



2017

Gerber Scout Reservation Boy Scout summer camp leader's guidebook

Boy Scouts of America
Michigan Crossroads Council
Outdoor Adventures





Disclaimer

This guidebook is a guide and all information provided in it is accurate to the best of our ability. However we are all human and make mistakes. We reserve the right to update, change, or alter any and all information in this guide.

Gerber Scout Reservation



Program Statement

To design, foster, implement and perpetuate a sage guided environment for scouting to transpire.

BSA Mission

The mission of the Boys Scouts of America is 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 times; to keep myself physically strong, mentally awake and morally straight.

Scout Law

A scout is trustworthy, loyal, helpful, friendly, courteous, kind, obedient, cheerful, thrifty, brave, clean, and reverent.

Boy Scouts of America



Vision Statement

The Boy Scouts of America is the nation's foremost youth program of character development and values-based leadership training.

In the future Scouting will continue to: Offer young people responsible fun and adventure, instill in young people lifetime values and develop in them ethical character as expressed in the scout oath and law, train young people in citizenship, service and leadership and serve America's communities and families with its quality, values based program.

Outdoor Code

As an American, I will do my best to—

Be clean in my outdoor manners.

Be careful with fire.

Be considerate in the outdoors.

Be conservation minded

Leave No Trace Principles

Plan ahead and prepare

Travel and camp on durable surfaces

Dispose of waste properly

Leave what you find

Minimize campfire impacts

Respect wildlife

Be considerate of other visitors



Contact Information

Gerber Scout Reservation—Gerber Scout Camp

Troop Number—Scouts Name

1733 Owasippe Road

Twin Lake, MI 49457

Camp Office:

The office is staffed 9am-5pm starting staff week June 11th, 2017 through our last session August 6th, 2017.

Phone: 231.894.4928

Email:

Boy Scout Camp Director—Kris Fedder

Phone: 231.736.3556

Email: iamkfedd@gmail.com

Reservation Ranger—Charlie Brown

Phone: 231.894.4990

Email: charles.brown@scouting.org

Reservation Director—Shawn Dennany

Phone: 248.804.0886

Email: Shawn.Dennany@scouting.org



Planning Timeline

Fall—August through December

- Schedule a Camp Promotion with the MCC Outdoor Promotions team to assist you in promoting camp. This is an important opportunity for parents to ask questions and learn about their son's summer camp experience.
- If your troop has not done so already, go to michiganscouting.org and reserve your week at camp. Sessions are going fast and can be reserved with a \$200 deposit.
- Inform all Scouts & parents about your summer camp plans at Gerber Scout Reservation.
- Ensure that your unit has a camp payment plan and assign a camp coordinator who is responsible for collecting those fees from each family.
- Recruit adult leadership that will commit to staying the entire week with the Scouts of your unit.
- Check out michiganscouting.org/gerber for updates.

Timeline Continued



Winter—January through March

- Schedule your Order of the Arrow unit elections with your OA Chapter. Units registered outside the Michigan Crossroads Council (MCC) please collect the necessary OA approvals to be called out at Gerber Scout Camp.
- Make your \$50 per scout payment on michiganscouting.org
- Encourage all Scouts who need camperships to fill out the campership application on michiganscouting.org by April 1st, 2017.
- Check michiganscouting.org/gerber for updates.



Planning Time

Spring—April Through June

- All fees must be paid via e-check on the Michigan Crossroads Council Website.
- Meet with summer camp Troop leadership to go over training needed and DHS forms.
- Provide Scouts and parents with a list of what to bring and any other camp information.
- Make sure that all Scouts needing a campership through a Michigan Crossroads Council FSC have an application turned in by April 1st.
- Review all health forms and ensure that they are filled out completely (with all signatures).
- Mail your health forms to camp (Certified mail only please). This will greatly speed up your check-in process. Please also bring a copy of health forms to Camp.

