outdoor summer camp experience. Open shooting will be available during the week at all three ranges. Our shooting Sports Program continues to break new ground each and every year by providing new and exciting shooting sports programs such as our Top Shot competition, Staff vs. Adult Leader shootout, Action Archery Course, Robin Hood Shoot, Tomahawk throwing, and our new NRA-BSA Camp Rifle Champion where Scouts will have the chance to see if they have the best shot in the Nation!



Climbing & Rappelling

Standing at 40-feet tall, our Climbing & Rappelling tower will challenge your Scouts like no other experience at camp! Your Scouts will learn all the skills needed to conquer the tower; such as safety, the proper knots, and the proper equipment. Open to all Youth and Adults, make sure to add the Climbing Tower to your to do list!

And don't forget to check out the other gravity defying activities:

- Climb on Safely; a training where adults can learn what is needed to provide a climbing program with their unit
- Crate Stacking; the objective is to stack as many upside-down plastic milk crates as possible and stand on the top. Stackers rest their feet in the handle holes of the milk crates, and the challenge is to place the next crate and transfer footings without losing balance and toppling the stack.
- Nightcrawler; climb and rappel our tower & go down our 755' Zip Line in the late evening hours!

Challenging Outdoor Personal Experience (COPE)

Project COPE is an outstanding opportunity for older Scouts to increase their self-confidence through a series of activities that will challenge them physically, mentally, and personally in a team building setting. This fosters the development of teamwork, communications, leadership development, decision making, self-esteem, trust, and problem-solving, and planning skills.

Project COPE is a combination of both low and high ropes course elements. Our low ropes course consists of 21 different elements challenging your Scouts, while our high ropes course is 40-ft. in the air, consists of 5 elements, and ends with our 755-foot long zip line! is more of a personal experience which will take an individual beyond what they thought they could accomplish by themselves. Participants of Project COPE must be at least 13 years of age. For more information, see page 38.



PATH Program (1st Year Campers)

PATH (Primary Abilities Training Huddle) is a special program designed for your 1st year campers who have not yet reached the rank of 1st Class. PATH Scouts visit most every program area at camp as they work on the "skill instruction" requirements for their Tenderfoot, 2nd & 1st Class ranks. PATH Scouts also take part in a special overnight campout, where they cook their own meals, and enjoy an evening campfire program. They will earn the Fingerprinting Merit Badge as part of their PATH experience. PATH Scouts are encouraged to bring their own tent, backpack, and an adult leader or two who can assist with the PATH program. The PATH program is available to Scouts to use as they need. Scouts can take part in all of the PATH program or just the parts they need to advance. PATH provides your Scouts with the skill instruction needed to be tested by your unit's adult leadership - our staff does not sign-off on advancement. Adult participation is required for your Scouts to receive the maximum benefit from PATH. See page 17 for this summer's PATH schedule. Adults that attend the PATH program for the whole week will receive their Introduction to Outdoor Leadership Skills (IOLS) training.



Scoutcraft Skill Center (SCSC)

Scoutcraft offers instruction in the skills that are vital to the outdoor Scouting program; such as camping, cooking, knot tying, splicing, lashing, fire building, and how to safely use axe yard tools. Scoutcraft will help your scouts develop the basic skills of hiking and camping and will help them appreciate and understand the out-of-doors by making the best use of their own abilities and their natural surroundings.

Join our Scoutcraft staff in the evenings as they teach additional skills such as Leave no Trace and Trek Safely. Or join the as they challenge you with the mighty Lumberjack competition where Scouts will compete to see who is the best lumberjack team in camp, or our first ever Scoutcraft Highland Games! Let's see if your Scouts have what it takes to be a Scoutcraft Highlander. There is always something fun and challenging at Scoutcraft!



Aquatics

The Waterfront at Camp Rotary is second to none! Open swimming and boating are available Monday through Thursday. Snorkeling, Mile Swim, Kayaking BSA, and Instructional Swim are also offered during the week. Adult Leaders have the opportunity to complete the new Paddle Craft Safety and Swimming & Water Rescue trainings. Be sure to allow time for the Polar Bear swim and the weekly Water Games, that are sure to be a hit with your Scouts! All campers and adults who wish to enter the waterfront must have a Buddy Tag. Buddy Tags are not issued to anyone who does not possess a valid BSA Health Form. Anyone who wishes to swim or boat must pass the BSA swimmer test at camp; pool certification will not be accepted, unless approved by the MCC Aquatics Committee. Camp Rotary reserves the right to re-test for safety reasons.

To contact the MCC Aquatics Committee, please follow this link:

<http://www.michiganscouting.org/about/program-committees/aquatics-committee/>

Handicraft

Handicraft will help your Scouts discover their creative side! Every Scout brings to camp a wide variety of talents and skills. The Handicraft area provides Scouts the opportunity to explore their different talents & skills, perhaps one of which may lead to an enjoyable life-long hobby. Whether your Scouts want to make something out of wood, paper, or leather, they can get the help they need in Handicraft. Parents love hand-made gifts and Scouts love to make them. The camp fee now includes all Merit Badge related program costs, however, Scouts may want to bring some extra money for additional handicraft kits beyond the ones that will be provided.

Scouts may also want to join our Handicraft Staff as they host some amazing events such as our Tie-Dye night, where Scouts can come down and Tie-Dye any number of things (shirts for Tie-Dye can be purchased at the Trading Post or bring your own!), or join them for our Lego Master Builder Competition and see if you have what it takes to be a Master Builder!



M.A.D.E.

If your scouts are looking for an entirely different experience at camp, the M.A.D.E. (Multimedia Application Design Environment) Program Area is for them! We offer your Scouts the opportunity to explore the worlds of Theatre, Graphic Arts, Movie Making, Game Design, Robotics, and MORE! Whether your Scout enjoys performing, writing, or being behind the camera, we have something for them. M.A.D.E. also plays host to the Citizenship and Communications Merit Badges.

Other events to check out are our Artemis (Spaceship Bridge Simulator), Super Smash Brothers, our Magic the Gathering game night, and of course our famous MADE Movie Night! Come join our MADE staff as they host a free movie night at the Rotary Cinema (trading post) with FREE popcorn! Please bring your own seat. The MADE Program area can be located at Kepayshowink Lodge.



Nature

The entire camp is our Nature Area. There are trails, demonstrations of conservation skills, as well as additional instruction available in each of the many Nature Merit Badges offered by Camp Rotary. Many animal displays and hands-on learning opportunities can be found in the Heavenrich Nature Center and surrounding area. Be sure to visit the Snake Pit, Turtle Pond, and take a stroll down the newly rehabbed Self-Guided Nature Trail during your week at Camp Rotary.

If you don't see any reptiles in our enclosures, go out and catch some as a part of our Reptile Quest! The unit with the most points at the end of the week will earn a nifty prize! You can also join our nature staff for such events as our Critter Crawl to see who has the fastest critter in camp, or find the ugliest bug for our Ugly Bug Contest. There is always something neat in Nature!



Industrial Arts

If your Scouts are looking for something interesting and hands-on, check out the Industrial Arts Center, located at the front of camp in our Maintenance Area.

Intended to be geared towards older Scouts that have experienced most other badges, they can learn about the skill areas of Plumbing, Electricity, Automotive Maintenance, Metalwork, & Welding. These skills can help foster new life long hobbies or careers, and help develop their sense of independence and pride in their own handwork.

If your Scouts are looking for a more hands-on, interactive, and challenging time at camp, our Industrial Arts Center is where they can find that challenge.



Trading Post

The Camp Rotary Trading Post is here with an exciting opportunity for your Scouts! Do you have Scouts who have an interest in Salesmanship and Entrepreneurship? Then we have got a program for you! Taking a Trading Post merit badge class will allow Scouts to work on interaction with other people, speaking skills, and much more! But wait, that's not all!

Looking for a new Hammock? We have tons! Maybe some pop, candy, ice cream, or a nutritious snack? We have those too! How about an awesome new shirt, sweatshirt, or jacket? Forgot your uniform or need to replace a few things? We have what you need! Stop by and see a member of our Trading Post staff today!



Health Office

Interested in joining the medical field? How about police, fire, or rescue? If any of these sound like fun, then our Health Office program area is the place for you! Teaching many skills; from repairing minor scrapes or burns, to the correct way to move a person from danger, to lifesaving techniques, the Health Office will never disappoint Scouts with what they will learn. The Health Office plays home to the First Aid and Emergency Preparedness merit badges.

Join our Health staff to learn the basic skills to help in just about any emergency! Your Scouts will learn how to prepare and respond to emergency situations and how to prevent potential dangerous situations as well.

CAMP PROGRAM SCHEDULE

Camp Rotary Program Schedule – 2018

All Program Areas are open 9:00am - 12:00 noon, 1:30 - 4:30 pm, and 7:00 - 9:00 pm except Wednesday & Friday.
Special Event details will be announced daily at flag and at mealtime. All MB Classes meet M-F unless otherwise noted.

Aquatics				Scoutcraft	
Canoeing +	10:00-11:00am or 2:30-3:30pm			Archaeology +	10:00-11:00am or 2:30-3:30pm
Kayaking +	9:00-10:00am or 1:30-2:30pm			Camping +	9:00-10:00am or 1:30-2:30pm
Lifesaving +	9:00-10:00am or 10:00-11:00am or 1:30-2:30pm or 2:30-3:30pm			Cooking +	11:00am-12:00 noon or 3:30-4:30pm
Motor Boating +	9:00-10:00am or 1:30-2:30pm			Exploration +	10:00-11:00am or 2:30-3:30pm
Rowing +	10:00-11:00am or 2:30-3:30pm			Fishing	11:00-12:00 noon or 3:30-4:30pm
Small Boat Sailing +	10:00-12:00 noon or 1:30-3:30pm			Geocaching +	10:00-11:00am or 1:30-2:30pm
Swimming +	10:00-11:00am or 11:00-12:00pm 1:30-2:30pm or 2:30-3:30pm			Orienteering	9:00-10:00am
				Pioneering	1:30-2:30pm
				Search and Rescue +	2:30-3:30pm
				Signs, Signals, & Codes +	11:00-12:00 noon
				Wilderness Survival	3:30-4:30pm
Swimming & Water Rescue	10am – Noon, & 1:30-3:30pm, M & TU			Leave No Trace	7:00-9:00pm M
Paddle Craft Safety	10am – Noon, & 1:30-3:30pm, W & TH (must attend all sessions to complete)			Trek on Safety	7:00-8:00pm TU
				Industrial Arts	
BSA Stand-up Paddleboard Award	11:00-12:00 noon M, TU, W			Automotive Maintenance	9:00-10:00am or 1:30-2:30pm
Snorkeling BSA	11:00-12:00 noon M, TU, W			Electricity	10:00-11:00am or 2:30-3:30pm
Kayaking BSA	11:00-12:00 noon M, TU, W			Metalworking	7:00-9:00pm M, TU, TH
Mile Swim	3:30-4:30pm			Plumbing	7:00-8:00pm M, TU, TH
				Welding	11:00-12:00 noon or 3:30-4:30pm
Open Swim	3:30-4:30pm M-TH 7:00-9:00pm M, TU			Shooting Sports	
Instructional Swim	3:30-4:30pm & by appointment			Archery	9:00-10:00am or 10:00-11:00 or 11:00-12:00noon or 1:30-2:30pm
Open Boating	3:30pm-4:30pm M-TH 7:00pm-9:00pm M-TU			Rifle Shooting	9:00-10:00am or 10:00-11:00 or 11:00-12:00noon or 1:30-2:30pm
				Shotgun Shooting	9:00-10:00am or 10:00-11:00 or 11:00-12:00noon or 1:30-2:30pm
Carboard Boat Race	Thursday @ 7:15pm			Open Shooting/Archery	2:30-4:30pm TU-F 7:00-9:00pm M, TU, TH
Aquatics Ninja Warrior	Thursday @ 7:30pm			Open Shooting/Rifle \$	2:30-4:30pm TU-F 7:00-9:00pm M, TU, TH
Polar Bear Swim	Wednesday @ 5:30am			Open Shooting/Shotgun \$	2:30-4:30pm TU-F 7:00-9:00pm M, TU, TH
				Trading Post	
COPE/Climbing				Entrepreneurship	10:00-11:00am
Climbing Merit Badge	10:00-12:00pm			Salesmanship	2:30-3:30pm
COPE	1:30-4:30pm M, TU, W			IOLS Training	9:00-12:00 noon and 1:30-3:30pm M-F 7:00-8:00pm M (must attend all sessions to complete)
Crate Stacking	1:30-4:30pm TH, F				
Open Climbing/Rappelling	7:00-9:00pm M, TU, TH				
Open Zip Line	1:30-4:30pm F				
Climb on Safely	9:00-10:00am M				
Night Crawler \$	8:30pm TU				
Health Office					
Emergency Preparedness +	11:00-12:00 noon or 3:30-4:30pm				
First Aid +	9:00-11:00am or 1:30-3:30pm				
Fly Fishing +	7:00-10:00pm M				
Handicraft					
Animation	10:00-11:00am or 2:30-3:30pm				
Art	9:00-10:00am or 1:30-2:30pm				
Basketry	10:00-11:00am or 2:30-3:30pm				
Coin Collecting +	7:00-8:00pm M				
Collections +	7:00-8:00pm TU				
Fingerprinting	7:00-8:00pm TH				
Indian Lore	9:00-10:00am or 1:30-2:30pm				
Leatherwork	11:00-12:00 noon or 3:30-4:30pm				
Model Design & Building	10:00-11:00am or 2:30-3:30pm				
Sculpture	9:00-10:00am or 1:30-2:30pm				
Wood Carving	11:00-12:00 noon or 3:30-4:30pm				
MADE					
Chess	9:00-10:00am or 1:30-2:30pm				
Citizenship/Nation +	10:00-11:00am or 2:30-3:30pm				
Citizenship/World +	11:00-12:00 noon or 3:30-4:30pm				
Communications +	9:00-10:00am or 1:30-2:30pm				
Digital Technology +	2:30-3:30pm				
Game Design +	11:00-12:00 noon or 3:30-4:30pm				
Graphic Arts	9:00-10:00am				
Movie Making	10:00-11:00am or 2:30-3:30pm				
Photography	10:00-11:00am				
Programming +	11:00-12:00 noon				
Robotics	3:30-4:30pm				
Theater	1:30-2:30pm				
Nature					
Astronomy	8:00pm-9:00pm M, TU, TH				
Bird Study +	10:00-11:00am or 2:30-3:30pm				
Environmental Science +	9:00-11:00am or 1:30-3:30pm				
Fish & Wildlife Management +	10:00-11:00am or 2:30-3:30pm				
Forestry	9:00-10:00am or 1:30-2:30pm				
Geology	7:00-9:00pm M, TU, TH				
Mammal Study	11:00-12:00 noon or 3:30-4:30pm				
Nature +	11:00-12:00 noon or 3:30-4:30pm				
Plant Science +	7:00-9:00pm M, TU, TH				
Reptile & Amphibian Study +	9:00-10:00am or 1:30-2:30pm				
Soil & Water Conservation	9:00-10:00am or 1:30-2:30pm				
Space Exploration	11:00-12:00 noon or 3:30-4:30pm				
Sustainability +	11:00-12:00 noon or 3:30-4:30pm				
Weather	10:00-11:00am or 2:30-3:30pm				

Camp Services

Quartermaster	Open as posted	
Trading Post	8:30am-12:00 noon	M-F
Closed Wednesday Evenings	1:00-5:00pm	SU-TH
	1:00-6:00pm	F
	7:00-9:15pm	M, TH
	7:00-10:15pm	TU
	7:00-8:30pm	SU, F
	9:30-11:00am	SA
Meal Times	8:00am	Breakfast
	12:15pm	Lunch
	6:00pm	Dinner
	4:45pm	Friday Carnival - Games Start
	6:00pm	Friday Carnival - Dinner
Flag Ceremonies	7:45am	Flag Raising
	5:45pm	Flag Lowering
Camp Office	9:00am-12:00 noon	} M-F
	1:00-5:00pm	
	7:00-9:00pm	
	9:30am-12:00 noon	
	12:30-5:00pm	SUN

Lost & Found

First check the tote on the office porch just under the sign-out book.
For items of value, please check with the Camp Clerk.

Closing Ceremony – 9:00am Saturday Morning
All Program Areas will be closed on Wednesday & Friday Evenings
\$ Denotes additional program fee required
+ Denotes pre-requisite required.

*Camper Fee includes all Merit Badge related program costs. Non-Merit Badge Activities (i.e. Open Rifle Shoot) require a Program Ticket to be purchased at the Trading Post or Camp Office.

PLEASE MAKE SURE ALL BLUE CARDS ARE TURNED INTO THE CAMP OFFICE ON SUNDAY EVENING OR YOUR TROOP GUIDE BY THE START OF SUNDAY CAMPFIRE.
All times and information are subject to change

PATH SCHEDULE

PATH Program Schedule

All Times subject to change based on PATH attendance Adult Leader assistance

	Monday	Tuesday	Wednesday	Thursday	Friday
9:00 - 10:00	Opening Patrol Method Scout Req. #3a-b	First Aid Tenderfoot Req. #4a-c	Citizenship Scout Req. #1f Tenderfoot Req. #7a 2nd Class Req. #8a-b 1st Class Req. #9a	Tent Pitching	Hike to PATH
10:00 - 11:00	Troop Leadership & Advancement Scout Req. #2a-d Tenderfoot Req. #8	Knots and Rope Scout Req. #4a-b Tenderfoot Req. #3a-c	5 Mile Hike Tenderfoot Req. #5a-c 2nd Class Req. #3a-d, #4 1st Class Req. #5a, #5c,	Prepare For Overnighter	Hit the Showers
11:00 - 12:00	Initiative Games	Totin' Chip Scout Req. #5 Tenderfoot Req. #3d			OPEN
1:30 - 2:30	Youth Protection Training 2nd Class Req. #9a-b	First Aid 2nd Class Req. #6a-e 1st Class Req. #7a-c	Safe Swim Defense Safety Afloat Lifesaving Skills 2nd Class Req. #5a, 5c-d 1st Class Req. #6b-e	Depart for Overnighter @ 2:00	Fingerprinting MB* Closing Ceremony
2:30 - 3:30	Rifle and Archery Range*	Initiative Games			Overnighter Scout Req. #1e Tenderfoot Req. #1a-c, #2a-c, 2nd Class Req. #2b-c 1st Class Req. #1b
3:30 - 4:30		Drugs and Alcohol Awareness 2nd Class Req. 7c	Knots and Rope 2nd Class Req. #2f-g 1st Class Req. #3a-d	OPEN	
Evening	I.O.L.S. Supplemental Adult Training	I.O.L.S. Supplemental Adult Training	OPEN	PATH Campfire Program	OPEN

*Activity is not required to receive the PATH award

NOTE TO UNIT LEADERS: Please be advised that the Camp Rotary PATH Staff will provide your PATH scouts with the skill instruction as required by the rank advancement standard. It is the responsibility of the adult troop leadership to determine if the Scout has mastered proficiency in the skill being tested for rank advancement. The PATH Staff does not sign-off on rank requirements.

Introduction to Outdoor Leadership Skills (IOLS) Training

Any Adult Leader who wishes to participate in IOLS Training while here at Camp Rotary must be present at all sessions of the PATH Program (unless other wise instructed by the Camp Rotary PATH Staff) as well as the two supplemental sessions Monday and Tuesday night.

MERIT BADGE INFORMATION

The merit badge program is the cornerstone of the Summer Camp program and Camp Rotary offers a wide selection. Most merit badges can be completed at camp however, there are a few that need some additional work at home because of time requirements, special projects, or other considerations. These “prerequisites” must be completed outside camp, before your arrival. Please refer to page 33 for a list of prerequisites and class capacities.

The Scoutmaster will receive an advancement report prior to departure on Saturday, noting completes and partials, including those requirements that remain outstanding. The report is also available online in the Unit Registration portal. If your council requires blue cards, you can print off a blue card report from the Unit Registration portal.