Gerber Scout Camp

Attention Health Officer Troop ###

1733 Owasippe Road

Twin Lake, MI 49457

- Check michiganscouting.org/gerber for updates!

Planning Timeline



2-3 Weeks before you depart for camp...

- Review health forms with families for any changes that need to be noted since physical. We suggest that you bring copies to camp and keep originals in Troop files, we cannot return them at the end of your week. The state law requires us to keep them on file for three years.
- Plan your Troops transportation to and from camp for all Scouts.
- All special needs of your Troop must be communicated in writing or e-mail to the Camp Director no later than three weeks prior to your arrival to camp. This includes but is not limited to, food allergies, medical needs, early arrival and any other requests.
- Check on prerequisite needed for merit badges that Scouts plan on doing.
- Ensure all camp fees are paid in full or be prepared to pay late fees at camp.
- Make sure parents are aware of how to contact camp and the unit's adult leaders in case of emergency and ensure that they know your Troop's number.



Planning Timeline

2-3 Days before you leave

- Get excited your about to have the best week of your summer!
- Collect any remaining medical forms and medication. Leave all medications in their original containers and label them with the Scout's name and Troop number. This includes aspirin, cold medicine and inhalers.
- Hold an inspection of all personal and Troop gear to ensure all needed items are present and any contraband is left at home.
- Plan to arrive at Gerber Scout Camp at 1:00 p.m. Registration starts promptly at 1:15 p.m.



Summer Schedule

- Session 1: June 18th—24th
- Session 2: June 25th—July 1st
- Session 3: July 2nd—8th
- Session 4: July 9th—15th
- Session 5: July 16th—22nd
- Session 6: July 23rd—29th
- Session 7: July 30th—August 5th

Camp Promotions

Units should plan on holding a camp promotional meeting where all Scouts and parents can learn about the opportunities that are available to them through the Michigan Crossroads Council Outdoor Adventures Division. You can do this at a unit awards ceremony, special camp promotion night, during a regular meeting, or whenever convenience allows. If you need help running these please reach out to us we would love to help! The most important thing is that Scouts and parents get their questions answered! Gerber specific videos for promotions can be found at vimeo.com/gerberscoutreservation

Gerber Scout Camp Fees



\$200	Troop Contingent Fee
\$330	Scout Registration Fee
\$160	Adult Leader Registration Fee
\$33	Adult Daily Fee

Late Fee: All camp fees are due through the Michigan Crossroads Registration Website on or before May 2nd. Any unit with a balance after May 2nd will pay \$345 for each Scout attending camp. No late fees for adults, Crossover Webelos, or New Boy Scouts.



Refund Policy

Please visit the website below for full refund policy details. <http://michiganscouting.org/outdooradventures/outdoor-adventures-forms-resources/>

A brief review of the refund policy is below. Just as in prior years, if a participant cancels their reservation more than 30 days prior to the start of the event (the Sunday of the beginning of their week at summer camp), they are entitled to a refund. The cancellation fee is now, however, based on 15% of the value of the reservation and not the amount of fees paid at the time of cancellation. Likewise, there is still no refund for cancellations made less than 30 days before the start of the event. For example; if a Scout cancels his summer camp reservation 30+ days prior to the start of camp and has only paid \$50 toward his total camp fee of \$330, the 15% cancellation fee is \$45 ($15\% \times \330, not $15\% \times \$50$) and the subsequent refund would be \$5 in this case. If a Scout cancels his reservation less than 30 days before the start of the event (and is not replaced by the unit) there is no refund.



Campsite: We will do our best to assign you the campsite you request, but we can not guarantee any specific campsite due to Troop sizes and the diverse needs of Scouts and Scouters.

Adult Leader Fees: Adults staying part of a week or session will pay a daily fee of \$33.00 per day. All leaders attending camp must be registered with the BSA and must be included on the unit roster.