Program Icon Key:



Recommended for all Scouts



Eagle Required



Recommended for younger Scouts





Badge will require work outside of class time










Recommended for Scouts 13+






Badge has prerequisites




	Animation	
	Times Offered:	10:00am-11:00am or 2:30pm-3:30pm
	Location:	Handicraft (Deer Lodge)
	Prerequisites:	None
	Materials Needed:	Animation MB Book
	Other Info:	None



	Archaeology	  
	Times Offered:	10:00am-11:00am or 2:30pm-3:30pm
	Location:	Scoutcraft
	Prerequisites:	#9
	Materials Needed:	Archaeology MB Book; Notebook; Pen/Pencil
	Other Info:	None




	Archery	 
	Times Offered:	9:00am-10:00am or 10:00am-11:00am or 11:00am-12:00am or 1:30pm-2:30pm
	Location:	Archery Range
	Prerequisites:	None
	Materials Needed:	Archery MB Book
	Other Info:	May need to shoot outside of class time to complete badge








	Art	  (P)
	Times Offered:	9:00am-10:00am or 1:30pm-2:30pm
	Location:	Handicraft (Deer Lodge)
	Prerequisites:	#6, #7
	Materials Needed:	Art MB Book
	Other Info:	None



	Astronomy	  (P)
	Times Offered:	8:00pm-9:00pm (M, Tu, Th)
	Location:	Nature Center
	Prerequisites:	#5b
	Materials Needed:	Astronomy MB Book
	Other Info:	Required star-gazing session on Tuesday evening at 10pm



	Automotive	
	Times Offered:	9:00am-10:00am or 1:30pm-2:30pm
	Location:	Industrial Arts (Maintenance Area)
	Prerequisites:	None
	Materials Needed:	Automotive Maintenance MB Book
	Other Info:	None



	Basketry	 
	Times Offered:	10:00am-11:00am or 2:30pm-3:30pm
	Location:	Handicraft (Deer Lodge)
	Prerequisites:	None
	Materials Needed:	Basketry MB Book
	Other Info:	Basketry kits will be provided as part of the camp fee



	Bird Study	  (P)
	Times Offered:	10:00am-11:00am or 2:30pm-3:30pm
	Location:	Nature
	Prerequisites:	#8
	Materials Needed:	Bird Study MB Book; Notebook; Bird Field Guide
	Other Info:	None

	Camping	 (P)
	Times Offered:	9:00am-10:00am or 1:30pm-2:30pm
	Location:	Scoutcraft
	Prerequisites:	#4b, #7b, #8d, #9a, #9b
	Materials Needed:	Camping MB Book
Other Info:	None	

	Canoeing	 (P)
	Times Offered:	10:00am-11:00am or 2:30pm-3:30pm
	Location:	Aquatics
	Prerequisites:	#2, #7a, #7b
	Materials Needed:	Canoeing MB Book; Swimsuit
Other Info:	Must pass the BSA swim test	

	Chess	
	Times Offered:	9:00am-10:00am or 1:30pm-2:30pm
	Location:	MADE (Kepadshowink Lodge)
	Prerequisites:	None
	Materials Needed:	Chess MB Book; Notebook; Chess Set
Other Info:	None	

	Citizenship in	 (P)
	Times Offered:	10:00am-11:00am or 2:30pm-3:30pm
	Location:	MADE (Kepadshowink Lodge)
	Prerequisites:	#2a, #2b, or #2c, #3, #8
	Materials Needed:	Citizenship in the Nation MB Book
Other Info:	None	

	Citizenship in	
	Times Offered:	11:00am-12:00pm or 3:30pm-4:30pm
	Location:	MADE (Kepadshowink Lodge)
	Prerequisites:	None
	Materials Needed:	Citizenship in the World MB Book
Other Info:	None	



	Climbing	
	Times Offered:	10:00am-12:00pm
	Location:	Climbing Tower
	Prerequisites:	None
	Materials Needed:	Climbing MB Book
	Other Info:	May need to climb outside of class time to complete badge

	Coin Collecting	
	Times Offered:	7:00pm-8:00pm (M)
	Location:	Handicraft (Deer Lodge)
	Prerequisites:	#7, #9
	Materials Needed:	Coin Collecting MB Book; Coin Collection (or photo of)
	Other Info:	None

	Collections	
	Times Offered:	7:00pm-8:00pm (Tu)
	Location:	Handicraft (Deer Lodge)
	Prerequisites:	#5b
	Materials Needed:	Collections MB Book; Collection (or photo of)
	Other Info:	Stamp & coin collections cannot be used for this badge

	Communications	
	Times Offered:	9:00am-10:00am or 1:30pm-2:30pm
	Location:	MADE (Kipayshowink Lodge)
	Prerequisites:	#3, #5, #7, #8
	Materials Needed:	Communications MB Book; Notebook; Pen/Pencil
	Other Info:	None

	Cooking	
	Times Offered:	11:00am-12:00am or 3:30pm-4:30pm
	Location:	Scoutcraft
	Prerequisites:	#4, #5, #6, #7
	Materials Needed:	Cooking MB Book
	Other Info:	Scouts will participate in cooking demonstrations



	Digital	(P)
	Times Offered:	2:30pm-3:30pm
	Location:	MADE (Kipayshowink Lodge)
	Prerequisites:	#1, #5b, #6 (bring to camp)
	Materials Needed:	Digital Technology MB Book; Notebook
Other Info:	None	

	Electricity	(P)
	Times Offered:	10:00am-11:00am or 2:30pm-3:30pm
	Location:	Industrial Arts (Maintenance Area)
	Prerequisites:	#2, #8, #9a
	Materials Needed:	Electricity MB Book; Notebook; Pen/Pencil
Other Info:	None	

	Emergency Preparedness	(P)
	Times Offered:	11:00am-12:00pm or 3:30pm-4:30pm
	Location:	Health Lodge
	Prerequisites:	#1, #2c, #6c, #8b
	Materials Needed:	Emergency Preparedness MB Book; Notebook; Pen/Pencil
Other Info:	Scouts must have earned the First Aid Merit Badge first	

	Entrepreneurship	(P)
	Times Offered:	10:00am-11:00am
	Location:	Trading Post
	Prerequisites:	#3
	Materials Needed:	Entrepreneurship MB Book; Notebook; Pen/Pencil
Other Info:	None	

	Environmental Science	(P)
	Times Offered:	9:00am-11:00am or 1:30pm-3:30pm
	Location:	Nature Center
	Prerequisites:	#6
	Materials Needed:	Environmental Science MB Book; Notebook; Pen/Pencil
Other Info:	None	



	Exploration	(P)
	Times Offered:	10:00am-11:00am or 2:30pm-3:30pm
	Location:	Scoutcraft
	Prerequisites:	#4, #5
	Materials Needed:	Exploration MB Book; Notebook; Pen/Pencil
	Other Info:	None



	Fingerprinting	(P)
	Times Offered:	7:00pm-8:00pm (Th)
	Location:	Handicraft (Deer Lodge)
	Prerequisites:	None
	Materials Needed:	Fingerprinting MB Book
	Other Info:	PATH Scouts will earn this MB as part of the PATH Program




	First Aid	(P)
	Times Offered:	9:00am-11:00am or 1:30pm-3:30pm
	Location:	Health Lodge
	Prerequisites:	#1, #2d, #7
	Materials Needed:	First Aid MB Book; Notebook; Pen/Pencil
	Other Info:	None



	Fish & Wildlife	(P)
	Times Offered:	10:00am-11:00am or 2:30pm-3:30pm
	Location:	Nature Center
	Prerequisites:	#5
	Materials Needed:	Fish & Wildlife Management MB Book; Notebook; Pen/Pencil
	Other Info:	None




	Fishing	(P)
	Times Offered:	11:00am-12:00pm or 3:30pm-4:30pm
	Location:	Scoutcraft
	Prerequisites:	None
	Materials Needed:	Fishing MB Book; Fishing Pole, Lures/Bait; Tackle Box
	Other Info:	Camp has a limited supply of fishing materials





	Fly Fishing	 (P)
	Times Offered:	7:00pm-10:00pm (M)
	Location:	Parade Field
	Prerequisites:	#4, #10
	Materials Needed:	Fly Fishing MB Book
	Other Info:	Earning the Fishing MB first would prove helpful



	Forestry	 
	Times Offered:	9:00am-10:00am or 1:30pm-2:30pm
	Location:	Nature Center
	Prerequisites:	None
	Materials Needed:	Forestry MB Book
	Other Info:	None



	Game Design	 (P)
	Times Offered:	11:00am-12:00pm or 3:30pm-4:30pm
	Location:	MADE (Kepayshowink Lodge)
	Prerequisites:	#5, #6, #7
	Materials Needed:	Game Design MB Book
	Other Info:	None



	Geocaching	  (P)
	Times Offered:	10:00am-11:00am or 1:30pm-2:30pm
	Location:	Scoutcraft
	Prerequisites:	#8, #9
	Materials Needed:	Geocaching MB Book; GPS Unit
	Other Info:	Earning the Orienteering MB first would prove helpful




	Geology	
	Times Offered:	7:00pm-9:00pm (M, Tu, Th)
	Location:	Nature Center
	Prerequisites:	None
	Materials Needed:	Geology MB Book
	Other Info:	None






	Graphic Arts	
	Times Offered:	9:00am-10:00am
	Location:	MADE (Kepayshowink Lodge)
	Prerequisites:	None
	Materials Needed:	Graphic Arts MB Book; Notebook; Pen/Pencil
	Other Info:	None

	Indian Lore	
	Times Offered:	9:00am-10:00am or 1:30pm-2:30pm
	Location:	Handicraft (Deer Lodge)
	Prerequisites:	None
	Materials Needed:	Indian Lore MB Book
	Other Info:	Indian Lore kits will be provided as part of the camp fee

	Kayaking	 (P)
	Times Offered:	9:00am-10:00am or 1:30pm-2:30pm
	Location:	Aquatics
	Prerequisites:	#2
	Materials Needed:	Kayaking MB Book; Swimsuit
	Other Info:	Must pass the BSA swim test

	Leatherwork	 
	Times Offered:	11:00am-12:00pm or 3:30pm-4:30pm
	Location:	Handicraft (Deer Lodge)
	Prerequisites:	None
	Materials Needed:	Leatherwork MB Book
	Other Info:	Leatherwork kits will be provided as part of the camp fee

	Lifesaving	  (P)
	Times Offered:	9:00am-10:00am or 10:00am-11:00am or 1:30pm-2:30pm or 2:30pm-3:30pm
	Location:	Aquatics
	Prerequisites:	#1a
	Materials Needed:	Lifesaving MB Book; Long pants; Long sleeve shirt (no buttons)
	Other Info:	Must pass the BSA swim test; must be able to swim 400 yds



	Mammal Study	
	Times Offered:	11:00am-12:00pm or 3:30pm-4:30pm
	Location:	Nature Center
	Prerequisites:	None
	Materials Needed:	Mammal Study MB Book
	Other Info:	Great choice for First Year Campers



	Metalworking	
	Times Offered:	7:00pm-9:00pm (M, Tu, Th)
	Location:	Industrial Arts (Maintenance Area)
	Prerequisites:	None
	Materials Needed:	Metalworking MB Book; Jeans; Long sleeve cotton shirt
	Other Info:	Scouts will be working on a forge



	Model Design &	
	Times Offered:	10:00am-11:00am or 2:30pm-3:30pm
	Location:	Handicraft (Deer Lodge)
	Prerequisites:	None
	Materials Needed:	Model Design & Building MB Book
	Other Info:	None



	Motorboating	
	Times Offered:	9:00am-10:00am or 1:30pm-2:30pm
	Location:	Aquatics
	Prerequisites:	#2a
	Materials Needed:	Motorboating MB Book
	Other Info:	Must pass the BSA swim test



	Movie Making	
	Times Offered:	10:00am-11:00am or 2:30pm-3:30pm
	Location:	MADE (Kipayshowink Lodge)
	Prerequisites:	None
	Materials Needed:	Movie Making MB Book; Video camera
	Other Info:	None





	Nature	 (P)
	Times Offered:	11:00am-12:00pm or 3:30pm-4:30pm
	Location:	Nature Center
	Prerequisites:	#4(a)(2)
	Materials Needed:	Nature MB Book
	Other Info:	None



	Orienteering	
	Times Offered:	9:00am-10:00am
	Location:	Scoutcraft
	Prerequisites:	None
	Materials Needed:	Orienteering MB Book; Notebook; Pen/Pencil; Compass
	Other Info:	None



	Photography	
	Times Offered:	10:00am-11:00am
	Location:	MADE (Kepayshowink Lodge)
	Prerequisites:	None
	Materials Needed:	Photography MB Book; Digital camera
	Other Info:	Camp has a limited number of cameras available




	Pioneering	
	Times Offered:	1:30pm-2:30pm
	Location:	Scoutcraft
	Prerequisites:	None
	Materials Needed:	Scoutcraft MB Book
	Other Info:	None




	Plant Science	 (P)
	Times Offered:	7:00pm-9:00pm (M, Tu, Th)
	Location:	Nature Center
	Prerequisites:	#5, #8-Field Botany-E
	Materials Needed:	Plant Science MB Book; Notebook; Pen/Pencil
	Other Info:	None





	Plumbing	
	Times Offered:	7:00pm-8:00pm (M, Tu, Th)
	Location:	Industrial Arts (Maintenance Area)
	Prerequisites:	None
	Materials Needed:	Plumbing MB Book
	Other Info:	None

	Programming	 (P)
	Times Offered:	11:00am-12:00pm
	Location:	MADE (Kepayshowink Lodge)
	Prerequisites:	#1a
	Materials Needed:	Programming MB Book
	Other Info:	None

	Reptile &	  (P)
	Times Offered:	9:00am-10:00am or 1:30pm-2:30pm
	Location:	Nature Center
	Prerequisites:	#8
	Materials Needed:	Reptile & Amphibian Study MB Book
	Other Info:	None

	Rifle Shooting	 
	Times Offered:	9:00am-10:00am or 10:00am-11:00am or 11:00am-12:00am or 1:30pm-2:30pm
	Location:	Rifle Range
	Prerequisites:	None
	Materials Needed:	Rifle Shooting MB Book
	Other Info:	May need to shoot outside of class time to complete badge

	Robotics	 (P)
	Times Offered:	3:30pm-4:30pm
	Location:	MADE (Kepayshowink Lodge)
	Prerequisites:	#6a or #6b
	Materials Needed:	Robotics MB Book
	Other Info:	None



	Rowing	(P)
	Times Offered:	10:00am-11:00am or 2:30pm-3:30pm
	Location:	Aquatics
	Prerequisites:	#2
	Materials Needed:	Rowing MB Book; Swimsuit
	Other Info:	Must pass the BSA swim test



	Salesmanship	
	Times Offered:	2:30pm-3:30pm
	Location:	Trading Post
	Prerequisites:	None
	Materials Needed:	Salesmanship MB Book; Notebook; Pen/Pencil
	Other Info:	None



	Sculpture	
	Times Offered:	9:00am-10:00am or 1:30pm-2:30pm
	Location:	Handicraft (Deer Lodge)
	Prerequisites:	None
	Materials Needed:	Sculpture MB Book
	Other Info:	None



	Search & Rescue	
	Times Offered:	2:30pm-3:30pm
	Location:	Scoutcraft
	Prerequisites:	None
	Materials Needed:	Search & Rescue MB Book; Notebook; GPS Unit; Compass
	Other Info:	None



	Shotgun Shooting	
	Times Offered:	9:00am-10:00am or 10:00am-11:00am or 11:00am-12:00am or 1:30pm-2:30pm
	Location:	Shotgun Range
	Prerequisites:	Strongly recommend earning Rifle MB first
	Materials Needed:	Shotgun MB Book
	Other Info:	May need to shoot outside of class time to complete badge





	Signs, Signals,	
	Times Offered:	11:00am-12:00pm
	Location:	Scoutcraft
	Prerequisites:	#7
	Materials Needed:	Signs, Signals, & Codes MB Book; Notebook; Pen/Pencil
	Other Info:	None



	Small Boat	
	Times Offered:	10:00am-12:00pm or 1:30pm-3:30pm
	Location:	Aquatics
	Prerequisites:	#2
	Materials Needed:	Small Boat Sailing MB Book
	Other Info:	Must pass the BSA swim test



	Soil & Water	
	Times Offered:	9:00am-10:00am or 1:30pm-2:30pm
	Location:	Nature Center
	Prerequisites:	None
	Materials Needed:	Soil & Water Conservation MB Book
	Other Info:	None



	Space	
	Times Offered:	11:00am-12:00pm or 3:30pm-4:30pm
	Location:	Nature Center
	Prerequisites:	None
	Materials Needed:	Space Exploration MB Book
	Other Info:	Rocket kits will be provided as part of the camp fee






	Sustainability	 (P)
	Times Offered:	11:00am-12:00pm or 3:30pm-4:30pm
	Location:	Nature Center
	Prerequisites:	#2-Water-A, #2-Food-A, #2-Community-B or C, #2-Energy-
	Materials Needed:	Sustainability MB Book; Notebook; Pen/Pencil
	Other Info:	None


	Swimming	 (P)
	Times Offered:	10:00am-11:00am or 11:00am-12:00pm or 1:30pm-2:30pm or 2:30pm-3:30pm
	Location:	Aquatics
	Prerequisites:	#2
	Materials Needed:	Swimming MB Book; Swimsuit
	Other Info:	Must pass the BSA swim test


	Theater	 (P)
	Times Offered:	1:30pm-2:30pm
	Location:	MADE (Kepadshowink Lodge)
	Prerequisites:	#1
	Materials Needed:	Theater MB Book
	Other Info:	None


	Weather	
	Times Offered:	10:00am-11:00am or 2:30pm-3:30pm
	Location:	Nature Center
	Prerequisites:	None
	Materials Needed:	Weather MB Book
	Other Info:	None

	Welding	
	Times Offered:	11:00am-12:00pm or 3:30pm-4:30pm
	Location:	Industrial Arts (Maintenance Area)
	Prerequisites:	None
	Materials Needed:	Welding MB Book; Jeans; Sturdy footwear
	Other Info:	1st & 2nd year campers strongly discouraged from taking



Wilderness	
Times Offered:	3:30pm-4:30pm
Location:	Scoutcraft
Prerequisites:	Totin' Chip; Firem'n Chit
Materials Needed:	Wilderness Survival MB Book; Backpack
Other Info:	Scouts will sleep in a shelter on Thursday night



Woodcarving	
Times Offered:	11:00am-12:00pm or 3:30pm-4:30pm
Location:	Handicraft (Deer Lodge)
Prerequisites:	Totin' Chip
Materials Needed:	Woodcarving MB Book; Pocket knife
Other Info:	Woodcarving kit will be provided as part of the camp fee

GENERAL MERIT BADGE CLASS INFORMATION

The following information is provided by the National Advancement Committee and can be found in the Guide to Advancement:

- A Merit Badge Counselor may not change, add additional, or add to any requirement(s), but they may share their knowledge or experience that will make the counseling more interesting and valuable.
- Completing "worksheets" may suffice where a requirement calls for something in writing, but this does not work for a requirement where the Scout must discuss, tell, show, or demonstrate, etc. Scouts shall not be required to use these learning aids in order to complete a Merit Badge.
- It is the Merit Badge counselor's decision whether to accept work or activities completed prior to issuing of the signed blue card.
- The Merit Badge counselor shall choose to accept a Scout into their merit badge class once the Scout's unit leader has approved the Scout taking the merit badge.

MERIT BADGE CAPACITIES & PREREQUISITES

Merit Badges Offered	Pre-Req	Class Capacity
Animation	None	12
Archaeology	Req. #9	16
Archery	None	16
Art	Req. #6, #7	12
Astronomy	Req. #5b	16
Automotive Maintenance	None	10
Basketry	None	10
Bird Study	Req. #8	16
Camping	Req. #4b, #7b, #8d, #9a, #9b	24
Canoeing	Req. #2, #7a, #7b	18
Chess	None	16
Citizenship in the Nation	Req. #2a, #2b, or #2c, #3, #8	20
Citizenship in the World	None	20
Climbing	None	12
Coin Collecting	Req. #7, #9	20
Collections	Req. #5B – Bring collection/photo	20
Communications	Req. #3, #5, #7, #8	20
Cooking	Req. #4, #5, #6, #7	26
Digital Technology	Req. #1, #5b, #6 (bring to camp)	20
Electricity	Req. #2, #8, #9a	10
Emergency Preparedness	Req. #1, #2c, #6c, #8b	26
Entrepreneurship	Req. #3	6
Environmental Science	Req. #6	24
Exploration	Req. #4, #5	20
Fingerprinting	None	30
First Aid	Req. #1, #2d, #7	26
Fish & Wildlife Management	Req. #5	24
Fishing	None	16
Fly Fishing	Req. #4, #10	10
Forestry	None	12
Game Design	Req. #5, #6, #7	16
Geocaching	Req. #8, #9	16
Geology	None	24
Graphic Arts	None	18
Indian Lore	None	16
Kayaking	Req. #2	16
Leatherwork	None	12
Lifesaving	Req. #1a	8
Mammal Study	None	26
Metal Working	None	6
Model Design & Building	None	14
Motor Boating	Req. #2a	10
Movie Making	None	20
Nature	Req. #4a2	10
Orienteering	None	16
Photography	None	16
Pioneering	None	16
Plant Science	Req. #5, #8-Field Botany-E	20
Plumbing	None	10
Programming	Req. #1a	8
Reptile & Amphibian Study	Req. #8	20
Rifle Shooting	None	16
Robotics	Req. #6a, or #6b	8
Rowing	Req. #2	14
Salesmanship	None	6
Sculpture	None	12
Search & Rescue	None	20
Shotgun Shooting	Rifle MB Recommended	8
Sign, Signals, & Codes	Req. #7	26
Small Boat Sailing	Req. #2	8
Soil & Water Conservation	None	10
Space Exploration	None	16
Sustainability	Req. #2-Water-A, #2-Food-A, #2-Community-B or C, #2-Energy-B or C, #2-Stuff-A, #4, #5a	24
Swimming	Req. #2	16
Theater	Req. #1	16
Weather	None	30
Welding	None	10
Wilderness Survival	None	20
Woodcarving	None	10

Capacities and pre-requisites subject to change. Check the online registration for the most up-to-date information.

CAMP AWARDS

Camp Rotary Award of Excellence

Units can take part in Camp Rotary's Award of Excellence and receive a ribbon for their Unit Flag. The Award of Excellence is designed to test Scout's skills and dedication to the values set forth in the Scout Oath and Law.

Tom Mapes Service Award

This award will be issued to those Scouts and Scouters who work on, and complete, an approved service project on the camp property, which enhances the camp and its facilities. The minimum time investment per person must be at least 5 hours. Scouts and Scouters wishing to complete this award MUST meet with the Ranger by Tuesday evening.

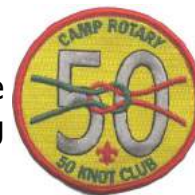


Camp Rotary Extreme Adult Leader Award

Are you an Adult Leader who is looking for an extreme challenge while you are here at camp? Then have we got the challenge for you! Adult Leaders are challenged with completing certain tasks by noon on Friday. These tasks will help ensure you have an extreme time here at Camp Rotary.

50 Knot Club

The ultimate Scout Skills Challenge, can you tie 50 knots from memory, and name them? If you think you have what it takes, then come on over to Scoutcraft during any open evening to show to show them your skills and join this elite group.



Iron Man

Scouts and Scouters will be challenged with completing a series of challenges that will test their Swimming, Climbing, and Shooting abilities. They will also complete additional challenges testing their body, mind, and spirit as they strive to complete the Iron Man Challenge.

L.E.A.F. Award

The Michigan Crossroads Council Outdoor Ethics Committee has created this award to build awareness of outdoor ethics within the unit. For a list of requirements, please stop by the camp office.



Manidoowi

Manidoowi is Camp Rotary's new Older Scout program and award. Scouts, 14 years of age or older, will complete "Spirit Challenges" which will test their scouting skills and expand upon their knowledge. For more information, please see the Manidoowi Handbook and/or page 39 in the leader's guide.

ORDER OF THE ARROW



For more than 100 years, the Order of the Arrow (OA) has recognized Scouts and Scouters who best exemplify the Scout Oath and Law in their daily lives. This recognition provides encouragement for others to live these ideals as well. Arrowmen are known for maintaining camping traditions and spirit, promoting year-round and long term resident camping, and providing cheerful service to others. OA service, activities, adventures, and training for youth and adults are models of quality leadership development and programming that enrich and help to extend Scouting to America's youth. The local lodges of the Michigan Crossroads Council publish the procedures which govern elections in units each spring.

Camp Rotary works in conjunction with the Lodges of the Michigan Crossroads Council not only to get camp ready each spring for the summer season, but to deliver the Order of the Arrow program as part of Summer Camp. Each year, Agaming Maangogwan Lodge appoints an Order of the Arrow Summer Camp Chief with the approval of the Camp Director. The OA Camp Chief's responsibility is to coordinate the Order of the Arrow program and to explain the weekly events. This representative will be available at the Monday morning Leader's Meeting to assist each unit with any of its Order of the Arrow needs.

Thursday evening kicks off the OA events in camp for the week with the Order of the Arrow Ice Cream Social. Arrowmen can come together for an evening of fellowship, with Ice Cream provided by the local lodge. This is a great event for those that wish to know what is currently happening with the OA Lodge.

Those Scouts and leaders who are elected by their units are "called out" in an impressive ceremony at the Friday evening campfire. Units from councils other than the Michigan Crossroads Council must have permission from their own lodge in writing in order to have their Scouts and leaders called out at a MCC summer camp. All Arrowmen are invited to attend the small fire directly after the callout ceremony and share the brotherhood of the Order with the new candidates.

For more information about the Order of the Arrow activities in the Michigan Crossroads Council, please visit the Order of the Arrow Home Page on the MCC website at the following address: <http://www.michiganscouting.org/program/order-of-the-arrow/>.



ADDITIONAL PROGRAM INFORMATION

BSA Swimming & Water Rescue Training & BSA Paddle Craft Safety Training

BSA Swimming & Water Rescue training is open to any registered adult leader, Scout, Venturer, or Explorer who is age 16 or older. Offered M & TU at Aquatics from 10:00am - 12:00noon and 1:30 - 3:30pm each day. Attendance is required on both days & both times.



BSA Paddle Craft Safety Training is open to any registered adult leader, Scout, Venturer, or Explorer who is age 16 or older. Offered W & TH at Aquatics from 10:00am - 12:00noon and 1:30 - 3:30pm each day. Attendance is required on both days & both times.



BSA Stand Up Paddleboarding Award

Camp Rotary is currently the only BSA camp in the state that offers this new BSA award. It is offered at the Waterfront from 11:00am to 12:00noon on Monday, Tuesday, and Wednesday - Scouts must attend all 3 days - and is limited to the first 8 Scouts to sign up. If room is available, adults may participate in this award.

Trek Safely

Trek Safely is designed to help youth and adult leaders plan and carry out a safe trekking experience for the members of their unit. It is taught on Tuesday nights from 7:00 - 8:00pm at the Scoutcraft pavilion.

Climb on Safely

Climb On Safely is the Boy Scouts of America's required procedure for organizing unit climbing and rappelling activities at all levels of the Scouting program. All climbing activities done by a unit, outside of summer camp, must have an adult with a current certification in Climb on Safely present. This course will be taught at the Climbing Tower from 9:00 - 10:00am on Mondays.

Camp Wide Campfires

Campfires will be held on Sunday and Friday nights for the whole camp. The Sunday night campfire is put on by the staff to welcome all campers to camp. The Friday campfire includes skits and songs by the units in camp during the week. It will also include an Order of the Arrow Call Out ceremony and the Spirit of the Eagle ceremony. We think you'll find that campfires add something special to the camp program. If you've never seen a Scout campfire, you're in for a big treat.

Suggested Unit Activities

We suggest your unit conduct its own campfire in your campsite. Your Scouts will enjoy putting on their own skits and songs. Feel free to invite your favorite staff member to attend the campfire. You might even invite a neighboring unit to join your campfire and make new friends. Other ideas are to conduct your Patrol Leader's Council meeting during summer camp and begin planning your next year's Scout program - Wednesday evenings are ideal!

RESTRICTED ACTIVITIES

The BSA recognizes that youth in various parts of the country develop at different rates. Therefore, the National BSA office has set some “age-appropriate” guidelines which are designed to demonstrate the mainstream of youth capabilities.

The BSA’s general liability policy provides coverage for a bodily injury or property damage claim that is made and arises out of an official Scouting activity. The “Guide to Safe Scouting” contains a listing of unauthorized and restricted activities and can be viewed at the link below:

<https://www.scouting.org/health-and-safety/gss/toc/>

Please note that the following camp programs are **not available** to 1st Year Campers:

- Muzzle Loading Rifle Shoot
- Top Shot Competition
- Wilderness Survival Overnight
- Stand-up Paddleboards
- Project COPE
- Ziplining
- Nightcrawler
- Kayaking BSA Award

It is also **strongly recommended** that 1st Year Campers do not participate in the following:

- Climbing Merit Badge
- Industrial Arts Merit Badges
- Woodcarving Merit Badge
- Shooting Sports Merit Badges
- Aquatics Ninja Warrior
- NRA-BSA Camp Rifle Champion Contest

Please keep these activities in mind when planning your week at Camp Rotary, especially with your first-year Scouts.



PROJECT COPE

COPE is an acronym for Challenging Outdoor Personal Experience. It comprises a series of outdoor challenges, beginning with basic group initiative games and progressing to more complicated low-course and high-course activities. Some of these events involve a group effort, whereas others test individual skills and agility. Participants climb, swing, balance, and jump, as well as think through solutions to a variety of challenges. Most participants find that they can do much more than they initially thought that they could.

Project COPE is an exciting outdoor activity that can attract and keep older Scouts in Scouting. It is designed to meet the needs of today's youth who are seeking greater physical and mental challenges. The underlying goals of a Project COPE course are consistent with the methods of Scouting. Group activities are ideal for emphasizing the patrol method and developing leadership. Individual activities help promote personal growth. Participation is entirely voluntary.

PROJECT COPE



COPE is offered as a Monday - Thursday program from 1:30pm - 4:30pm. Scouts & Adults participating in the Project COPE program should plan on attending every session to get the most out of their COPE experience. Make sure to sign-up online as the COPE program tends to fill quickly.

Participants in the COPE program will develop skills in the following eight areas:

- Planning
- Communication
- Teamwork
- Trust
- Leadership
- Problem Solving
- Decision Making
- Self-Esteem

CLIP INTO ADVENTURE

COPE participants will participate in initiative games, our low course elements, and our 40 foot high course which ends by zipping down a 755' zip line!

Both Scouts (at least 13 years of age) and Adult Leaders are eligible to participate in the COPE program during their stay at Camp Rotary. Those interested in participating in COPE should sign-up online during the registration process. On-site sign-up will take place on Monday after breakfast to fill any additional spaces in the program.



MANIDOOWI PROGRAM

Manidoowi is Ojibway for "Spirit". Here at Camp Rotary we have identified totem Spirits that represent our camp. Scouts will complete a list of challenges for each spirit.

These challenges will test each Scout's basic Scouting Skills, as well as expand upon their skills and knowledge. These challenges will range from demonstrating skills, assisting other Scouts along their own Trail to Eagle, and providing community service through service and conservation projects.

Scouts will be awarded the Manidoowi Patch when they complete the Agongos Totem Challenges, as well as the Agongos pin. Upon completing the other Totem Challenges, the Scout will receive the pin for the highest level of Totem challenges. For example: If a Scout completes the challenges for Makwa and Maang, He will be awarded the pin for Makwa and certificate for Maang, which allow him to purchase the Maang Pin. Scouts MUST have their certificate in order to purchase previous pins.

Scouts do not have to attend Camp Rotary in consecutive years to qualify for a level. For example: A first Year camper attends Camp Rotary in 2018 and earns his Patch and Agongos Totem Challenge. He then attends Gerber Scout Reservation in 2019 and returns to Camp Rotary in 2020. He will still be able to work on his Maang Totem Challenge.

Additionally, Scouts can back date years attended at Camp Rotary. For example: A Scout who has attended Camp Rotary in 2015, 2016, 2017, and will attend in 2018 can work on his Agongos, Maang, Makwa, and Mooz Totem Challenges. No other requirements can be back dated, and completed during summer camp at Camp Rotary

Hours of service cannot be combined. For example, A Scout cannot do the hours of Service for Makwa (4 hours) and have them also count for Maang (3 Hours). However, a Scout can do a total of 7 hours of service and meet both requirements.

A Scout wanting to provide Leadership service to complete the Esiban and Migizi Totem Challenges, will meet with their Scoutmaster and decided together what those services should be.

Requirements must be signed off and verified by the Scout's Unit Leader and reported to the office on the Unit's Manidoowi Report by 12:00pm on Friday.





	<u>Requirement</u>	<u>Date</u>	<u>Initials</u>
Agongos - Chipmunk	Attend Camp Rotary for at Least 1 Summer		
	Provide 2 hours of service		
	Complete 10 Rank requirements or 2 Merit Badges		
	Pass the BSA Swimmers Test		
	Participate in 3 Camp Wide Activities		
Maang - Loon	Attend Camp Rotary for at Least 2 Summers		
	Provide 3 hours of service		
	Complete 10 Rank requirements or 3 Merit Badges		
	Start a fire using 3 different methods		
	Participate in 3 Camp Wide Activities		
Makwa - Bear	Attend Camp Rotary for at Least 3 Summers		
	Provide 4 hours of service		
	Complete 3 Merit Badges		
	Pass the BSA Swimmers Test		
	Successfully complete all 3 Orienteering Courses		
Mooz - Moose	Attend Camp Rotary for at Least 4 Summers		
	Complete and earn the current Camp Service Award		
	Complete Project COPE		
	Join the 50 Knot Club		
	Complete the following Shooting Sports Scores: - Archery– 20 arrows in five-arrow ends, at a distance of 25 yards - Rifle– From a standing position, fire five groups (five shots per group). Each shot in the group must meet a minimum score of 7. - Shotgun– Hit at least 18 out of 25 targets in two 25-target groups. A minimum of 50 shots must be fired.		
Esiban -	Attend Camp Rotary for at Least 5 Summers		
	Lead a group in 5 Hours of Service		
	Complete 2 BSA Trainings or Awards		
	Teach a skill		
Migizi - Eagle	Attend Camp Rotary for at Least 6 Summers		
	Lead a group in 6 Hours of Service		
	Provide Leadership Services		
	Wilderness Outpost - Set up a wilderness outpost near your Unit's campsite and spend at least 3 nights in the site. This is to include a shelter you construct. Site should be set up similar to a wilderness survival base camp.		
	Prepare and cook a meal over an open flame.		



CAMPWIDE ACTIVITIES & EVENTS

(please refer to the program schedule for exact dates & times)

Sunday Activities/Events

Sunday Night Campfire

Begin the week with fun, fellowship, and entertainment delivered by our Camp Staff! We are confident that our Sunday night campfire will get your week off to a great start!

Monday Activities/Events

Staff vs. Scout Ultimate Frisbee Challenge

Come and test your skills against the staff on Monday afternoon at 4:30pm on the Parade Field for bragging rights for the rest of the week!

Tomahawk Throw

Come on down to the Archery Range on Monday evening from 7:00-9:00pm & test your backwoods skills when you learn how to throw a Tomahawk.

Robin Hood Contest

Ready for a challenge as old as the middle ages? Come to the Archery Range from 7:00-9:00pm to see if you have what it takes to be the ultimate archer.

Tie Dye Night

Join us in our Handicraft area from 7:00-9:00pm to make your very own custom tie dye shirt. Bring your own shirts from home or purchase one from the Trading Post! Oh, and by the way – it's free!

NRA-BSA Camp Rifle Champion – NEW

Come down to the Rifle Range from 7:00-9:00pm and see if you are the best Rifle shot in all of Camp and the Nation! This National competition is sponsored by the NRA and is for youth only. Best score receives an award from the NRA and all scores are entered with the NRA to qualify for the National title of Camp Rifle Champion.

Reptile Quest- NEW

Have you ever tried to catch an over-excited frog? How about a super fast snake as it slithers away from your fingers? Want to know the proper way to catch a turtle? Well come on down to the footbridge from 7:00-8:00pm to learn how to properly "nab nature" from one of our highly trained Nature Instructors. See how many critters you can nab for points throughout the week, the unit with the most points wins!

Lego Master Builder Competition - NEW

Do you have what it takes to be a Master Builder? Come down to Handicraft from 7:00-9:00pm to build and enter your creation in our Lego Master Builder Competition.



Tuesday Activities/Events

Staff vs. Adult Leader Volleyball Game

Got the right stuff? Adult Leaders get a chance to test their volleyball skills against the staff at 4:30pm at the volleyball pit!

Lumberjack Competition

So, you think you have what it takes to be a Lumberjack, huh? We'll just see about that! Prove us wrong and bring your 2-man team down to Scoutcraft from 7:00-9:00pm to put your Lumberjack skills to the test and see if you can be crowned the next "Camp Rotary Lumberjack"!

Adult Leader Stress Reliever Shoot

An event that combines skill with the pressure of competition to provide a spirited encounter that is as much fun to watch as it is to experience. 7:00-8:00pm at the Shotgun Range. Open to adult leaders in camp only.

Muzzle Loading Rifle Shoot

Come out and see what gave "firearms" their name. You will likely hear it no matter where you are in camp, so come down to the range and experience it for yourself 7:30-9:00pm.

Critter Crawl

Don't miss the chance to see who has the fastest critter in camp! Enter your critter at the Nature Center at 7:00pm to see who will win one of Nature's most coveted prizes!

Super Smash Bros. Night

Head on up to the M.A.D.E. area to battle it out with your favorite video game character. See if you have what it takes to survive the timed challenges. The brawl will be held from 7:00-9:00pm.

Cannonball Competition

CANNONBALL! Join our waterfront staff on the diving dock from 7:00-9:00pm to see who can make the biggest splash in camp. Both Scouts and Adult Leaders are encouraged to show up and enter in their respective brackets! The winner of each bracket will receive a nifty prize at the end of the week!

The Night Crawler – **Online Sign Up Only**

Spend an evening of challenge & excitement attempting to climb & rappel in the dark at our climbing/rappelling tower and take the plunge down our 755' Zip Line - if you dare! This event is open to the first 15 participants to sign-up, must be 13 years of age & have climbing experience (i.e. the Climbing Merit badge).

M.A.D.E. Movie Night

Head on over to the Trading Post at 9:15pm for our Movie Night - the Trading Post will be open and the popcorn popper will be plugged in! Make sure to bring your own chair up to the pavilion!

Action Archery Course

Put your archery skills to the test on our new Action Archery course from 8:00-9:00pm at the Archery Range. See who can score the most points and claim the title of best Action Archer! We ask that Scouts have already earned the Archery MB to participate.



Wednesday Activities/Events

Staff vs. Campers Whiffle Ball Game - NEW

The third part of our Staff vs Camp Games! Do you accept the challenge and do you think you can beat the Camp Rotary Staff in Whiffle Ball? Come down to the Parade Field from 4:30-5:00pm and see if you have what it takes!

Ugly Bug Contest

Scouts are encouraged to participate in one of our Nature Area's fun contests, the Ugly Bug Contest - all day Wednesday! Bring in your ugly bug to see if your bug wins the prize.

Vespers Service

A Scout is Reverent. Please join us for a non-denominational service held after dinner at our beautiful Anderson Outdoor Chapel. Scouts & Units are encouraged to participate in this service. Be sure to ask how your Scouts can earn the Camp Rotary Duty to God Award while they are at camp.

Thursday Activities/Events

Scoutcraft Highland Games – NEW

Do you have what it takes to compete in our Scoutcraft Highland Games? Come test your skills in different Highland games and earn the title of Scoutcraft Highlander!

Magic The Gathering Night

Bring your cards and get ready to take on other Scouts as M.A.D.E. hosts a MTG game night. Scouts will have the chance to test their skills against other Scouts and new players will have a chance to learn how to play and pick up some cool tips. Gameplay starts at 7:00pm.

Order of the Arrow Ice Cream Social

Ice cream for all Arrowmen at 9:30pm, in the Dining Hall! Your sash or lodge flap is your ticket in. Don't forget that Friday is OA Day - wear your sash with pride!

Cardboard Boat Race

Be sure to bring your cardboard & duct tape to build your very own cardboard boat during the week - then race your vessel against other units at 7:15pm at Aquatics!

Sand Castle Competition

Have you ever wanted to try and make the coolest sand castle ever? Well now you can! Come on down to Aquatics from 7:00-9:00pm and compete to see who can make the best sand castle in camp!

Aquatics Ninja Warrior

Put your ultimate aquatics skills to the test! Complete this course in the fastest time and win the coveted Camp Rotary Aquatics Ninja Warrior trophy! The course opens at 7:30pm.



Shooting Sports Top Shot Competition

We've all seen the show: making precision shots from long distances, hitting certain targets for different points, basically being put into a situation where *every shot counts!* Now you have a chance to prove that you are the ultimate marksman as well. Starting at 7:15pm, send one Scout and one Adult representative from your unit to prove that he/she is the best shot in camp as they race from Shotgun, to Rifle, and finally to Archery. Not only are you timed in the event, but also you must make *every shot count!* That's right, you only have 7 shots to try for a perfect score. So make those 2 shotgun, 2 rifle, 2 archery, and 1 tomahawk shots worth it!

Big Daddy Bass Fishing Tournament

Fish on! Attention all adults, this one's for you! Show off your angling skills as you compete against other adult leaders in camp for the biggest fish out of Lake Beebe. Entry fee is \$5.00 and all proceeds go to provide program equipment for Camp Rotary. So, feel free to "Bring It" as you compete for the coveted "Big Daddy Bass" trophy! We'll see you at the waterfront at 7:00pm.