Camperships (Financial Assistance): Limited financial assistance may be available on an individual basis for Scouts who could not otherwise attend summer camp due to financial hardship. These forms are to be filled out and approved by the unit leader before being sent back for review before the 2017 deadline available at michiganscouting.org. No campership will cover more than half of the scout fee.



Camp Policies

- No drugs
- No alcohol
- No smoking, except in designated areas away from Scouts
- No Fireworks of any kind
- No pets. Service animals are permitted by law. What about Therapy animals??
- No Fires or open flames outside of a designated fire pit.
- No personal firearms including CCP, archery equipment or laser pointers in camp
- Shoes or sandals are to be worn at all times while in camp. Certain program areas may require closed toed shoes to participate.
- Cell phones for Scouts at camp are discouraged, but we leave this decision to Troop policy
- Anyone leaving camp during their stay must check out at the Reservation Headquarters. If the Reservation Headquarters are closed check out is done at the Health Lodge
- All units must have, “two deep leadership” at camp the duration of their stay.
- All participants youth and adult attending camp must have a current registration with the BSA.

The Camp Director reserves the right to change the daily schedule at any time. Situations such as emergencies, excessive heat/cold or any weather conditions may force program changes.

Camp Policies Continued



Golf Carts/ATVs - Please contact the Camp Director and Camp Ranger before attending camp for a full listing of rules and regulations that will apply. Gerber Scout Reservation does not supply these vehicles.

Parking - All vehicles will be parked in designated parking areas. If you need special parking, please contact the Camp Director before attending. Any vehicles not removed from campsites when asked can and will be removed at owners expense.

Visitors - are always welcome at camp. Please sign in at Reservation Headquarters to be advised of camp policies and get visitor badge, before going to find your Troop in camp. All visitors are required to have a Central Registry Clearance to walk freely at camp. Otherwise a Troop Leader must come to the camp office to chaperone visitors around camp.

Staff Areas - No Scout, leader, or parent is allowed in staff areas at any time. Staff areas are for staff members only, unless special permission is granted by the Camp Director.

Special Needs - Any special needs must be emailed to the Camp Director by June 1st so that we can be prepared for it.

Anti-Discrimination - No Scout, as defined by program regulations, will be discriminated against because of race, sex, color, national origin or handicap.



Camp Policies Continued

Privacy Statement - By participating in Michigan Crossroads Council activities, you agree to allow the Michigan Crossroads Council to use photos, video and audio of yourself in camp and council promotional materials unless otherwise marked in your health form.

Participant records and applications are confidential, and only the Leadership Team shall have access. Participants and their guardians have the right to review and screen their own record.

Emergencies - Gerber Scout Camp has specific emergency signals and procedures. (These include instructions for violent weather, heat stress days, etc.) A copy of these emergency procedures will be in your check-in packet. Review these with your Troop the first night of your stay.

Signals and procedures will be explained to Scouts and leaders the first full day of camp.

Gerber Scout Reservation has a qualified Health Officer that will be in communication with the camp physician for any emergencies. Minor scrapes and cuts are handled by the camp health officer. If the injuries are serious, the camper or leader will be taken to the emergency room at the local hospital.

Camp Policies Continued



Insurance - All Scouts registered in the Michigan Crossroads Council are covered by medical insurance for injuries that may happen while at camp.

The Council has a general liability insurance policy for the protection of all BSA registered leaders who comply with BSA rules and regulations.

Accident Insurance for non Scout youth at any of our Council Camps must be provided by the parents. Non-Scout youth are NOT COVERED by any camp insurance.

Central Registry Clearance - Every leader over the age of 18 must complete a DHS Form & submit to your local Michigan Department of Health and Human Services office before April 1 (Check our website for more info). They will send you a return notice of your status. Have a copy of your DHS letter sent in to camp with your health form, so that it can be pre-checked.