Friday Activities/Events

Sidewalk Chalk Contest

Each week, your Scouts will have an opportunity to see which unit has the most creative skills when it comes to creating art with sidewalk chalk, sponsored by our Handicraft staff. Your unit's masterpiece must be ready for judging at 5:15pm!

Adult Leader Dutch Oven Cook Off

Adult Leaders, here is your chance to showcase your culinary talents! Bring your favorite Dutch Oven recipes & ingredients to see if you have what it takes to win the title of Dutch Oven Master Cook! The coals will be lit at the BBQ pit behind the Dining Hall at 3:30pm. Cook your culinary delight at the BBQ Pit with other leaders while enjoying camaraderie; swap recipes & tips; and enjoy an ice-cold root beer! Judging will take place at 5:15pm. We will have three categories: Best Sweet dish, Best Savory dish, and Best Over All. You can enter just one or all!

Camp Rotary Carnival

Inflatables, carnival games, great food & fun await every Scout & Scouter! How fast do you think you can go in our inflatable Obstacle Course? Collect wooden nickels by participating in the carnival games, and redeem them for an entry into our prize drawing. Following all the festivities will, of course, be our awesome Carnival dinner! Festivities/games begin at 4:45pm, dinner will be served at 6:00pm.

Friday Night Campfire

What better way to end the week than a gathering of the entire camp for a closing campfire, complete with songs, skits, and performances from our campers! The Friday night campfire is followed by a very impressive Order of the Arrow Call-Out Ceremony. Families are encouraged to attend this memory-making event.



Spirit of the Eagle

This program is the closing ceremony for each Friday night campfire. All Eagle Scouts in attendance (youth & adult) will be recognized for their accomplishment of reaching Scouting's highest rank. This special ceremony will not only recognize those who have reached the peak of the advancement trail, but also encourage those Scouts who are currently on the trail.

All Week Activities/Events

Artemis - NEW

Artemis simulates a spaceship bridge, where campers take on the role of an officer (ex: Captain, Science, Communications, Helm, Weapons, Engineering) on a ship, and complete missions. Artemis is designed as a team building exercise where each member of the team has a different task and they must work together to achieve success. Stop by M.A.D.E. on Monday, Tuesday, or Thursday evening from 7:00-9:00pm and give it a try! Sessions last 30 min and can accommodate a crew of 6 per session. Sessions will be filled on a first come first served basis.

The Big Fish Contest

Calling all anglers! Each week we put out the challenge to see who can bring in the biggest fish & receive the prize. Competition begins at 7:00pm Monday and runs until 4:00pm Friday.

50-Knot Club

Come test your knot-tying skills in Scoutcraft, any time in the evenings, to see if you have what it takes to be in the club and earn a spiffy patch!

Staff vs Adult Leaders Shootout

Calling all Adult Leaders! Do you think you have what it takes to out shoot our Camp Staff? Come down to the Rifle range and prove it! This is a friendly competition to see who can shoot for the most points!

Red Rope Challenge - NEW

The Red Rope Challenge is a knot-tying challenge that consists of tying 10 specific Knots in under a minute! Scouts and Scouters who have an interest in taking up this challenge should stop by the Scoutcraft area and speak with the staff to set up a time.

Do Not Climb Award - NEW

Are you a pioneering master? Do you enjoy lashing together cool camp gadgets and spiffy projects? Well, have we got a challenge for you! Come down to Scoutcraft throughout the week and demonstrate your pioneering prowess!

Branding - NEW

Come on down to the Scoutcraft area and use our brands to brand something nifty!

TRADING POST

A well-stocked camp trading post is available to serve your unit's needs with Merit Badge Books, First Aid Kits, flashlights, snacks, etc. Please be reminded that **your Scouts' camp fee INCLUDES all related Merit Badge costs**. If a kit is required to complete the Merit Badge (i.e. basketry, leatherwork, wood carving, model rocket, etc.), your Scouts will receive the kit when they attend their first merit badge session. Additional kits are still available for purchase at the trading Post. Open Programs (Rifle, Shotgun, & the Night Crawler) still require a Program Ticket to be purchased. Scout and/or unit charge accounts are not allowed.

- Basketry Merit Badge kits: \$14.00 to \$20.00
- Leatherwork Merit Badge kits: \$7.00 to \$15.00
- Woodcarving Merit Badge kits: \$5.00 - \$15.00
- Shotgun/Open Shoot \$1.50/2 shots
- Rifle/Open Shoot .50¢/5 shots
- Night Crawler \$12.00 (includes t-shirt)

PLEASE NOTE: No "unlimited" tickets will be sold for rifle or shotgun ammunition

Methods of payment accepted at the Trading Post:

- Cash
- Check (with ID)
- MasterCard
- Visa
- Discover
- American Express

See page 72 for the Camp Rotary policy on knife sales.

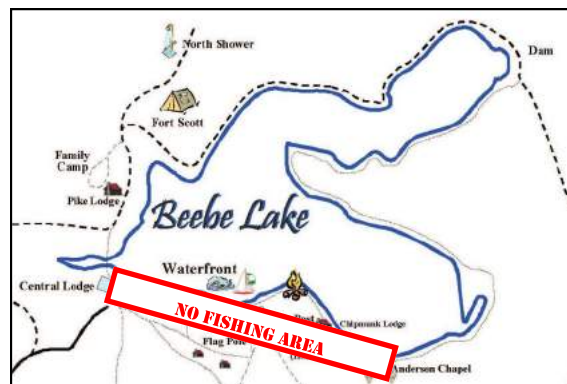


FISHING & LAKE FRONT ACCESS

Beebe Lake provides an excellent opportunity for fishing. Fish species include large-mouth bass, bluegill, sunfish, pumpkinseed, catfish, and northern pike. Because Beebe Lake is private, you do not need a state fishing license, but you are required to go to the Camp Office for a fishing map. The area between the footbridge (just west of the Dining Hall) and the Anderson Chapel are off-limits to shore fishing. **All fishing is CATCH & RELEASE with the exception of the Fishing Merit Badge.**

CAMP ROTARY FISHING RULES

1. Bait restrictions: No minnows allowed!
2. The shoreline area from the footbridge to the Andersen Chapel is off-limits to fishing - absolutely no fishing is allowed in/from the swimming area!
3. Only Camp Rotary watercraft are to be used on Beebe Lake - no outside watercraft (and/or motors) of any kind are allowed on Beebe Lake. Watercraft are only to be used during Aquatic program hours; there must be a "BSA Swimmer" in each watercraft.





CAMP EQUIPMENT & QUARtermaster

The following items are available for check-out from the Quartermaster, at no additional cost to your unit. The Quartermaster will be open for **1 hour** after each meal. Please note that *all equipment checked out from the Quartermaster must be returned no later than 7pm on Friday!*

- Fishing Poles
- Fire Buckets
- Rakes
- Shovels
- Axes
- Saws
- Post-hole diggers
- Brooms
- Sharpening files
- Hammers
- Canvas rain-flies with wooden poles
- Dutch ovens
- Canvas tent repair kits



In addition to the above rentable items, each campsite comes equipped with a broom, rake, and shovel.

TRASH REMOVAL

Each of our 11 campsites at Camp Rotary are provided with a critter-proof trash can. Please make sure that all trash generated in your campsite is placed in this receptacle. Trash pick-ups occur every Wednesday and Saturday by a member of our Ranger staff. Please make sure that the service drive to your trash can is accessible by a camp vehicle.

Please help keep Camp Rotary litter-free and use the trash cans. Additional cans are available throughout camp.

Units that need any special trash pick-ups are asked to please make arrangements with the Ranger Staff in advance.





FIRE PROTECTION

Each campsite (not unit) will be issued a fire extinguisher at check-in. Fire extinguishers must be stored at the campsite latrine, where they are visible and accessible to all campers; hangers are provided on your campsite latrine. The cost to recharge your fire extinguisher that has been discharged (partial or full) for any reason, other than emergency fire suppression, will be added to your Unit Statement at the end of the week. This fee is \$50. Please report any type of discharge to the Camp Office immediately.

BSA National Standards require the use of the Scout Fireguard Plan; our Camp Commissioners will be checking to be sure the Fireguard Plan is posted and being followed in your campsite. Fireguard Plans are handed out at the Sunday evening Leaders Meeting, and should be hung on your campsite bulletin board.

All tents on the property are required to have a "No Flames in Tent" tag on them. Your unit may use their own tags, or tags may be checked out from the Camp Office at no cost upon your arrival.

All campsite fire rings should have two (2) buckets of water near them at all times, regardless of if there is a fire burning in the pit or not. Fire buckets are available for check-out from the Quartermaster. **NO FIRES SHOULD EVER BE LEFT UNATTENDED IN A CAMPSITE!**

All campfires in camp **MUST** be built in one of the camp provided fire rings! This includes the use of charcoal. The exception to this rule is when done as part of the scheduled camp program.

FIREWORKS AND AMMUNITION

The possession of fireworks at Camp Rotary is strictly prohibited. Anyone that is found with **ANY** type of fireworks, including small ones like snappers, will be immediately removed from camp - no refund.

If you or anyone in your unit is in possession of fireworks (including in their car in the parking lot) upon arrival in Camp, please check them in at the Camp Office. Our Shooting Sports Director will then secure them for the week, returning them to the unit on Saturday morning before your departure.

Personal ammunition & projectiles are not permitted in camp; including but not limited to:

- Shotgun shot-shells or slugs of any gauge
- Rifle cartridges (rimfire or centerfire) of any caliber
- Handgun rounds of any caliber
- Arrows of any length and/or material

In order to comply with BSA policy, we use specific calibers here at camp. Bringing your own ammunition can cause dangerous situations. Ammunition is provided for all those students taking shooting sports merit badges, and additional ammunition is available for purchase at the Trading Post for use at camp. If you have any ammunition in your possession upon arrival at camp, immediately check it in at the Camp Office. Our Shooting Sports Director will store it for you in a secure location, and it will be returned to you before your departure on Saturday. Ammunition may NOT be stored in your vehicles in the parking lot.



CAMP MAIL

To ensure that each Scout gets their mail in a timely manner, please fill out the address as seen below:

Scout's Name - Unit Number
Scout's Campsite
Camp Rotary
3201 S. Clare Ave.
Clare, MI 48617



Failure to properly address letters & packages will cause delays in delivery! A mail box for the deposit of outgoing mail can be found at the Camp Office.

Incoming mail will be put in a special mailbox that is assigned to your unit upon your arrival to camp. Mail is typically available for pickup in the office after 1:30pm. Under no circumstances will anyone be required to perform any special act such as singing or dancing to get their mail. All camp mail will be delivered as promptly and efficiently as possible. Mail early! - remember that units leave camp before the mail arrives on Saturday.

Be sure to check your mailbox before leaving camp on Saturday; often times mail is left behind due to failure to check your mailbox. Stamps and envelopes can be purchased in the Camp Office.

CAMP PHONE

There are no pay phones at Camp Rotary. Routine phone messages will be placed in your unit mailbox. Urgent messages will be delivered as soon as we can locate you. If you have reason to believe you may be receiving an urgent call, please notify us and keep us advised of your whereabouts. All outgoing long distance calls will be collect or by the use of a calling card.

Scouts should have limited use to their cell phones, but may use them if needed for merit badge instruction, or for use of taking camp photos. The use of cell phones by adults is allowed, however, Scouts are not allowed to have pagers or 2-way radios in camp. Talking on cell phones is strictly prohibited in all program areas. Units may wish to bring 2-way radios, for use by unit adults only.

Emergency 911 Calls

All camp phones have Emergency 911 calling ability. Please educate your Scouts that if a 911 hang-up call is made, the Clare County Sherriff Department will respond & camp will be evacuated to the Central Dining Hall until the "all-clear" signal is made. It will be the responsibility of the unit for any fees billed to Camp Rotary by Clare County Emergency Services for any false 911 calls. Any camper making a false 911 call will be immediately removed from camp - no refund - and subject to prosecution.



BIKES IN CAMP

For units attending Camp Rotary, we allow the use of bicycles on camp property. Please carefully read and understand our rules for safe operation of bikes within the camp.

1. Bikes must be operated on the camp roads ONLY! No riding on paths, hills, in water, or any place other than the roads that are meant for vehicle traffic.
2. While riding on roads, if a vehicle approaches from either direction, the bike and rider must come to a complete stop and move five (5) feet off to one side of the road until the vehicle has passed. Riders will not chase down vehicles on their bicycles.
3. Helmets are required to be worn at all times! Worn means that the helmet is placed snugly on top of the head and the chin strap is buckled and pulled tightly.
4. Bicycles will be operated safely. No stunts, wheelies, or reckless usage.
5. No bikes will be allowed anywhere in program areas, Dining Hall, Parade Field, or any area designated as off-limits by the camp administration.
6. When attending meals, morning/evening colors, and campfires, please park bikes in one of the designated areas. Designated areas are the bike racks located at the Dining Hall and at the Trading Post. When not using your bikes, please make sure that they stay parked in your campsite, in a way that they do not impede the roads.
7. No bikes will be operated after sunset or before sunrise. Bikes should be locked up or stored away in the unit trailer for the night.
8. Scouts and leaders who bring bikes to camp are required to check in at the camp office and register them.

Failure to follow the rules of bike safety and rules of the camp will result in forfeiture of the bike for the remainder of the week.

Lost Bikes: If your bike is missing, please check with the Camp Ranger or the office.





CAMPSITE ELECTRICITY

Camp Rotary does not currently offer electricity in any of our campsites!

Extension Cords:

The running of extension cords of any kind to any camp buildings and/or shower houses is strictly prohibited. Extension cords create a safety hazard for our campers, leaders, and staff and will be immediately removed without notice by the Ranger.

Campers with Electric Needs:

Campers that have special electric needs **MUST** make arrangements with the camp office at least 2 weeks prior to your arrival. Individuals requiring the use of a CPAP or similar machine will need to have a rechargeable battery and power converter. These are not provided by Camp Rotary. Vehicles will NOT be allowed in the campsite to serve as a power source. Arrangements can be made with our Ranger Staff to pick up, charge, and deliver your battery as needed. Charging stations for smaller batteries are available to you in the Adult Leader Lounge at the Dining Hall.

Charging Your Electronic Devices:

Unit leaders that need to charge their portable electronic devices can do so in the Camp Office where several power strips are available to charge your devices in a secure location. Leaders may also charge their electronics in the charging lockers provided in the Adult Leader Lounge. Leaders wishing to lock their electronics must provide their own locks; locks will be removed by the camp management if they have not been removed by the owner after 24 hours. Electric plugs are very limited elsewhere in camp! *Camp Rotary is not responsible for theft, loss, or damage to electronics.*

WI-FI

For your convenience, Camp Rotary provides free wireless internet to all Scouts and Adult Leaders in camp. Look for the signal "CR_Guest." There are several locations in camp where you can receive a good signal; stop in at the office for details.

Please note that the Camp Rotary wireless network is not secured, but is filtered for content.

Campers will need to bring their own laptops/PCs; a limited number of computers are available for leader use in the Adult Leader Lounge.

Camp Rotary is not responsible for loss, theft, or damage to your equipment.

In no event shall the Michigan Crossroads Council, and/or its respective suppliers, be liable for any special, indirect or consequential damages or any damages whatsoever resulting from loss of use, data or profits, whether in an action of contract, negligence or other tortious action, arising out of or in connection with the use or performance of information available from our wireless network.



CHAPLAIN SERVICES & RELIGIOUS PROGRAM

A Scout is Reverent, they are reverent towards God. They are faithful in their religious duties and respect the beliefs of others in matters of customs and religion.

As a Scout experiences the wonders of the outdoors, stormy weather and calm blue skies, pounding surf and trickling streams, bitter cold and stifling heat, towering trees and barren desert, they experience the work of God. Appreciating life in its multitude of forms, from the smallest insects to gigantic wildlife, a Scout comes to terms with their place in the world. Though humans are the dominant beings on our planet, we need to play the role of steward rather than king - tending and caring for our world instead of taking all we can for our own comfort.

Many outdoors people claim that the wilderness is their 'church' rather than a specific structure or organization. These people revere in the awesome power of God by being in the thick of natural creation. The reverence expressed for the world and its creation is common ground that all Scouts can reach when struggling to understand the last point of the Scout Law.

No matter the specific religion or denomination, being reverent toward God should include our natural environment. In nature, there is no good or evil, just survival. Animals don't have the human vices of lust, pride, envy, gluttony, greed, sloth, or anger. We can learn a lot about simplifying and enjoying life from observing the wild creatures. We can also learn how our ability to care for and serve other puts us above the simple animals.

Respecting the beliefs of others can be a challenge. It does not mean to accept and believe those other beliefs. It means to allow other people the freedom to believe what they have found to be true in their lives. We as Scouts, therefore, need to be careful not to promote specific practices of one faith for all those present.

Reverence fosters joy and a cheerful heart, able to appreciate and care for the good in life.

The Role of the Camp Chaplain

The Camp Chaplain is responsible for all of the religious functions that take place at camp. They serve as the chief morale officer for the both the campers and the staff. The chaplain serves in a counseling / commissioner role, giving guidance and encouragement to those that may need it during their week of camp. The Camp Chaplain also gives Scouts encouragement to share their talents with all of camp.

Vespers Service

A weekly Vespers Service will be held on Wednesday evening. This is a non-denominational religious service which will give Scouts and Scouters an opportunity to do their duty to God.

Duty to God Award

Scouts are provided the opportunity to earn the "Duty to God" award while they are at camp and can purchase the "Duty to God" patch at the Camp Office. To earn this award, Scouts need to take part in daily devotionals, take part in the camp religious service, and learn about the religious emblems program. For more information on the Duty to God award, please see the Camp Chaplain or visit the Camp Office.



HEALTH & SAFETY

CAMP HEALTH DIRECTOR

Camp Rotary employs a full-time Health Director during the summer season, who has the duty of administering to the health needs of our campers, leaders, and staff. This person will perform services which are within his/her training and ability.

Any injury or illness requiring additional skill will be attended to by a doctor. Camp has written agreements with the Mid-Michigan Community Hospital in Clare to accept camp emergencies at all times. If the Health Director deems that an injury is beyond their ability to treat, and is not a life threatening injury, the Unit Leaders are expected to drive their Scouts to the local doctor or hospital.

HEALTH FORMS

Effective January 1, 2010 the only health form that we are allowed to accept is the *BSA Annual Health & Medical Record*. Please visit the following link for the current health form:

<http://www.scouting.org/scoutsource/HealthandSafety/ahmr.aspx>.

Parts A, B (both sides), and C MUST be completed including ALL required signatures for anyone (youth or adult) staying in camp longer than 72 hours. Sports physicals and/or any other physical forms will not be accepted. Participants arriving without the proper health form will be expected to complete the proper form at their expense to be able to remain in camp - no exceptions!

Adults without Part C will not be permitted access to the waterfront or be allowed at camp longer than 72 hours. Adult leaders will also be required to go through a health check with the unit at check-in.

Any camper arriving to camp, who does not possess a valid BSA Health Form, will not be admitted onto camp property. There will be no refunds for anyone who is not admitted to camp due to an invalid health form.

All health forms must be renewed annually for both youth and adults. The BSA Health Form is valid until the last day of the month one year after it was issued (i.e. if your health form is dated June 6, 2017 - it is valid until June 30, 2018).

Per State of Michigan policy, all Health Forms must be kept on file at Camp - HEALTH FORMS WILL NOT BE RETURNED - please bring a photocopy to camp - we are not able to provide a copy of your Health Form to you.

CAMP ROTARY RELEASE OF CAMPER FORM

Because of the layout of Camp Rotary, in the fact that the Camp Office is separate from the Health Lodge, all campers will need to fill out the Camp Rotary Release of Campers Form in addition to the BSA Health Form.

The Release of Campers Form includes information regarding who the Scout may and may NOT leave camp with and will be turned in separately from the health form. A Scout will NOT be released to anyone who is not listed on this form for any reason, including parents!



TETANUS SHOTS

For the benefit of individual health, as well as that of the community in general, it is the Boy Scouts of America national policy that members of the organization adhere to the joint recommendations of the Advisory Committee on Immunization Practices, the American Academy of Pediatrics, and the American Academy of Family Physicians with regard to obtaining age-appropriate immunizations.

When attending Boy Scouts of America programs or activities that require an annual health and medical record or specialty physical exam to be completed, it is required to have current tetanus immunization!