Background Check - Michigan requires all adults attending camp have a criminal background check. This is completed when you verify all adults are registered members of the BSA. When you have selected your in-camp leaders, you should request a unit roster from your council service center to be sure all in-camp leaders are registered.

Camp Policies Continued



Uniforms - are encouraged to be worn at firebowls and evening meals. For the rest of the day wear what is comfortable and appropriate for the activity.

Be proud of your Scout uniform and encourage the same from your Scouts. Everyone being in the official uniform can have a huge impact on your units performance, morale, identity and spirit!

Transportation - Most units either carpool or use buses. Either way, National BSA Standards must be practiced.

All drivers must have a operator's license and be 18+. Seat belts must be used by all passengers with the exception of commercial/ school buses.

Trucks and trailer beds will not be used to transport Scouts or leaders. All vehicles must be in good working order and not present a danger to Scouts riding in them.

Only one vehicle and trailer will be permitted per troop to unload gear in your campsite. The Troop trailer is allowed to remain in the campsite for the week but the vehicle towing it will return to the parking lot.



Camp Policies Continued

Scout Leaving Early - If a scout needs to leave camp early their guardian or an approved person designated on their health form by a guardian must fill out a Scout Release Request. These can be downloaded in advance and filled out before coming to camp. They are also available from the office.

All Scout releases must be done in person at the office (or Health Lodge, if after business hours). The approved person must have a photo ID and the form must be completely filled out before the youth can leave the property.

If a youth leaves the property and this form is not on file the State Police will be contacted to verify that the Scout is safe and with a guardian, as per the DHS Department.



Child Protection Policy

While at Gerber Scout Reservation any person over the age of 18 is considered a staff member by the State of Michigan Bureau of Children and Adult Licensing. As such you take on the responsibility for the care of any child under the age of 18 at camp for that week, and are held to a higher standard of care than that child's own parents.

All staff are trained to look for child abuse or neglect. If child abuse or neglect is suspected or known, it will be immediately reported to the Camp Director. If staff cannot be located, report to the next highest director. The information must only be reported to the proper authority and NOT to any other campers or other staff members. The Camp Director is required to report his findings to leadership in the Michigan Crossroads Council, State of Michigan Camp Consultant, Child Protective Services, and the Muskegon Sheriff Department, if necessary. All findings, investigations, and records will be kept confidential, and once an investigation begins the adult in question will be removed from the property until the investigation is complete to protect the safety and welfare of campers. While the leader is removed from the property he or she shall have no access to the Scout(s) involved. No one shall have access to the files unless approved by the Camp Director or proper authority. The Scout has the right to review and screen their own record.

Reporting - Any suspicious 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 the Scout Executive. At summer camp the Camp Director serves as designee for the Scout Executive.

Michigan Department of Human Services Hotline 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.

Responsibilities of Adult Leaders

- Are responsible for the safety of all youth at camp the session you attend. Your duty to act is higher than when at home with your own children.
- Guide the Troop program through the youth leadership & patrol leaders council.
- Monitor each Scout's advancement goals & progress
- Maintain the camp's & BSA's health & safety policies.
- Supervise the activities of each Scout in program areas, Dining Hall, and general areas.
- Monitor & distribute medication for Scouts. A tracking sheet will be provided at check-in & verified for accuracy at leader meetings.
- Inform camp leadership of any behavior issues that occur.
- Maintain the "two deep" leadership rule at all times.
- Advise Scouts of security measures and, enforce Buddy System.
- Attend daily adult leader meetings.
- Report any damage of camp property.
- Report any accident or injury to the camp Health Office.
- Inform camp leadership if you have to leave camp for any reason.
- Be responsible for your Scouts in general. Set guidelines and policies in accordance with the BSA guide for safe Scouting.
- Have FUN!



Scout Leaders

Qualifications

- Registered in the BSA
 - Be the appropriate age for the position you hold
- Has completed Youth Protection Training and is Basic Leader Trained
- Have a Central Registry Clearance letter from the Department of Health and Human Services
 - Has Basic Leader training

Qualities of Unit Leadership

- Adherence to the BSA & Chartered Organization ideals and principals.
 - Possesses unquestioned integrity
- Sets a positive example as a role model through Scout's appearance and ethical behavior.
 - Willingness to delegate tasks.
 - An advocate for youth and youth leadership.
 - An appreciation of the outdoors
- Experience in group activity, leadership in civic service/club/lodge/religious organization.
 - Stature that wins confidence of parents and community.
 - A good listener
 - Willing to invest a definite amount of time in training a Troop
- An active partner of the chartering organization and/or its affiliates

Adult Leader Pre-Camp Training

The state of Michigan requires all adult leaders to have at least three hours of pre-camp training. Some training may be taken online at myscouting.org. The Michigan Crossroads Council states all leaders who attend camp are Basic Leader Trained for their position. Consult your Council Training Committee with any questions.

Here is a list of training available to meet the criteria as an “In Camp Leader”:

- ◇ **Youth Protection, 1.5 hours**
- ◇ **This is Scouting, 2 hours**
- ◇ Leader Specific, 5 hours
- ◇ Safe Swim Defense / Safety Afloat, 30 minutes
- ◇ Climb On Safely, 30 minutes
- ◇ First Aid Training, 35 minutes
- ◇ CPR Training, 4 hours
- ◇ Camp promotion by Order of the Arrow, 30 minutes
- ◇ Wood Badge, 60 hours
- ◇ Commissioner Basic Training, 3 hours
- ◇ Introduction to Outdoor Leader Skills, 16 hours
- ◇ Powder Horn, 60 hours

Bolded Trainings are required to be an in-camp leader



Damaged Equipment

Gerber Scout Camp puts a very high value on its program and campsite equipment. Any damage to camp owned equipment through negligence or abuse will be the sole responsibility of the unit. Replacement will be valued at the cost to replace the damaged item.

Payment must be made before leaving on Saturday.

Let's make our camp equipment last!

Letter of Thanks

The Michigan Crossroads Council is prepared to send a letter to your employer, company, and/or family telling them about your leadership in Scouting and how it is important in the lives of our Scouts. You may request this Thank You Letter from the Camp Leadership Team. We encourage all of our "in camp" leaders to provide us with the information so we may send our informative Thank You Letter on your behalf.

Behavior Management

All behavior management issues will be dealt with by the Unit Leadership in camp with the Scout or Scouts involved. When needed, the Camp Director and other Camp Staff can be of assistance.

Corrective action will be in accordance with Local State and Federal Laws. Examples of discipline may be time outs, restriction of activities, cleaning designated areas, service projects, conferences, and removal from camp.

All of these will be implemented in a positive manner with an explanation to the Scout so they understand what they did and what the consequences are.

It is the policy of Gerber Scout Reservation that under no circumstances will a camper ever be deprived of food, sleep, clothing, and/or shelter. They shall not be placed alone without supervision, observation, and interaction and shall not be subjected to hazing, ridicule, threat, corporal punishment, excessive physical exercise, or excessive restraint.

All Scouts or Staff Members under the age of 18 will be kept in safe, positive environment and all adult leaders, and Camp Staff, will adhere to the this policy as stated.

In the event a camper is subject to a violation of one of the above policies, the Camp Director will be notified. The Camp Director will notify Michigan Crossroads Leadership and take appropriate action as necessary. These actions may include Michigan Sheriff involvement and/or Muskegon Child Protective Service involvement.



Medical Forms

Health Forms - This form can be found at [scouting.org](https://www.scouting.org). BSA's health form includes a personal health history, which is essential should a Scout or leader become ill at camp. Be sure it is completely filled out with all required signatures and submitted on time.