Exceptions to tetanus immunization will be accepted for medical, religious, or philosophical reasons. Those who choose not to receive the tetanus immunization are required to fill out a form releasing the Boy Scouts of America from liability. This form must be attached to your medical form upon your arrival to camp. A copy of this form can be found at the following link: <http://www.scouting.org/filestore/pdf/680-451.pdf>

Scouts and adult leaders who arrive to camp without an up-to-date tetanus vaccination or signed vaccination exemption form **MUST** go and receive one in town at their own expense. Failure to have an up-to-date tetanus vaccination can result in removal from camp.

MEDICATIONS

The State of Michigan has strict guidelines on the dispensing of medication. The following must be followed without any exceptions. Not following these instructions can lead to the Scout not receiving their medications or the Scout having to be sent home.

- All over the counter medications must be in original containers with a signed note from a parent or guardian stating that this medication can be dispensed to the Scout including dosage amount and frequency.
- All prescription medication **MUST BE IN ORIGINAL CONTAINERS** and will be given as prescribed on the container. Any changes to the prescribed dosage must have a note from the **PRESCRIBING PHYSICIAN** on prescription pad or office stationary stating the new dosage.

NO medication can be dispensed if the above conditions are not satisfied.





DISPENSING MEDICATIONS

To make sure that everyone is clear on the rules regarding the dispensing of medications at camp, please be reminded of the BSA National Camp Standards Policy. The wording in the National Council rules and regulations which govern the issuing of medications at camp was recently changed to specify that all medications, for both youth and adults, are to be kept under lock and key.

Your unit can choose to have your medications administered by the Camp's Health Director or a designated adult leader in your unit.

If your unit elects to administer their own medications, the camp's Health Director will issue you a lock-box and health log. When not being administered, all medications are to be kept locked and under the supervision of a designated adult leader. All medications administered must be recorded in the health log provided. The health log must be turned in to the camp's Health Office, along with the lock-box, at the end of the week. If your unit would like a copy of your health log, the camp will provide you with one upon request.

Any medications required by an individual for life-threatening conditions (i.e. bee-sting, heart medications, or inhalers) will be **required** to be carried in the prescribed quantity on the person having that need at all times!

HOSPITAL VISITS

Any injury or illness requiring additional skills outside of the capability of the Camp Health Director will be attended to by a doctor. Typically this requires a trip to the local clinic or Emergency Room.

Unit Leaders are expected to drive their Scouts to the local doctor or hospital for non-life threatening situations.

For more serious issues, Camp Rotary has an agreement with the local ambulance service. The response time to camp for MMR is within 10 minutes.

Directions to Urgent Care - Clare, MI:

1. Turn left out of the camp driveway onto S. Clare Ave. and drive for approximately 8.5 miles.
2. Turn right onto W. 5th Street and drive approximately 1 mile
3. Urgent Care is located at 700 W. 5th Street on the right side of the road (in between the two car dealerships)

Directions to Emergency Room - Clare, MI:

1. Turn left out of the camp driveway onto S. Clare Ave. and drive for approximately 8 miles.
2. Emergency room is located at 104 W. 6th Street on the right side of the road (just past Chemical Bank and across from the Marathon gas station)



2-DEEP LEADERSHIP AND YOUTH PROTECTION

The Boy Scouts of America believes that its top priority is to protect the safety of children. The BSA has developed “Barriers to Abuse Within Scouting” that create safer environments for young people involved in Scouting activities. All Scout leaders must comply with these policies. Violations of these policies put Scouts at risk and will result in disciplinary action, including expulsion from camp and revocation of membership. All camp staff members are required to understand these policies and report any suspected violations as directed by the Camp Director.

Two-deep leadership on all outings required.

A minimum of two registered adult leaders, or one registered leader and a participating Scout’s parent, or another adult is required for all trips and outings. One of these adults must be 21 years of age or older.

Adult Supervision/Coed Activities:

Male and female adult leaders must be present for all overnight coed Scouting trips and outings, even those including parent and child. Both male and female adult leaders must be 21 years of age or older, and one must be a registered member of the BSA.

The BSA now requires that **ALL** adults who wish to overnight as part of their camp stay **MUST** be a registered member of the BSA! Any adults who wish to stay on Camp Rotary property overnight, that cannot show proper registration with the BSA, must leave the property - no refund!

One-on-one contact between adults and youth members is prohibited.

In situations requiring a personal conference, such as a Scoutmaster conference, the meeting is to be conducted with the knowledge and in view of other adults and/or youth.

Two-deep leadership and no one-on-one contact between adults and youth members includes digital communication.

Leaders may not have one-on-one private online communications or engage one-on-one in other digital activities (games, social media, etc.) with youth members. Leaders should copy a parent and another leader in digital and online communication, ensuring no one-on-one contact exists in text, social media, or other forms of online or digital communication.

Age-appropriate and separate accommodations for adults and Scouts are required.

Tenting:

No adult may share a tent with a person of the opposite sex unless he or she is that adult’s spouse.

No youth may share a tent with an adult or a person of the opposite sex other than a family member or guardian. Assigning youth members more than two years apart in age to sleep in the same tent should be avoided unless the youth are relatives.

Shower Facilities:

Whenever possible, separate shower and latrine facilities should be provided for male/female adults and male/female youth. If separate facilities are not available, separate shower times should be scheduled and posted.

The buddy system should be used at all times.

The buddy system is a safety measure for all Scouting activities. Buddies should know and be comfortable with each other. Self-selection with no more than two years age or significant differences in maturity should be strongly encouraged. When necessary, a buddy team may consist of three Scouts. No youth should be forced into or made to feel uncomfortable by a buddy assignment.

Privacy of youth is respected.

Adult leaders and youth must respect each other’s privacy, especially in situations such as changing clothes and taking showers at camp. Adults may enter youth changing or showering areas only to the extent that health and safety requires. Adults must protect their own privacy in similar situations.

Inappropriate use of smart phones, cameras, imaging, or digital devices is prohibited.

Although most Scouts and leaders use cameras and other imaging devices responsibly, it is easy to unintentionally or inadvertently invade the privacy of other individuals with such devices. The use of any device capable of recording or transmitting visual images in or near shower houses, restrooms, or other areas where privacy is expected is inappropriate.



No secret organizations.

The BSA does not recognize any secret organizations as part of its program. All aspects of the Scouting program are open to observation by parents and leaders.

Youth leadership is monitored by adult leaders.

Adult leaders must monitor and guide the leadership techniques used by youth leaders and ensure BSA policies are followed.

Discipline must be constructive.

Discipline used in Scouting must be constructive and reflect Scouting's values. Corporal punishment is never permitted. Disciplinary activities involving isolation, humiliation, or ridicule are prohibited. Examples of positive discipline include verbal praise and high fives.

Appropriate attire is required for all activities.

Proper clothing for activities is required.

No hazing.

Hazing and initiations are prohibited and may not be included as part of any Scouting activity.

No bullying.

Verbal, physical, and cyberbullying are prohibited in Scouting.

Mandatory Reporting of Child Abuse.

All persons involved in Scouting must report to local authorities any good-faith suspicion or belief that any child is or has been physically or sexually abused, physically or emotionally neglected, exposed to any form of violence or threat, exposed to any form of sexual exploitation including the possession, manufacture, or distribution of child pornography, online solicitation, enticement, or showing of obscene material. This duty cannot be delegated to any other person.

Immediately notify the Camp Director of this report, or of any violation of BSA's Youth Protection policies, so he or she may take appropriate action for the safety of our Scouts, make appropriate notifications, and follow up with investigating agencies.

State-by-state mandatory reporting information: www.childwelfare.gov

All adult leaders and youth members have responsibility.

Everyone is responsible for acting in accordance with the Scout Oath and Scout Law. Physical violence, sexual activity, emotional abuse, spiritual abuse, unauthorized weapons, hazing, discrimination, harassment, initiation rites, bullying, cyberbullying, theft, verbal insults, drugs, alcohol, and pornography have no place in the Scouting program and may result in revocation of membership. For more information, please see the BSA's Guide to Safe Scouting and Youth Protection resources.

Units are responsible to enforce Youth Protection policies.

Adult leaders in Scouting units are responsible for monitoring the behavior of youth members and other leaders and interceding when necessary. If youth members misbehave, their parents should be informed and asked for assistance.

Incidents requiring an immediate report to the Camp Director.

The following must be reported to the Camp Director for action immediately:

- Any threat or use of a weapon
- Any negative behavior associated with race, color, national origin, religion, sexual orientation, or disability
- Any reports to authorities where the BSA's Mandatory Reporting of Child Abuse policy or your state's mandatory reporting of child abuse laws apply
- Any abuse of a child that meets state reporting mandates for bullying or harassment
- Any mention or threats of suicide

If someone is at immediate risk of harm, call 911.

If a Scout is bullied because of race, color, national origin, religion, sexual orientation, or disability, and local help in not working to solve the problem, contact the BSA Member Care Contact Center at 972-580-2489, or send an email to youth.protection@scouting.org. Not Youth Protection Trained? - Click [here](#).



CAMP MANAGEMENT

Camp Rotary has a resident Camp Director, a trained Program Director, and a Camp Commissioner who have the responsibility of serving your needs. They are always willing to listen to your concerns and assist you in your unit's program. One of their tasks is to ensure that Camp Rotary meets the high standards of a BSA National Standard Camp. This includes extended special training and National Camp School Certification for key adult personnel. The Camp Director, Program Director, Ranger, Aquatics Director, Shooting Sports Director, COPE/Climbing Director, Commissioner, as well as others, are National Camp School Certified. Re-certification is required at least every 5 years. Our staff at Camp Rotary has several staff members who carry multiple certifications.

CAMP VISITATIONS

The National Office of the Boy Scouts of America states that the purpose of the National Camp Accreditation Program (NCAP) is to help councils elevate camps to new levels of excellence in delivering Scouting's promise to youth. Councils will engage in a rigorous review of camps and properties, continuous improvement, and correction or elimination of substandard practices.

The NCAP achieves this purpose through the following:

- National camp standards
- Application and Authorization to Operate review
- Camp Strategic Analysis
- Continuous Camp Improvement Program
- Annual camp assessment process

Only camps that successfully complete all five aspects of the NCAP are BSA accredited camps.

Our camp is inspected during the first week of operation by a team of trained "Visitation Specialists" to insure that our camp & programs meet BSA National Standards. The State of Michigan/Department of Human Services, the Health Department and other departments concerned with the safety and well being of our campers also make routine inspections of the property and program.

COUNSELOR IN TRAINING PROGRAM (CIT)

To be a CIT at Camp Rotary, a Scout must be at least 14 years old. They must demonstrate leadership ability and/or be nominated by an Area Director, approved by their Scoutmaster. They will then be interviewed and must be invited by the Camp Program Director. No Scout should "campaign" for consideration other than by being a good Scout and an obvious leader.

CITs will have the opportunity to experience camp life as a staff member and thereby be able to make a determination as to if they want to be a regular staff member in future years. Also, they could have a greater opportunity for future staff positions, as their time at camp as a CIT provides a setting for ongoing interview and evaluation by the area directors and the Program Director. Each CIT is evaluated in multiple areas each week, and this evaluation is taken into consideration if the CIT decides to apply for staff in the future.

STATE OF MICHIGAN - REGULATIONS FOR CAMP IN 2018



The State of Michigan requires all adults (21 and older) that are on camp property to go through a Central Registry Clearance with the Department of Human Services of Michigan (DHS). Although the rule states that this pertains to "staff", the state defines "staff" as either a paid employee OR a volunteer who has responsibility for the direct care or supervision of campers or who has unsupervised contact with campers. The state of Michigan requires us to document that EVERY individual aged 21 and older on camp property be cleared by the Central Registry / State of Michigan.

If you are 21+ years of age and plan to attend or visit Camp Rotary or any MCC Summer Camp this summer, a letter from the State of Michigan stating you have been cleared by the Central Registry must be on file in the camp office. You will need to submit a Department of Human Services (DHS) Request for Central Registry Clearance to MI DHS, P.O. Box 30650, Lansing MI 48909. This is a one-time clearance at no cost to the person asking for the clearance. Upon approval, the person seeking a clearance will receive a form letter, DHS 1910, from the State of Michigan showing that you have been cleared. You should keep a copy for your records and a copy needs to be turned in at camp with your health form upon your arrival at camp - previous year's clearance letters are still valid for 2018. This rule applies to anyone 21+ years of age who wishes access to camp; you will not be allowed on camp property without Central Registry Clearance this summer. The DHS Registry Request for Clearance form is available on the MCC website, all Field Council Service Centers, or the State of Michigan website. To ensure that your unit family & friends who will be visiting you this summer do not get turned away or delayed, please notify your unit families of this State of Michigan rule. Individuals not cleared must be accompanied by someone with clearance. Please do not mail your Clearance Letter to camp - keep the original and bring a copy with you to camp! Request DHS Registry Clearance [here](#).

State of Michigan Laws/Administrative Rules

Public Act 116 of 1973 provides for the licensing of children's camps. Administrative rules adopted by the joint legislative committee on April 17, 1984 require written procedures on the following items be provided to every staff member and leader:

Rule 113 No camper shall be deprived of food or sleep, be placed alone without staff supervision, observation and interaction, or be subjected to ridicule, threat, corporal punishment or excessive physical exercise.

Rule 115 It is mandatory that any staff member or volunteer report to their director any actual or suspected case of child abuse or neglect immediately. The Director shall immediately contact the Camp Director, who if after investigation, finds abuse or neglect, shall by phone report to the Department of Social Services and file a written report within 72 hours. "This is the responsibility of all staff members and volunteer leaders."

Rule 119 Each staff member and volunteer leader must be alert at all times to each camper's physical state. Any observed change should be reported to the Camp Director for the appropriate action. This can most easily be done during swim checks (cuts, bruises, etc.) and at meal times for behavioral patterns.

Rule 123 The camp shall hold all prescription and nonprescription drugs and medications in locked storage unless medically contraindicated.



CAMP SECURITY

Camp Rotary employs numerous security precautions to make sure that your week of camp is as enjoyable and safe as possible. Please make sure that you and your Scouts ALWAYS wear the colored wrist bands issued to you at check-in and ALWAYS be on the look-out for individuals not wearing a wrist band. Please immediately direct all individuals not wearing a wrist band to the Camp Office to be properly checked in.

NEVER leave any valuables (cash, jewelry, electronics, etc.) unsecured in your campsites especially on check-in & check-out day. Camp Rotary is not responsible for the loss or theft of personal property.

VISITOR POLICY

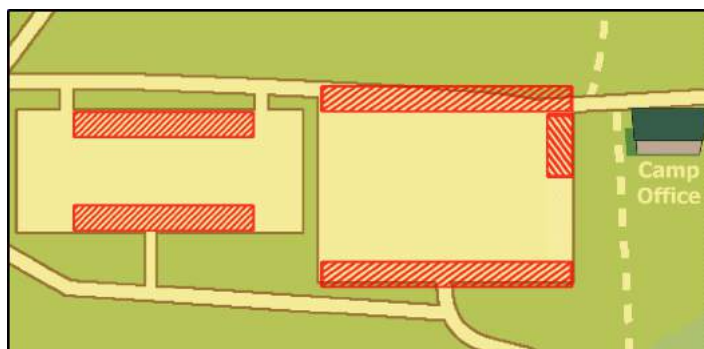
1. Visitors must check in at the office and sign in (Visitor Check In/Out Log) EACH time they visit. If you have visitors at your site, please escort them immediately to the Camp Office so that they may check in.
2. ALL visitors to camp MUST have a **Michigan DHS Clearance Form**. For information on the DHS Clearance form, please refer to page 59.
3. Visitors must receive a Visitor's Wristband from the office and they must wear it while on Camp Rotary property.
4. No pets are allowed anywhere in camp beyond the parking lot. Registered service animals are welcome on the property with accompanying paperwork.
5. Visitors must sign out in the Visitor's Log before departing Camp Rotary EACH time they visit.
6. Meals are available for visitors at Camp Rotary. Visitors must notify the Camp Office at least **24 hours** before the meal they plan to attend. **NO WALK-INS**. Meal tickets can be purchased at the Camp Office: Breakfast \$5.00, Lunch \$6.00, Dinner \$7.00, Friday night Carnival \$8.00 (children under 6 free). No one will be allowed to enter the Dining Hall without a meal ticket. Depending on camper reservations and seating availability, visitors may not be able to be seated with the unit they are in camp to visit. Visitors who eat with a unit and fail to purchase a meal ticket will have their meal(s) charged to the unit's statement at the end of the week - no exceptions!
7. If anyone should encounter a suspicious person or intruder in camp, please contact the Camp Director, the Program Director, the Camp Ranger, or a Camp Staff member immediately.
10. All Scouts wishing to check in or check out from camp must do so at the camp office. Only the person(s) whose names appear on the "*Release of Campers*" form can check a camper out of camp - NO EXCEPTIONS! If any of your Scouts will be leaving camp early, please be sure the adult picking up your Scout is listed in the Release of Campers form.
11. No family members or guests can stay overnight at Camp Rotary unless they are registered with the Boy Scouts of America and are listed on your unit roster.
12. Please remind your unit families that the camp vehicle policy prohibits vehicles in campsites. Individuals needing special assistance can get a special vehicle permit at the camp office.

This policy and other safety concerns will be reviewed weekly or as needed to insure the safety of the campers.

CHECK-IN PROCEDURES

The management and staff of Camp Rotary pledges to do everything possible to insure that you and your Scouts pass through the check-in process as efficiently as possible. Immediately upon arrival at camp, your unit will be assigned a Unit Host, a member of the camp staff who will assist your unit throughout the check-in and check-out process. There are, however, several things you can do to expedite the check-in process:

- **Arrive on time:** Camp will open at 10:00am for your unit to begin setting up your campsite. Check-in time at camp begins at 12:30 p.m. on Sunday and **ALL members of the unit MUST report to the parking lot at this time.** Please plan to arrive as close to 12:30 p.m. as possible. Arriving at 12:30 will help ensure that you have enough time to unpack and make your health and swim checks, etc. before dinner. Your Unit Host will greet your unit in the parking lot and help you find your campsite. He/she will also guide your unit through the whole check-in process. Units wishing to arrive prior to 12:30 PM can allow themselves extra time to set up their campsites but are reminded that Camp Staff will not be available to begin the check-in process until 12:30 PM. For Units that would like to arrive prior to 12:30 PM, please contact the Camp Director before your arrival at camp to make arrangements.
- **NO VEHICLES ARE ALLOWED IN THE CAMPSITES:** Units that have carpooled to camp will have the option of hiking their gear in, or may put their gear into one of our camp provided baggage wagons, which our ranger staff will take back to your campsite for you. If your unit has a trailer, the tow vehicle will be allowed back to the campsite where they must drop the trailer; they must then return the tow vehicle to the parking lot.
- **Parking:** All unit trailers should proceed directly to the camp gateway for access to their campsite. Please DO NOT park your unit trailer in the parking lot as space is limited. All other vehicles will be directed to a parking spot in our lot. Please note the parking (tan) and no parking (red) areas highlighted below. Vehicles parked in "No Parking" are subject to being towed at the owner's expense.



- **Have 3 copies of your complete Unit Roster ready:** Two copies are needed by the camp for check-in and the other is for you. Valuable time is often lost by having to fill out a roster during your check-in at the camp office. Units will not be allowed to check in without a complete (youth & adult) roster. Don't delay the check-in process; please have your rosters ready! Please use only the MCC Camp Roster Form available online.
- **Have your Scouts' BSA Health Forms ready:** Time is needlessly wasted every summer when units arrive with missing or incomplete health forms. If you will not be the leader in charge this summer, please take the time to make sure that whoever will be in charge has the complete set of health forms for your unit in alphabetical order.



- **Have your Camper Release Forms ready:** Please make sure EACH Scout has a *Camp Rotary Camper Release Form* completed and ready to turn in at the Camp Office during your check-in on Sunday. Camp Rotary does NOT use the Release of Camper section found in Part B of the BSA Health Form!
- **Have your DHS Forms ready:** EVERY adult, overnight or visitor, attending camp is REQUIRED to have a DHS Registry Clearance form. These forms will be collected at the Camp Office during check-in on Sunday. Please provide the office with a *copy* of the DHS Clearance Form for all of the adults in your unit who will be attending camp during the week. These names will be entered into the MCC Registry Clearance Database. You will not have a copy of this form returned to you, as these are required to be kept on file by the State of Michigan. Any units attending from out-of-state are required to bring a copy of their state's equivalent form or the self-certification form, which can be found on the MCC Website.
- **NEW! - Have proof of your Adult Registration ready:** It is now a requirement of the BSA National Office that all adults that will overnight with their unit as part of a long-term resident camp be able to show proof of their registration. Units are asked to bring a print-out of their re-charter form or a copy of EACH adult's registration cards. If you need assistance in getting these items, please contact your Unit Service / District Executive. *Adults without verified registration will not be allowed on camp overnight - no refunds will be issued for non-registered adults.*
- **Reserve a Financial Check-out Time:** While in the office for check-in, please reserve your financial check-out time with the Camp Business Manager. Financial check-outs occur on Friday.
- **Swimsuits:** Be sure your Scouts are wearing their swim suits upon arrival or at least have them close at hand and ready to wear for their swim test. The BSA Swim Test is administered as part of the check-in process.
- **Be ready for your Medical Check:** All health forms & medications will need to be reviewed. Do not leave the Medical Check area until cleared by the medical team.
- **Be patient:** We will do everything possible to get you settled and ready for a great week of summer camp. Inclement weather, however, can bring the entire check-in process to a grinding halt. The general flow will be: Health Checks, Swim Checks, Shooting Sports Orientation, Dining Hall Orientation, & Camp Tour (required for 1st year campers, optional for returning campers). Your cooperation and patience will be greatly appreciated!