The Health Form's front page requires a listing of the people whom a Scout can be released from camp with. By State Law, without this authorization the Scout can only be released to his unit leader (in-camp leader) or the parent who signed this form. Thus, please don't overlook the other parent if applicable.

Due to State Law, we must keep your health form on file for three years. This means we cannot give your copy back to you after your week is over. Keep your originals and send us a copy to avoid any issues. The Health History should have specific information about whom to contact and telephone numbers where these people may be contacted during the camp. The injured or ill Scout may not be able to provide this information.

The Boy Scouts of America requires that anyone participating camping experience longer than 72 hours must have a medical evaluation by a licensed physician, physician's assistant or a nurse practitioner. The current version of the National BSA Health form must be completed within the 12 months prior to arrival at camp. In addition, the parent or guardian must complete the health form for minors. We must have a current health form for each adult leader.

This form needs to be filled out completely. There must be a parent signature. If we do not have a signature, then your scout will not be allowed to stay overnight on camp property.

Note to adult leaders: Make sure you complete your Health Form, as well as have a DHS central registry clearance letter from your local DHS office (This is required by Michigan State law for adults age 21 and over).

Check-in Procedures

With over 600 Scouts and leaders checking in during any given week we want to make the process the easiest, fastest, and most efficient check-in process we can. To do so, we need your help. We need you to arrive with your entire Troop at 1:15 pm to begin the process.

Please have prepared a unit roster and bring several copies upon checking in. It must include the name, address, age and leadership position of all Scouts and leaders in your Troop. We encourage the use of the Roster template on michiganscouting.org under the Outdoor Adventure Forms & Resources Tab.

A staff member will be assigned to your troop as a Campsite Guide and will lead your Troop throughout the entire check-in procedure. The Campsite Guide will meet you in the parking lot as you pull in.

In an effort to avoid congestion at one station the order of operations will vary for each Troop. Some will be lead back to their campsite to unpack and complete the camp - site inspection first while others will move straight to medical checks. Thus, for 2017 please have your Scouts come to camp with their swimsuits in their travel bags as some Troops will be doing swim checks before they unpack.

Campsite Inspection: Do only essential setup procedures. Troop trailers can be parked within the confines of your site. All vehicles have to be moved out to the main parking lot for the remainder of the week (this is a local fire and emergency regulation so emergency vehicles can get through if needed). Only one vehicle per troop is allowed to drop off gear in your site due to safety and congestion. The Campsite Guide will also provide you a packet of information related to your stay at this time including a Fireguard sheet, emergency procedures, map, schedule, and much more.

Check-in Continued

Dining Hall Tour: Here you will get a brief tour of where your Troop will be sitting, where toasters, bathrooms, speciality meals, etc. will be located. Be prepared to double check any special dietary requests at this time. The waiter system will also be explained here.

Medical Check: Please bring your Health Forms with you during check-in. Your Camp - site Guide will get you lined up in the correct spot , in alphabetical order, then pass out the Health Forms. One leader will sit up front with the Health Form Checking Team. They will call each Scout up individually to review their form.

Swim Check: Your Campsite Guide will lead you to Aquatics where each person will take the BSA swim test. Then, they will be assigned a specific swimming level based on their ability to complete the swimming requirements. Each camper will receive a “buddy tag” which they will use every time they enter the Aquatics area. After the Dining Hall tour, medical check, & swim checks, you have some time to set up your campsite before the 5:25 Leader Meeting and 6:20 Flags.

Camp Tour: Throughout the Check-in process, your Campsite Guide will be pointing out important locations but your Guide is willing to offer a more in-depth tour of Gerber, just ask them about it during the Check-In Process.

Opening Leader Meeting: Please send at least one leader and the SPL to the opening leader at 5:20 pm at Honor Ground. This meeting will cover numerous important topics so please ensure you attend.



Check-Out

A smooth check out starts Friday evening after dinner by collecting all blue cards, progress reports and mail from your troop mailbox located in the Commissioner's Area at Tryon Lodge. After firebowl troop mailboxes will be moved to the Centennial Dining Lodge. Be sure to check them over that night and make a list of any discrepancies.