CHECK-OUT PROCEDURES

Camp Rotary utilizes a two-day checkout process. Please review the process below:

Friday Check-out Procedures

1. Financial Check-out: Your unit leader will need to meet with the Camp Business Manager (at the time scheduled during check-in on Sunday) to complete a financial check-out. At this time any additional fees due will be collected, and camp will confirm any refunds due to your unit.

Please make sure that ALL monies due to your unit are all in the system at this time (Friday). It is EXTREMELY difficult to issue refunds once camp has closed for your session.

2. Campsite Tear-down: There are no open program areas on Friday night. Camp Rotary encourages our units to make good use of the open time between dinner and closing campfire. Below are listed some easy “to-do” items that can expedite your check-out process on Saturday morning:

- Have your campers pack up all of their personal gear, with the exception of their sleeping bag, the clothes they are going to wear the next day, and their pajamas. This will allow for quick and easy loading of the trailer or baggage wagon the next morning.
- Drop your unit’s dining/rain fly and pack it and any patrol boxes, tables, lanterns, & other unnecessary items into the unit trailer.
- Return any rented tools from Camp Rotary to the Quartermaster building.

Saturday Check-out Procedures

1. Removal of unit trailers / camp baggage wagons: Starting at 6:30am, member of the camp ranger staff will begin pulling camp baggage wagons to the parking lot. The signal to the ranger that your wagon is ready to be towed is that the rear gate is secured in place. Please do not secure the rear gate until you are ready to have your baggage wagon pulled. All units are asked to keep their personal trailers in the campsites until the tow vehicle & trailer are physically ready to leave camp. Please DO NOT park unit trailers in the parking lot. Units will be allowed to let their tow vehicle drive back and hook up during dinner on Friday night.
2. Closing Ceremonies: the week’s closing ceremony will take place on the Parade Field immediately following Saturday breakfast. All units will be dismissed at the conclusion of the ceremony.
3. Campsite Check-out: Your Unit Host will meet up with your unit on the Parade Field immediately following closing ceremonies. Your campsite will be inspected - any damage to camp equipment will need to be paid in full prior to your departure.
4. Office Check-out: Your last stop before leaving camp will be at the Camp Office. At this time your fire extinguisher will need to be turned in. After your Unit Host has completed the check-out sheet, you will receive your unit packet containing: your unit’s Merit Badge Report, Buddy Tags, NRA targets & certificates, etc. *Don’t forget to check your mailbox! Remember, health forms are not returned to the unit per State of Michigan Policy.*
5. Departure: After everything listed above is complete your unit will be dismissed from camp.



FOOD SERVICE

TABLE ASSIGNMENT

Table assignments will be made on Sunday upon arrival at camp. Every effort will be made to keep the unit and adults together, BUT SOMETIMES THIS IS NOT POSSIBLE. You may be asked to share a table with another unit. Cooperation from the unit leader is essential.

DRESS CODE

All scouts and leaders should make it a point to use the latrine and wash prior to arrival to each meal. While the scout uniform is recommended attire at all times it is required during the evening meal. Unit or Camp T-shirts are acceptable for breakfast and lunch. All hats should be removed while in the Dining Hall.

SUPERVISION

The adult leader at each table is responsible for the conduct, manners, and general supervision of the scouts at his or her table. Please help regulate portions and food waste so that each scout gets their fill. Adult Leader help in the Dining Hall is a MUST!

HOSTS

One host is required per table. Each scout will have a chance to act as the host. The host must be in the Dining Hall 15 minutes before the meal. It is their responsibility to set the table per the instruction of the Dining Hall Steward/Stewardess. It is also their duty to secure seconds during the meal. The assistant host will stay after the meal to clean up, again following the instructions of the Dining Hall Steward/Stewardess. There should be no adults in the Dining Hall before or after a meal; Scouts only please!

MEAL TIMES

Meals are offered three times daily and they are as follows: Breakfast at 8:00 am, Lunch at 12:15 pm, and Dinner at 6:00 pm.

Meals are served Family Style requiring a Host and an Assistant Host who will set the table, serve the food and clean up after the meal. These positions are rotated around the table so that everyone has an opportunity to enjoy the adventure of helping out (with the exception of the adults at the table). Each table will host an adult unit leader and/or a camp staff member along with their Scouts.



MENU

All menus will be available for review and are approved by a nutritionist. As is necessary, improvements to menus will be made as appropriate on an ongoing basis. Menus are available under the “attachments” heading on the registration site.

For campers that require special dietary needs, please refer to the procedures below.

Our Food Service Staff will be happy to assist you and your Scouts during your stay at camp!

MEAL SET-UP AND CLEAN-UP

While every effort will be made to get you & your Scouts in and out of the Dining Hall in a timely manner, experience shows that the amount of time spent in the Dining Hall is directly proportional to the attention given to the instructions given by our Dining Hall Steward/Stewardess. Please help set the example for your Scouts and be sure to follow Dining Hall instructions/procedures. When you are in the Dining Hall, our Dining Hall Steward/Stewardess is in charge and his/her instructions must be followed to ensure everyone is fed promptly and in a timely fashion.

Set-up before the meal and clean-up after the meal is to be done by your Scouts, not the adults. No adults should be in the Dining Hall during these times. Assistant Hosts are to remain seated when the unit is dismissed after the meal. Clean up after a meal will not begin until everyone (except the Assistant Host) has left the Dining Hall. Assistant Hosts must remain seated until instructions have been given to start the clean-up process. With your assistance and cooperation, your Dining Hall experience for the week will be a positive one!

SPECIAL DIETARY NEEDS

Camp Rotary continually strives to make your dining experience a positive one during your stay with us. Great care is made to ensure quality, quantity, & variety in each meal we prepare.

However there are also people who require special attention to their diet. We make it a practice to accommodate as best we can those who have special dietary needs. This can be done by contacting the Camp Director at 989-386-7943 at least 2 weeks prior to your arrival at camp. *While every effort will be made to accommodate the special dietary needs of you and your Scouts, you may need to bring supplemental food items to camp that we cannot provide locally.*

Camp Rotary has worked with both our food service provider and local businesses to do our best to accommodate our campers that are lactose intolerant, gluten free, kosher, etc. In the event that we cannot accommodate a special dietary request, *Scouts with a highly regulated diet will sometimes need to bring their own food to camp with them.*

All special dietary needs are prepared at their own separate area in the kitchen. One member of our kitchen staff is responsible for all preparation and cooking of special food diets.

The Camp Rotary Dining Hall is a “nut free” facility. Request special dietary needs [here](#).

MCC CAMP FEES

Youth Fees

Camp Fee - Includes all MB Fees

Discount Fee (if payment schedule is followed)	\$330.00
Regular Fee (all payments made after May 7th)	\$345.00
Provisional Scout Fee (1st week)	\$330.00
Additional Weeks (For any Scout to attend a 2nd MCC Week)	\$199.00
Crossover Webelos or new Boy Scouts after May 2nd	\$330.00

Discounts

Sibling Discount (1st Scout pays regular fee, siblings receive discount)	\$25.00 Discount/Sibling
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Adult Fees

All Adults (full week of camp)	\$160.00
Part-Time Adults (will be pro-rated by the day)	\$33.00/Day

Camperships

The Michigan Crossroads Council provides limited assistance on an individual basis to those Scouts who could not otherwise attend summer camp due to financial hardship. Camperships will be administered by each Field Service Council and forms are available from each Field Service Area Council Service Center. Completed Campership forms are due by April 1st. Scouts who apply for a campership are still responsible for half of the regular camp fee and must adhere to the Payment Schedule.

* Scouts who apply for a Campership may not also receive the Sibling Discount - Sibling Discount will be administered at time of registration.

Online Reservation & Payment Schedule

All MCC Summer Camp Registrations can be made at

<http://www.michiganscouting.org/>

See Page 76 for online summer camp registration details





PROGRAM PAYMENT & REFUND POLICY OF THE MCC

Statement

The Michigan Crossroads Council provides Council programs, high adventure camps and other camping experiences to the Scouts and leaders in its service area. These opportunities require Council staff to send deposits to the sponsoring camp, acquire needed supplies and produce mailings to campers and others so the Council sponsored experiences are rewarding and convenient for the Scouts and leaders in our Council.

Fees are usually paid in advance of the event and to ensure the Council can provide the best service to the Scouts the following refund policies will apply. Participants are not considered registered for any event/activity until payment in full has been received.

Event/Camping Fees

Event fees are final except in a limited number of circumstances where a refund may be granted. Refunds may be given only if the following circumstances are brought to a Council employee's attention. Individuals/Groups that cancel their reservations 30 days or more prior to the event date will receive a refund of fees paid less a 15% administrative service charge. No refunds will be given for cancellations made less than 30 days prior to the event date. Any/all refund requests must be made within 30 days of the event date. No refunds will be given for any Scout not attending Boy Scout Summer Camp who was listed & paid for on the May camp roster. Alternately, Boy Scout Summer Camp fees may be transferred to another Scout or leader attending. No pro-rated fees will be given to Scouts wishing to attend a partial week at Boy Scout Summer Camp.

1. The registered participant has an illness preventing participation in the event and has a signed statement from a medical doctor or healthcare practitioner. The written order must be provided to the Michigan Crossroads Council, 137 Marketplace Blvd., Lansing, MI 48917.
2. In the event of the death of an immediate family member (parent, grandparent, brother, sister or anyone else living in the house with the participant). The Council will consider other deaths, which may affect the participant, on a case-by-case basis.
3. Only an employee of the Michigan Crossroads Council may authorize a refund for a Council sponsored event.
4. Any refund of monies for the event is then based on the money paid to the Council minus the deposit and any money sent to another agency or company for the event. The remaining money is refundable as long as the participant meets the above requirements. Any money that has been sent to another agency or company is considered issued and not refundable.

Any event that does not have a deposit, but has an event fee, will be assessed a 15% service charge before any refund is issued. All remaining money is refundable. Again, the participant must meet the above requirements.

Deposits

1. Deposits are non-refundable. The following will apply for any deposit made for a Council sponsored program.
2. Deposits are not refundable. Any cancellation, once the deposit has been sent to the Council, will be forfeited. Deposits may be transferable to another participant that takes the entire slot for that event.

Late Fees

The Michigan Crossroads Council and all approved event committees have the opportunity to set late fees or discounts for events. Late fees will be announced with the original posting for the event. Late fees paid to the Council are not refundable.

Waiting Lists

At times the Council maintains a waiting list. If the participant is not selected to attend the event, all waiting list money will be refunded at 100%, including deposit money.

Cancellation by the Council

If the Michigan Crossroads Council or National Boy Scouts of America or any agency that has contracted with the Council cancels an event, the Council will issue a full 100% refund (including any Deposit Money).

Applies

These policies only affect the Michigan Crossroads Council, Boy Scouts of America; its committees and districts. This policy is not transferable to charter partners or individual units (Packs, Troops, Teams, Crews and Posts) of the Council.

Examples

- A Scout cannot attend an event. Cost of event is \$20. The refund would be \$20 - \$3 (15% service charge) = \$17 refund if notification was made at least 30 days prior to event. No refunds made for notifications made less than 30 days prior to the event date, however, the Scouts' event fee may be transferred to another Scout.
- The Scout's grandmother dies and thus is unable to attend a Philmont Trip. Philmont price is \$750. The refund would be \$750 - \$100 (deposit) - \$400 (Philmont Fee) = \$250 refund.
- Florida Sea Base cancels trip due to shark attacks. Total cost of the Trip \$1,000. The refund would be \$1,000 no matter what. The Council will take the liability for the plane tickets and any other expenses. All money, even deposits, are refunded.

FIREGUARD PLAN

- At check-in, each campsite will be issued a fire extinguisher which must be placed on the provided hook at the latrine and be accessible to all campers & adults for both units in the site. Your unit will be charged to refill your fire extinguisher for any/all "non-emergency" discharges.
- Upon arrival in camp, the unit fireguard chart will be issued and must be filled out completely and posted on the unit bulletin board. This sheet is to be filled out daily; not in advance. This is a mandatory standard required by the BSA.
- The unit fire warden should check the chart each day to be sure that the deputy fire warden has checked the equipment.
- Two buckets, filled with water, must be kept adjacent to the fire ring at all times. A 5-foot area around your fire ring should be raked clear.
- **Please only use the fire pit that has been provided in your campsite.** Units found to be using unauthorized fire pits will be fined a \$50 charge at the end of the week.
- There must be at least one fireguard (youth or adult) present whenever there is a fire in the campsite. If the assigned fireguard has to leave, they either need a replacement or the fire must be put completely out, cold.
- Camp Rotary **does not** provide firewood. There is plenty of downed wood all over camp. Please burn what you can find in your campsites.
- No flames in tents must be strictly enforced! All tents are required to display a "No Flames In Tent" tag which is to be visible at all times. Tags are available for check-out from the Camp Office.
- Council policies regarding use of stoves, lanterns, and chemical fuels must be communicated and enforced. These policies are available and published for all unit leaders and can also be found in the Camp Rotary Leader Guide.





CHEMICAL FUEL POLICY

1. Use compressed or liquid-gas stoves and/or lanterns only with knowledgeable adult supervision and in Scout facilities only where and when permitted.
2. Operate and maintain regularly according to the manufacturer's instructions included with the stove or lantern.
3. Store fuel in approved containers and in storage under adult supervision. Keep all chemical fuel containers away from hot stoves and campfires, and store below 100 degrees F.
4. Let hot stoves and lanterns cool before changing cylinders of compressed gasses or refilling from bottles of liquid gas.
5. Refill liquid gas stoves and lanterns a safe distance from any flames, including other stoves, campfires, and personal smoking substances. A commercial camp stove fuel should be used for safety and performance. Pour through a filter funnel. Recap both the device and the fuel container before igniting.
6. Never fuel a stove or lantern inside a cabin; always do this out-of-doors. Do not operate a stove or lantern in an unventilated structure. Provide at least two ventilation openings, one high and one low, to provide oxygen and exhaust for lethal gasses. Never fuel, ignite or operate a stove or lantern in a tent.
7. Place the stove on a level, secure surface before operating. On snow, place insulated support under the stove to prevent melting and tipping.
8. Periodically check fittings on compressed gas stoves and on pressurized liquid gas stoves for leakage with soap solution before igniting.
9. When lighting a stove, keep fuel bottles and extra canisters well away. Do not hover over the stove when lighting it. Keep your head and body to one side. Open the stove valve quickly for two full turns and light carefully, with head, fingers and hands to the side of the burner. Then adjust down.
10. Do not leave a lighted stove or lantern unattended.
11. Do not overload the stove top with extra-heavy pots or large frying pans. If pots over 2 quarts are necessary, set up a separate grill with legs to hold the pot and place stove under grill.
12. Bring empty fuel containers home for disposal. Do not place on or near fires. Empty fuel containers will explode if heated.



BSA / COUNCIL / CAMP POLICIES

YOUTH PROTECTION REPORTING POLICY

Any suspicion or belief that any child is or has been physically, emotionally or sexually abused, exploited or exposed to any form of violence, threat, pornography or obscene material should be reported to the local authorities AND to the Scout Executive. At summer camp, the Camp Director serves as the designee for the Scout Executive.

The Michigan Department of Human Services hot line # is 855-444-3911. This toll-free number allows you to report abuse or neglect of any child or adult any time day or night.

ALCOHOL

Possession, consumption, or being under the influence of alcohol, including beer, will not be tolerated on the properties of the Boy Scouts of America. Violation will result in immediate removal from camp (no refund) and/or legal prosecution. Camp Rotary is a Drug & Alcohol Free Zone.

ILLEGAL, IMMORAL, OR UNACCEPTABLE ACTS

As a character building organization caring for other people's children in camp, illegal, immoral or other activities generally considered unacceptable by society have no place in the Boy Scouts of America. This includes all forms of hazing and unit initiations.

ILLEGAL DRUGS

Possession, use of, or being under the influence of illegal drugs or drug paraphernalia, including marijuana, will not be tolerated on the properties of the Boy Scouts of America. Violation will result in immediate removal from camp (no refund) and/or legal prosecution. Obviously, this would not involve the proper use of prescribed medication by a patient under the care of a physician. These prescription medications, however, will be dispensed by the Camp Health Director or designated Unit Leader in your site. Camp Rotary is a "Drug & Alcohol Free Zone."

STATEMENT - YOUTH/ADULT VIOLENT BEHAVIOR

The directors and staff at our camps are coached in preventative measures when it comes to youth/adult violent behavior. We are not trained, nor do we have the ability, to handle situations relating to violent behavior. If these types of situations should arise at camp, we will immediately contact local authorities for professional assistance. The youth/adult will be sent home to seek professional guidance. Please keep us apprised of any discipline/behavior problems you may experience during the week. Camp Rotary maintains a zero-tolerance policy for violent behavior.



LIVING QUARTERS

The Boy Scouts of America reserves the right to enter quarters (not limited to but including tents) during reasonable hours, when necessary, in order to provide for efficient service, repairs, improvements, maintenance, fire safety inspections or Boy Scouts of America regulations and policies.

FIREARMS

Due to national regulations, no firearms or shooting sports equipment may be brought into camp without prior written permission of the Camp Director and Shooting Sports Director.

Camp Rotary provides adequate equipment to serve your unit's shooting sports needs. Anyone wishing to bring their own personal firearm MUST contact the Camp Director at least 2-weeks prior to your arrival, and must obtain permission from the camp Rifle/Shotgun/Archery Director respectfully. Personal bows, rifles, and shotguns that have been authorized to be on the camp property may not be used for merit badge qualification. This includes rifles with scopes, and bows with sites and/or mechanical releases. All bows brought to camp cannot exceed at 35 pound draw weight, and the use of personal arrows is prohibited.

Absolutely no ammunition may be brought into camp. Ammunition is never allowed outside of the range area in any form. Violations can result in immediate removal from camp. In addition to firearms, please make sure that your Scouts do not bring any cross-bows, sling-shots, wrist-rockets, and the like to camp. Camp Rotary maintains a "zero-tolerance" policy on firearms/shooting sports violations.

TRANSPORTATION

Camp Rotary is not able to transport individuals to "off the property" activities or appointments, including non-emergency medical situations. The unit is responsible for all "off property transportation" and is to make sure that those providing that transportation are doing it in accordance with all rules and regulations established by the National Council of Boy Scouts of America and the State of Michigan. Units must make sure that the vehicles being used to transport Scouts are in excellent working order, the driver is currently licensed, and all appropriate insurances are in effect.

All riders are to use seat belts at all times and are not to distract drivers at any time. All emergency situations are dealt with as is appropriate.



TRADING POST POLICY ON THE SALE OF KNIVES

Any Scout who wishes to purchase a knife must produce a valid “Totin’ Chip” card. If the Scout does not have their Totin’ Chip card, camp will provide to their adult leader a blank card to be completed by the Scout’s unit leadership.

Knife sales may be restricted by request of the Scoutmaster of the unit in camp. Please notify our Trading Post Manager if you do not want us to sell knives to your Scouts.

Failure to properly use a knife at camp will result in the loss of a Scout’s Totin’ Chip & the knife. Please make sure your Scouts follow all BSA knife-safety guidelines. Our staff has been instructed to immediately confiscate any knife used in an inappropriate/non-safe manner and report it to the Camp Commissioner.

DINING FLY NOTICE

Please make sure that when setting up your unit dining fly that it NOT be set up in camp roadways or service drives. Units that do not follow this rule will be asked to move their fly. Non-compliance will result in the dining fly being immediately removed by the Ranger.

UNIT TRAILER NOTICE

When parking your unit trailer in the campsite, please make sure of the following:

- The trailer is not parked in a roadway or service drive
- The trailer does not impede access to the campsite latrine or the campsite trash cans

The moving and parking of unit trailers is the responsibility of the unit. Camp Rotary will not move unit trailers.

CAMPSITE GATEWAYS

Many Units construct gateways to decorate their campsites and also to receive credit for camp awards/recognitions. When constructing gateways, please keep the following guidelines in mind:

1. Do not construct gateway over the road in front of your campsite, rather, construct the gateway over the road leading into your campsite.
2. Your gateway must not interfere with our camp vehicles’ ability to enter/exit your campsite. Please check with the Ranger before constructing your gateway regarding minimum height & width requirements.
3. Please make sure your gateway is sturdy and will not create a hazard to vehicles, staff, or campers.
4. The digging of ditches or trenches is strictly forbidden!



FINAL REMINDERS

- All persons who wish to attend Michigan Crossroads Council camps must be registered with the Boy Scouts of America.
- The person in charge of your unit must be currently registered as a Scouter who has been approved by the unit's Chartering Organization and be at least 21 years old.
- Units must have 2 deep leadership at all times.
- Camp Rotary maintains 11 campsites and all unit reservations are made to best accommodate our customers and the space available in each campsite. Depending on the Unit reservations for your week at camp, your campsite may be home to more than one unit. Sharing a campsite can provide your Scouts with an excellent opportunity to make new friends and share in the many duties and activities available at camp during your week at camp. **Camp Rotary reserves the right to make final campsite assignments or re-assignments.**
- **No pets** are allowed in any area of camp beyond the parking lot - Please make sure your visitors are aware of this policy. This rule does not pertain to registered service animals.
- Closed-toe footwear must be worn in camp at all times except while in the lake, shower, or bed. This includes traveling to or from the Aquatics area or a shower house.
- Anyone arriving at or leaving camp must sign in or out at the Camp Office.
- No flames or open fires are permitted in tents at any time.
- It is a violation of law to tamper with smoke detectors in camp buildings and structures.
- The Scout uniform is the proper dress for dinner & evening flag. It is strongly encouraged at all other times.
- Scoutmasters are responsible for discipline of the Scouts in their units.
- Scouts are not allowed in restricted areas without permission of the staff member on duty. Restricted areas include the Aquatics, COPE, Climbing, and Shooting Sports program areas.
- Flammable liquid stoves and lanterns must be used and filled only by adult leaders. Liquid fuels must be stored in accordance with the Chemical Fuel Policy, found on page 69.
- Personal vehicles will remain parked in the camp's parking lot as per council policy. Those in violation may be towed at the owner's expense.
- Other rules deemed necessary by the Camp Director.

VEHICLES

PERSONAL AND CAMP VEHICLES

All personal vehicles will remain in the parking lot. They will not be permitted on any camp road or be allowed to be parked at your campsite without the Camp Director's approval. Vehicles used to tow unit trailers need to be returned to the parking lot once the trailer has been set in your campsite - violation may result in your vehicle being towed at your expense. Please make sure your unit trailer has the means to secure valuables. Do not leave valuables unattended - lock them up in your unit trailer! Camp Rotary is not responsible for the loss/theft of personal property.

Camp vehicles are for camp use only. These are the only vehicles that will be allowed beyond the parking lot. No Scout will be permitted to ride in them. They will also be used in emergency situations.

When a vehicle approaches, everyone should move 5 feet off the roadway (on the same side of the road), **COME TO A COMPLETE STOP**, and wait until the vehicle passes to prevent injury. Please discuss this important safety procedure with your Scouts prior to your arrival at camp.

VEHICLE PARKING SLIPS

Any camper who will be parking in the camp parking lot during the week is **required** to fill out the Camp Rotary Parking Slip and display it in the front window of their vehicle. This will allow the camp staff to contact you should there be any issues involving your vehicle. A copy of this form can be found on your summer camp registration page.



CAMP ROTARY
VEHICLE PARKING SLIP

Name: _____
Unit/Group: _____
Campsite/
Cabin: _____
Phone #: _____



VEHICLE USE PERMITS

Under special circumstances, Camp Rotary will issue a vehicle permit for a camper to use their personal vehicle in camp. Camp vehicle permits for personal vehicles will ONLY be administered to individuals who possess one of the following:

- A state issued handicap permit
- A doctors note stating that the person has limited mobility

Persons who are issued a parking permit must adhere to the following rules:

- Permit must be displayed hanging from the rear-view mirror at all times.
- Permit holder is the only person allowed to occupy the vehicle at any time. Vehicle is not to be used as a taxi for others.
- Permit holder is not to use the vehicle to run errands in camp.
- Maximum speed limit in camp is 10 mph.
- Vehicle head lights must be on any time the vehicle is in use.
- Permit must be turned in to the camp office at the end of the event.
- Failure to follow these rules will result in loss of your permit.



VEHICLE VIOLATIONS

Vehicles found to be in violation of Camp Rotary's vehicle policy will be ticketed by the Camp Ranger. Please make sure that any violations are taken care of immediately.



EMERGENCY PROCEDURES

The safety and well-being of you & your Scouts while at Camp Rotary is the top priority of the Michigan Crossroads Council and our Camp Staff. Please make sure that you review the following emergency procedures with your Scouts both prior to arriving at camp, and during your stay with us. These procedures will also be covered at Sunday dinner before you leave the dining hall. The BSA National Camp Standards require us to conduct an emergency drill within 24 hours of your arrival. Please stress the importance of these procedures with your Scouts & adult leaders in camp to make sure they all know what to do in the event of an emergency.

Please be advised that all camp phones have 911 calling capability. In the event that a 911 call is made from any camp phone, we will sound the general alarm and Clare County emergency services will be activated and dispatched to camp. Anyone making a false 911/hang-up call will be immediately removed from camp and will be subject to possible fines/imprisonment subject to the laws of the State of Michigan.

ALL EMERGENCIES EXCEPT A TORNADO

Signal: General Alarm - up and down "whoop"

Backup signal: repeated honking of a vehicle horn

1. All campers and adult leaders will report as quickly as possible to the porch of Central Lodge and line up according to campsite and unit QUIETLY.
2. The unit leader will take a head count.
3. The results are to be reported to the staff member designated at Central Lodge.
4. No one is permitted to leave the Dining Hall until the "all clear" has been given.
5. Follow further instructions as they are given.

TORNADO

Signal: Continuous Tone followed by PA announcement

Backup alarm: solid tone from a vehicle horn

1. This signal will only sound if a tornado has been sighted in the area.
2. All campers will immediately lie down as flat as possible in the nearest ground depression and cover their head - campers near a concrete building (i.e. shower house, basement of Dining Hall, bunk wings of the Doan Conference Center) may seek shelter in those buildings.
3. At the all clear a general alarm will sound and all campers and adults will report to the porch of Central Lodge for a headcount.

ONLINE CAMP REGISTRATION

For Summer Camp 2018, the Michigan Crossroads Council will continue to use the Black Pug registration platform which utilizes a more user-friendly process and better manages our summer camp attendance. Under this system there are two registration periods, a "Pre-Registration" period and a regular "Registration" period.

As soon as you are ready to sign up for summer camp, a representative from your unit should make an online registration through the MCC web site to register your unit for 2018 Boy Scout Summer Camp at Camp Rotary, Cole Canoe Base, D-bar-A Scout Ranch, or Gerber Scout Reservation; visit the following link for summer camp availability:

<http://michiganscouting.org/outdooradventures/boy-scout-camp/boy-scout-summer-camp-2018-registration-process/>

Once you have selected your week of camp, click on the blue **\$200 Pre-Register Deposit** button and follow the instructions. At the time of registration you will be asked for your contact information, an estimate of the number of campers that may attend, your campsite preference, and to provide your \$200 camp deposit (payable by credit/debit card or electronic check). The person listed with your summer camp reservation will be the person receiving all Summer Camp 2018 electronic communications.

If you signed up for Summer Camp 2018 at camp this past summer, this step will be completed for you. For Summer Camp 2018 details (registration & payment dates) please review the Summer Camp 2018 registration manual, which can be found at the following link:

<http://michiganscouting.org/wp-content/uploads/2017/06/BSCampPlanGuide18.pdf>

This will get your unit signed up for the 2018 Camp Season!

Once your unit has registered, your unit's representative will receive e-mail communications about the registration process and other camp news. Units can access their Summer Camp 2018 registration by clicking on the "Lookup Registration" link found on the Summer Camp Registration Page.



1. PRE-REGISTRATION PERIOD (JUNE 19 - DEC 31, 2017)

For Units that register during this period a \$200 deposit and an estimate of Youth & Adult attendance is required.

Current Units at camp this summer may renew their registration for the same week/same camp in 2017 by noon on Wednesday each week of camp this summer. Camp Business Manager will place their 2017 summer camp reservation on the website.

Any Unit not attending an MCC camp this summer (or current units wanting to change weeks) may place their reservation for 2017 beginning at 8:00 am each Friday morning of this year's camp for the same session next year. By the end of the final session of camp this year, all sessions of camp will be open for registration for next year.



2. REGISTRATION PERIOD (JAN 1 - MAY 31, 2018)

For Units that register during this period, Units will not need to pay a deposit but will need to specify the number of participant (youth & adult) slots needed for summer camp. 2 adults and 5 youth is the minimum registration requirement.

Any unit may make a registration for any available session of any MCC Boy Scout Resident Summer Camp for 2018. A registration fee equal to \$50 per slot reserved will be due at that time and the minimum registration must be at least \$350 (7 slots). **The unit is now financially responsible for the number of slots requested.**

Individual names do not have to be specified at this time but can be if the unit chooses to do so.

Units may add new slots (if available) or reduce the number of existing slots (subject to the MCC Payment & Refund Policy) until the end of the Registration Period (May 31st). Units may make changes to existing slots until midnight on the Friday before their arrival at camp.

3. ESTIMATE CONFIRMATION (JAN 1 - FEB 1, 2018)

Units that made their reservation during the Pre-Registration period are required to confirm their estimated numbers (based on camp availability) and the camp fee due will be equal to \$50 per confirmed participant slot. Units that do not confirm their estimate and pay the \$50 per slot by February 1st may lose their summer camp reservation. Do not confirm a slot unless you have a committed participant - Webelos Crossovers can be registered at a later date.

4. MB REGISTRATION & 2ND PAYMENT (MAR 8, 2018)

Units may begin to select Merit Badges for participants beginning on March 8, 2018.

For existing reservations, an additional \$100 participant payment is now due for each slot reserved at this time (\$150 total due for each slot reserved). The camp fee due for new reservations at this time will be equal to \$150 per participant slot.

5. FINAL PAYMENT / PARTICIPANT DATA (MAY 7, 2018)

Unit must finalize Merit Badge registration and all participant names are required by this time.

Full payment for all camp fees is now due.

Late fees will be applied to payments made after May 7th.

Units may make changes to existing slots until midnight on Friday before their arrival at camp. Any changes to the number of slots after May 31st will be administered at camp during your financial check-in or by calling camp prior to your arrival.



PARENT PORTAL

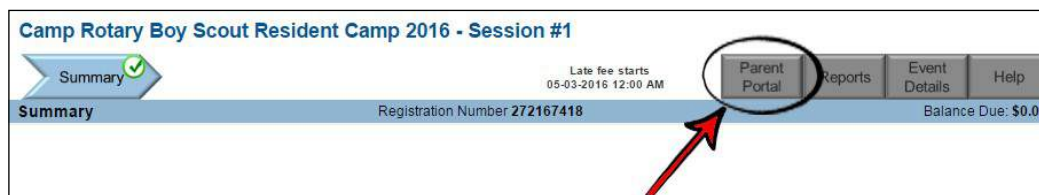
Parent portal allows the registration contact to provide the parents in your unit with access credentials so they can make payments and complete data entry for their Scouts. As the registration contact, you may be registering an entire unit of Scouts for Summer Camp and the council requires a certain amount of information from each Scout (such as name, rank, dietary restrictions, etc.). If you don't use Parent Portal, then you have two options: enter all this information yourself, or allow your parents full access to the registration by giving each one your registration number and email address. The latter opens up privacy concerns because each parent can see the information for all the other Scouts. By using Parent Portal, you are shifting the data entry and payment responsibilities to the parents while also only allowing a parent to see their own Scout's information.

If your unit chooses to use Parent Portal your unit contact's access will remain identical, as if you were not using the feature. You will still be able to access the registration and make changes to attendees or add new attendees.

Your registration contact has the ability to activate or lock other features as part of Parent Portal. The registration contact can do the following:

- Only allow certain parents access to Parent Portal. This is done simply by only handing out login credentials to those parents that you wish to have access.
- Choose how often the (the registration contact) receive a summary email of changes made by parents. This can be done daily, bi-weekly, or weekly.
- Prevent parents from making payment or seeing event fees - use this feature if you want parents to be able to enter information on their Scout, but not make payments.
- Allow class selection - use this feature if you want the Scout/parent to make their own class selections online.

To turn on Parent Portal, or to learn more about it, click on the "Parent Portal" tab at the top of your registration page.



PLANNING YOUR WEEK AT CAMP

WHY IS PLANNING IMPORTANT?

Coming to summer camp is a highlight adventure in a Scout's life. Your planning before you even get to camp is the difference between a good experience and a great one. In order for Scouts to feel good about their advancement in camp, they need help in planning what they will do to earn it. Some Scouts will come to camp and sign up for eight or ten merit badges, making it impossible for them to achieve their goals. Some of the badges need to be started at home before the Scout arrives at camp. Help your Scouts achieve their goals by working with them before camp begins.

You will also need to plan to have all the adults you need at camp. Unit leadership must be two-deep. It doesn't have to be the same two people all week, but you will want to begin your planning as soon as possible. This section will help you and your unit committee plan your week at camp and help give your Scouts a great experience.

TIMETABLE

During the fall months:

	Site Fee Due (\$200.00) at the time of reservation
	October/November: Camp adult leadership determined
	November: Individual Scouts' savings plan started - popcorn sales!

Six (6) months prior to camp / (December - January)

	Scoutmaster, unit committee, and youth leaders review their guide books
	Senior Patrol Leader gives final instructions to the Patrol Leader's Council
	Scoutmaster & youth leaders begin program planning for camp; review Leaders Guide
	Determine financial needs and plans
	Begin transportation plans
	Two-deep leadership confirmed for the week
	Equipment needs determined by the Quartermaster and unit committee

Three (3) months prior to camp / (February - March - April)

	\$50 per Scout reserved is due on/before February 1, 2018
	2nd payment (\$100) per Scout due (March 5, 2018) - Scout registration is first-come, first-served
	Online merit badge sign-up opens on March 8, 2018 - Scouts must be registered (\$150 paid) to sign up
	Individual commitments for camp are secured for each Scout's family; parents of Scouts not signed up are contacted
	Distribute <i>BSA Health Form</i> and <i>Camp Rotary Release of Campers Form</i> to Scouts
	Secure all Michigan Registry Clearance Forms for all 21+ adults attending camp - including visitors



One (1) to two (2) months before departure / (May - June)

	Check on status of medical exams for all Scouts and leaders
	Unit committee and leaders should schedule a "camp work day" making sure everything for camp is ready
	Confirm transportation arrangements: departure times, places, etc.
	Balance due (\$180 youth; \$110 adult) May 7, 2018 - late fee assessed after this date
	Out-of-council units need to secure a copy of their Council's Accident Insurance
	ALL Michigan Registry Clearance forms are collected & copies made. Previous years' letters are still valid.

Two (2) WEEKS before departure

	Call camp with your final counts for youth and adults (including part time) attending camp.
	Scribe and SPL complete camp roster sheet
	Check to make sure all of your Scouts (including Webelos crossovers) and adults are registered with the unit
	Check on final transportation and physical arrangements
	Inventory all unit equipment
	Set-up and inspect your unit tents! Camp Rotary is a "bring your own tents to camp" operation!
	Program needs and plans are completed

One (1) WEEK before departure

	Camp Roster is checked to make sure everything is up-to-date
	All camper <i>BSA Health Forms</i> and <i>Camp Rotary Release of Camper Forms</i> are collected & checked for completion
	Copies of proof of BSA registration (letter from Registrar or copy of BSA membership card) for all adults attending

***Failure to have a completed camp roster and having missing health forms/camper release forms/Michigan DHS Clearance forms/copies of adult leadership's BSA membership will cause your unit to experience lengthy delays in the check-in process.**





SECURING LEADERSHIP

The ideal method for Scout camping is found in the unit camping successfully under its own leadership. The Unit Committee is responsible for providing leadership to insure a camping experience for all Scouts in the unit. National policy requires at least two (2) adult leaders in all Scout activities. The main unit leader in camp must be 21 years old or older and a registered Scouter. Here's the sequence to provide leadership:

- First:** Registered Scoutmaster
- Second:** Registered Assistant Scoutmasters
- Third:** Registered Unit Committee members
- Fourth:** Other registered leadership such as the Chartered Organization Representative, a parent of a Scout in the unit, a member of the Chartered Organization, etc.

Don't say "We can't find a leader," until you've really tried. Remember, it is required and usually easier to secure two leaders instead of one! For additional details, get the publication, "Selecting Quality Leaders" from the Council Service Center.

Procedure for securing Leaders

1. Call a meeting of the unit committee.
2. Discuss qualifications of a good leader.
3. List names of possible leaders.
4. Appoint a sub-committee to get the leaders.
5. Make an appointment with the prospects.
6. Call on the prospects

PARENTS' NIGHT

Why a parents' night for camping? Your Scouts will go to camp when their parents are informed of the purpose and advantages of Scout Camping. Parents will be on your team, urging their sons to go when you have answered their questions about Health, Safety, Food, Fees, Leadership, Program, etc. Help parents feel responsible for making the camping program a success.

Preparation for Parents' Night

When the Unit Committee meets to discuss summer camp plans, select the campsite and date - then register online. Determine unit camp leadership. Then plan your Parents' Night using this guide. You need to get the word around, telling the parents why they should come to the meeting.

1. Our unit is going to camp on (date).
2. Come and learn about the camp program, fees, leadership and the purposes and advantage of camp life to your Scout as a working member of their patrol and unit while in camp.
3. Have your Scouts "talk up" the meeting weeks in advance.
4. Prepare and mail an attractive, informative invitation at least two weeks in advance. Mention special features such as a slide show, camp pictures, speakers, fun, etc. Follow up with personal phone calls.



The Unit Committee's Responsibility

- Plan the program and get the interest of parents through good promotion.
- Perhaps a potluck or a pancake supper planned by the Scouts would be the best format.
- Parents will help decorate and even wash dishes if they understand that it's part of their "fair share" of the camping effort.
- Friendship, a willingness to serve, and a full turnout are assured when everyone becomes a part of the planning and helps to make the plan work.
- Too often an opportunity to sell parents on your program is spoiled through inadequate planning. Be thorough, be brief, show evidence that your committee means business and knows what it is doing. In a word, be sure your meeting has some polish and enthusiasm.
- Remember that the unit committee obligates itself to provide the opportunity for at least fifteen days and nights of camping for every Scout during the year.

Unit Committee Follow-Up

- Immediately after the Parents' Night, members of the Unit Committee should visit absentee parents and enlist their support and cooperation.
- As new Scouts join the unit, parents should be personally contacted and the unit camping plans explained by a member of the committee.
- Be sure every Scout and every family is using some type of earning and savings plan resulting in the Scout attending summer camp.

PARENT'S NIGHT AGENDA

Purpose: To review the unit's plans for outdoor program with parents and promote Scout attendance at Summer Camp. This should be held in January or February.

Pre-opening: Camping exhibits and demonstrations by the Patrol Leaders Council.

Meeting:

1. Opening ceremony by the SPL.
2. Welcome and purpose of meeting by Unit Committee Chairman.
3. Camp promotional program by the Order of the Arrow or other selected summer camp representative
4. The Unit's plans for summer camp by the Scoutmaster.
 - a. Camp selection and why this camp fits the unit's needs this year.
 - b. Camping dates and campsite.
 - c. Camp leadership: exact needs and what is already in place.
 - d. Camp savings plan: suggest ways of earning money & saving for camp.
 - e. How to register, fee schedule and payment due dates.
 - f. **State of Michigan Registry Clearance Rules for Campers & Visitors - PLEASE MAKE SURE YOUR UNIT FAMILY MEMBERS KNOW ABOUT THE MICHIGAN REGISTRY CLEARANCE REQUIREMENTS. If family members (21+ years old) arrive without MI Registry Clearance, our only option is to page a cleared member of the unit to the Camp Office to escort your visitors during their stay at camp for the day. DHS Registry Clearance [here](#).**
5. Question and answer period by the summer camp representative and Scoutmaster.
6. Closing ceremony by the Patrol Leaders' Council.



SCOUTS PERSONAL SAVINGS PLAN

Help Scouts Save for Summer Camp

1. In early fall, introduce a chart to the unit and tell members how important it is. Suggest it as a patrol chart so Scouts can sign up by patrol.
2. Urge patrol leaders to sign up first. Put patrol members' names on the chart and get everyone in the patrol to save for camp. "Sign-up" means a Scout has saved at least \$5.00 or more before March 1. (A prize may be offered for the first 100% patrol signed up.)
3. Ask the Senior Patrol Leader or assistant Scoutmaster to bring the chart to the attention of the whole unit on a regular basis.
4. Adults in the unit should find out which Scouts are not signed up and try to get them committed.
5. The unit finance and records committeeman or the unit scribe should collect camp fees on a regular basis. These funds should be kept in trust by the committeeman or scribe.
6. Determine the amount of money each square represents on the chart and on the personal saving record card. Either the unit finance and records committeeman or the scribe may initial the chart with a marking pen for each payment on both the Scout's half of the record card and the unit's copy. The two Personal Savings Record card halves may be punched if desired.
7. If a Scout saves part of the camp fee and, due to an emergency, cannot attend camp, the unit should refund the money to them or give them a choice of camping equipment equal to the amount.

WHAT TO BRING TO CAMP

The Unit: please view the table below.

	Scoutmaster's Handbook
	Merit Badge pamphlets
	Unit Activities Book
	Campfire Skits & Songs Ideas/Book
	Unit & American Flag
	First Aid Kit
	Unit record book with advancement
	Completed & checked BSA Health Forms & Camp Rotary Release of Campers Corms
	This Leader's Guide
	Lock box / lockable storage for medications & valuables
	State of Michigan Central Registry Clearance Letters for all 21+ year old adults

The Scouts: A complete suggested equipment checklist for individual Scouts and patrols is listed on page 84.

SUGGESTED EQUIPMENT CHECKLIST

All personal gear should be marked with the owner's name and unit number.

Don't forget to pack your tents! Camp Rotary will be piloting the "Bring Your Own Tents to Camp" program for the 2018 season!

Clothing	Day Items
Complete BSA Uniform	Daypack/backpack
Hiking boots or shoes	Wallet
Lightweight jacket	Notebook
Sweatshirt	Pencils/pens
Raincoat or poncho	Scout Handbook
Scout Hat	Merit Badge Book(s)
Extra shirts	Canteen/Water Bottle
Extra shorts/pants	Camera
Pajamas/sleep clothes	Scout Items
Handkerchiefs	Pocket Knife <small>(with Totin' Chip)</small>
6 pairs extra socks	Matches/Lighter
6 changes underwear	Compass
Tennis shoes	Flashlight
Toiletry Kit	Batteries
Wash cloths	Extras
Hand towel	Medication <small>(in original container)</small>
Body towel	Fishing Equipment
Soap	Merit Badge Pre-requisites
Shampoo	Musical Instrument
Toothbrush	Song Book
Toothpaste	Personal First Aid Kit
Comb/brush	Money (\$) for Trading Post
Deodorant	<p>This list is to be used as a guideline, needs will vary between Scouts.</p> <p>Scouts may bring cell phones to camp for Merit Badge use, photographs, etc. but will NOT be allowed to use them if they disrupt class or are used inappropriately.</p> <p>Scouts should not bring pagers, 2-way devices, or personal computers!</p>
Sunscreen	
Bug Spray	
Aquatic Items	
Swimsuit (pack on top)	
Beach Towel	
Goggles/swim mask	
Bedding	
TENT	
Pillow	
Sleeping Bag	
Extra Blanket (if desired)	
Ground/sleeping pad	



YOUR UNIT PROGRAM AT CAMP

PLANNING STAGES - THE UNIT'S ROLE

The program of the camp is based on the needs, desires and interests of units and individuals as expressed in the Unit Program Schedule. Each unit will have its own program highlights prepared prior to arrival at camp. When you and your Scouts arrive at camp, you'll find a staff that is ready, willing, and able to assist you with your week's program. The staff is there, not to lead your unit - that's your privilege as a Scout leader - but to provide assistance in the form of counseling merit badges, providing backup service, and to give the Scouts a role model.

Your unit should plan to take full advantage of your week at camp. Patrol structure should be used to help the Scouts get used to democratic leadership. In order to insure that your Scouts have the opportunity to take and complete the merit badges of their choice, you'll need to coordinate with them and guide them **before** they get to camp. While at camp, don't forget that you have a voice in how camp is being run. Camp Rotary offers a Leaders Roundtable where your comments will be greatly appreciated. Don't wait until Saturday and your evaluation to tell us your needs. Ask during the week, and you'll be pleased when the staff is eager to help you.

HOW TO DEVELOP YOUR UNIT'S PROGRAM

Planning your program should start now. It is not necessary to plan everything down to the minute. A brief outline is what you need at this time:

- A. Become familiar with this Leader's Guide.
- B. Discuss all program possibilities with your Patrol Leader's Council.
- C. Know the needs and wishes of the Scouts in your unit. Have your patrol leaders make a list of the needs of each Scout in their patrols and the activities they would like to do as a patrol or as a unit. They should report back to the Patrol Leaders' Council.
- D. At the next Patrol Leaders' Council meeting, develop your program based on your needs and desires.
- E. Remember, your unit program must be flexible for you to share the facilities with other units in camp.

The camp program is the combination of all the factors of living in the camp community. Since each unit's program will be different, the needs and interests are different. There are four general patterns within the unit's program that should be in evidence. They are:

1. Activities in which all members of the unit take part.
2. Activities that are best carried out on a patrol basis.
3. Informal activities more suitable for a few Scouts to do together.
4. Special interests a Scout might follow on their own.

There will be many activities in camp for which adult leaders and unit leadership will accept sole responsibility. They may seek information or help from the staff or a commissioner, but it is important that each unit establish its own identity and gain experience in the building and administration of its own program. It isn't Scout camping unless the patrol is the functioning group in the administration of the unit program in camp. The balanced program - the total living experience in camp - must revolve around the Scout and their personal interests with their friends, in their patrol, in their unit, and in their camp community.

It is the responsibility of adult leaders, unit leaders, and the Patrol Leaders' Council to establish the program and schedule for the unit. Within this program and schedule, adequate time for the four general patterns listed above should be allowed. The unit is a source of authority and the framework within which the complete program is planned as far as the Scout is concerned.



ADVANCEMENT IN CAMP

Summer camp holds many opportunities for advancement, particularly in areas related to the outdoors. The camp staff includes many experts who will assist Scouts in advancement. Scout advancement requirements and procedures, of course, must be followed at camp as they would be in any other setting.

All advancement in Scouting occurs in four parts. This does not change at summer camp. These parts are:

1. **The Scout learns** in meetings, on hikes, while camping, and on their own.
2. **The Scout is evaluated.** The unit leader's council may name patrol leaders, qualified youth leaders, unit instructors, and/or unit leaders of the unit committee to test Scouts on advancement.
3. **The Scout is reviewed.** Boards of review for all progress awards are conducted by at least three members of the unit committee. The rank of Eagle requires a special review by at least three members of the unit committee and a member of the district advancement committee. This is not held in camp.

Procedure at camp:

- a. The progress award review is set up by the Scout Leader and conducted as outlined under #3.
 - b. The review is held by the unit committee and the council advancement report is properly filled out. This form is then sent to the Council Service Center.
 - c. The Camp Director or his designee will issue rank cards to the Scoutmaster upon request.
4. **The Scout gets their badge.** Merit Badges and Rank awards will not be available in the Trading Post but may be purchased at the Council Service Center. An advancement report will be needed when purchasing the awards and badges.

ADVANCEMENT PLANNING

To have a successful advancement program at camp, your Scouts should start planning **before** camp. Each Scout, with a leader's assistance, should decide which merit badges and/or rank requirements they will work on at camp. Remember, it's usually better to begin two badges and complete them than to start five badges and finish none of them.

We urge that you work with each Scout as much as possible in the pre-camp preparations. Leaders who will be teaching parts of merit badges should also prepare themselves and any materials they may need. Some Star and Life service work is available at camp; contact the Camp Director, Ranger, or Quartermaster. The Scoutmaster must approve this work in advance.



TRACKING ADVANCEMENT AT SUMMER CAMP

All Michigan Crossroads camps will be utilizing the on-line registration system for registering, tracking progress during camp, and reporting completions and partials to troops after their week of camp.

Merit Badge sign-ups and completion:

- The scout or the troop will sign-up for desired merit badge(s) in the on-line registration system before arriving at camp.
- The camp will have two printouts of the troops merit badge schedule with each scout on it when they arrive at camp on check-in day.
- The Scoutmaster or leader in charge will sign both copies as "approved", one for the camp and one for the troop.
- The camp retains their copy as the leader approval for each scout to participate in those listed merit badges.
- During the week each scout is checked as present/absent each day.
- Each requirement is listed on the class roster and is checked-off daily if completed.
- At the end of the week the scout is listed as complete or partial (with all requirements listed needing to complete)
- The troop is given a final report upon leaving camp with all information on each scouts completed badges or partial requirements needed.
- **This report is used instead of the use of blue cards.**
- The troop will have access to go back to the registration system and print blue cards for each scout after they return from camp. (see instructions below)
- It is important that the troop prints these cards for each scout immediately after camp to ensure that he has all records for rank advancement and will be ready to contact a counselor to complete and sign-off on remaining requirements.
- The card will have all of the scout's info and the requirements checked off.
- If needed the troop has the ability to print reports up to seven years after camp.
- Also note that our registration system already provides a Scoutbook and Troopmaster export feature

PRINTING REPORTS

The Michigan Crossroads Council is pleased to be able to offer our Boy Scout Resident Summer Camp Unit Leaders with a full array of available reports, both before, during, and after your summer camp experience at your MCC Boy Scout Resident Camp this summer. Please be reminded of the following reports available through your Boy Scout Resident Summer Camp Reservation via the MCC website. After logging into your Boy Scout Resident Summer Camp reservation, click on the "Reporting" link in the upper-right hand corner of the page:

You will then see the following reports listing available to you:

- Unit Roster
- Payment Allocations
- Class Attendee Schedule
- Class Attendee Summary
- Class Period Summary
- Scoutmaster QR Codes
- Blue Cards – Official BSA Card Stock
- Instructions for Printing Blue Cards
- Blue Cards – Front Side
- Blue Cards – Back Side
- Badges – Incomplete
- Unit Merit Badge Requirement Status
- Scoutbook and Troopmaster Exports

Please review these reports and be sure to take advantage of this awesome resource to enhance your summer camp experience!

BLUE CARDS

DISCONTINUED USE OF PHYSICAL BLUE CARDS

Camp Rotary is PLEASED to announce the discontinued use of physical blue cards for Summer Camp 2018! What does this mean for your Unit?



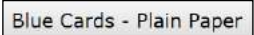
- Camp Rotary will not accept a physical blue card - all blue cards will be processed through your Unit's online registration
- Your Unit WILL NOT need to fill out blue cards prior to or after arriving to camp
- Your Unit WILL NOT need to turn in a physical blue card at camp
- Your Unit WILL NOT receive blue cards at the end of the week
- Your Unit WILL be able to print blue cards off of their registration up to 7 years after the event

For more details on this process, please refer to page 87.

PRINTING BLUE CARDS

Blue cards will be available for your Unit to print immediately upon your return home. Blue cards print on a full 8.5" x 11" piece of paper. It is recommended that your unit prints its blue cards on blue card stock.

To print blue cards for your unit, follow the steps below:

1. Go to the registration website and click "lookup registration" at the top of the page:
<https://scoutingevent.com/?OrgKey=BSA272&reservationFromEmail=true>
2. Log in to your event using your email address and reservation number
3. Click on  at the top right of your registration page
4. For merit badge completion data, click 
5. To print blue cards, click 

Camp Rotary will NOT print blue cards for your unit!

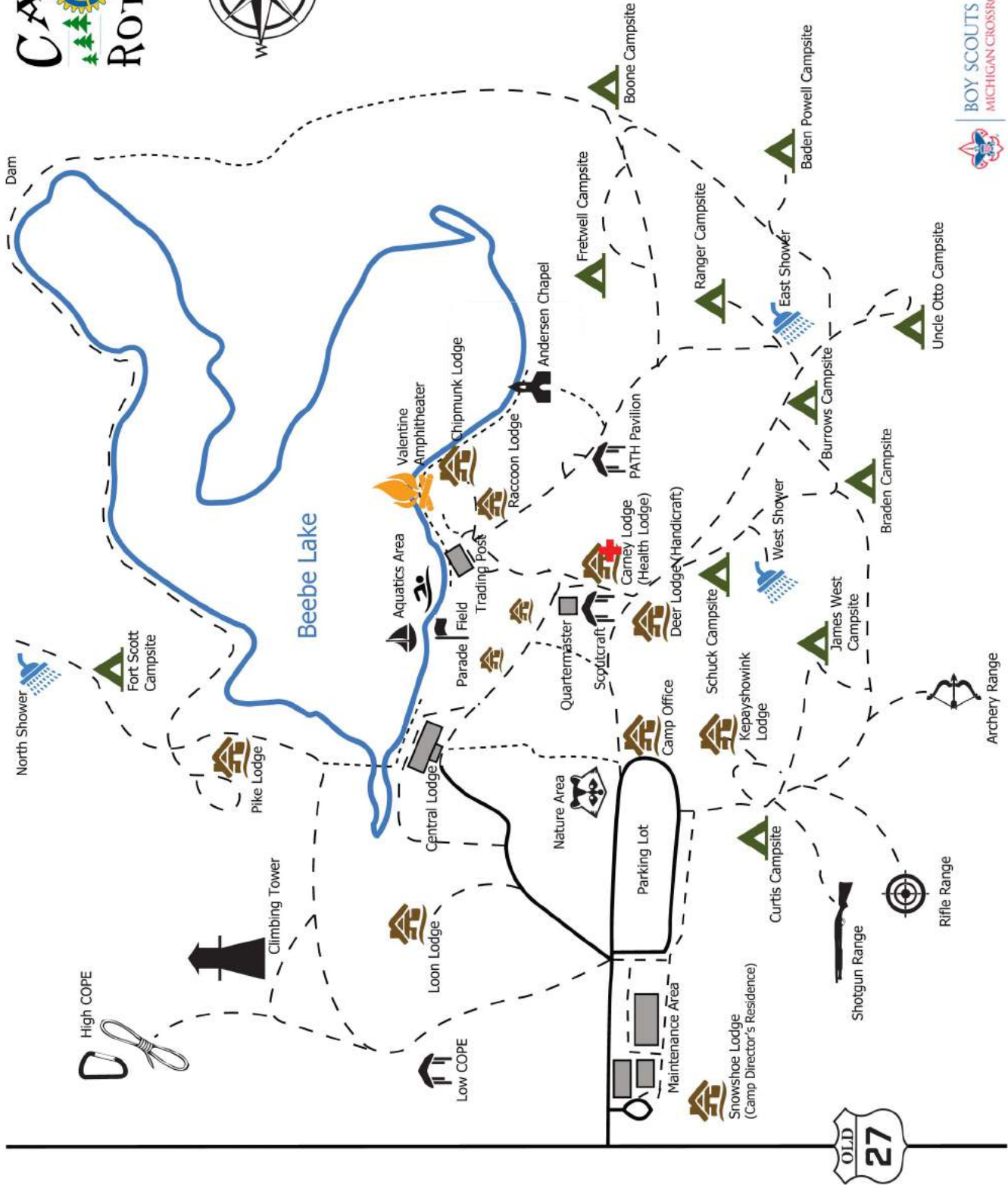
PARTIAL BLUE CARDS

For Scouts that receive a "partial" in a merit badge class, this information will be reflected on the blue card when it is printed. A partial blue card will show the following:

- Date of requirement completion
- List of requirements yet to be completed

When printed, all partial blue cards will have the "counselor information" section left blank.

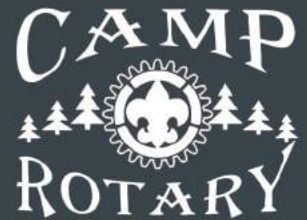
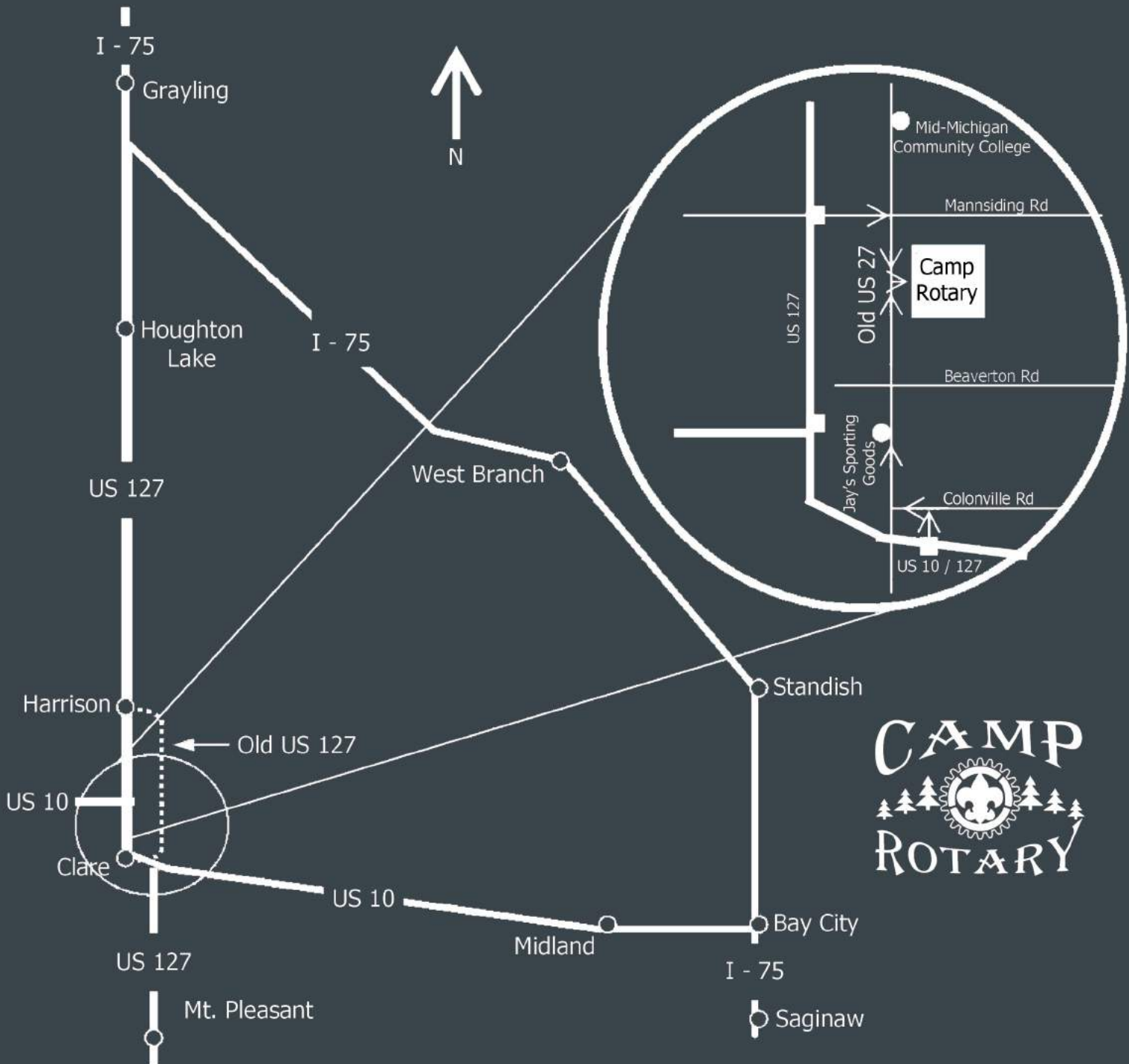
CAMP MAP



CAMP ADMINISTRATION

How To Get To CAMP ROTARY

3201 S. Clare Ave. ♦ Clare, MI ♦ 48617
Office: 989-386-7943 ♦ Fax: 989-386-3193
camprotary@charter.net



From the South and East

- Take US 10 W or US 127 N and exit at the 2nd Clare exit (Exit 160 - Old 27)
- Turn left (west) on Colonville Rd. & go 1 block
- Turn right (north) at the light on Old US 27 (S. Clare Ave.)
- Camp Rotary is 8 miles ahead on the right side

From the North

- Take US 127 S and exit at the 3rd Harrison exit (Exit 168 - Mannsiding Rd. / Lake George)
- Turn left (east) on Mannsiding Rd. & go 1/2 mile
- Turn right (south) at the light on Old US 27 (S. Clare Ave.)
- Camp Rotary is 1 mile ahead on the left side