Make sure to have your troop pack up as much troop gear and personal gear that is not needed Friday evening. Then get some rest.

In the morning your "breakfast in bed" will be delivered to your campsite between 7:30 a.m. and 8:00 a.m. Campsite guides should arrive around 8:00 a.m. and will be checking your troop out of the campsite. They will do the same inspection they did during check-in but will end by policing the campsite for trash.

Next your troop can head out to the parking lot while one adult leader will get the check-out packet from the office containing a camp patch, any pictures ordered, and other goodies.

Any discrepancies with Blue Card(s) or last minute Prerequisite sign offs can be taken care of from 8 a.m. till 11 a.m. at the Centennial Dining Lodge. All area directors will be there with their records to make sure everything can be taken care of before you leave.



Unit Gear

- ◇ Lantern
- ◇ Troop Kitchen
- ◇ Troop Library
- ◇ Dutch Oven
- ◇ GPS
- ◇ Maps & Compasses
- ◇ Troop Flag
- ◇ Patrol Flags
- ◇ United States of America Flag
- ◇ Extra Sleeping Bags
- ◇ First Aid Kit
- ◇ Tools for an Axe Yard

Camp Gear

- ◇ Canvas Tents on Platforms
- ◇ Metal Cots with Mattresses
- ◇ Cleaning Supplies
- ◇ Fire Rings
- ◇ Picnic Tables with Dining Flies
- ◇ Trash Cans
- ◇ Water hose
- ◇ Shower House
- ◇ Campsite Restroom fully Stocked
- ◇ Sink attached to Campsite Restroom



Gear Check List

- ◇ Water Bottle
- ◇ Medication
- ◇ Flashlight with Extra Batteries
- ◇ Scout Handbook
- ◇ Sunscreen
- ◇ Insect Repellent
- ◇ Backpack
- ◇ Shampoo & Body Wash
- ◇ Toothbrush & Toothpaste
- ◇ Shoes and an Extra Pair
- ◇ Rain Gear
- ◇ T-shirts enough for a clean one each day
- ◇ Long sleeve shirt
- ◇ Full Scout Uniform (Uniform Shirt Mandatory)
- ◇ Sweatshirt or Jacket
- ◇ Hat
- ◇ Shorts, Pants, & Pagamas
- ◇ Socks & Underwear enough for a clean pair each day
- ◇ Sleeping bag & Pillow
- ◇ Extra Blanket
- ◇ Mosquito Netting & Poles
- ◇ Swimsuit (come to camp in & ready to go)
- ◇ Towel
- ◇ Takachsin (if in the Order of the Arrow)
- ◇ Camera
- ◇ Fishing Gear
- ◇ Compass
- ◇ Pocket Knife (w/ Totin' Chip)
- ◇ Watch
- ◇ Notebook/Pen/Pencil
- ◇ A Book to Read
- ◇ Spending Money

Have your Scouts label all their personal gear with their Name and Troop Number.

Centennial Lodge Procedures

All dining tables are assigned to troops during the Sunday check in procedure. Each troop sends two waiters per table 15 minutes prior to each meal. Waiters will be responsible for setting out eating utensils, beverage cups, napkins and any other condiments needed for the meal. The dining lodge staff will assist Scouts if they have any questions.

- At mealtime, troops are dismissed to the Centennial Lodge from the Camp Flag Field. All Scouts are expected to be at the Flag Field.
- Upon entering the dining hall, Scouts will remain at their tables until dismissed to the serving line for breakfast, lunch, and dinner.
- All meals (except for Wednesday lunch and dinner) are served cafeteria style. Wednesday lunch and dinner will be done in your campsite.
- Scouts may return to the serving line if seconds are announced. All Scouts and leaders must remain in the dining lodge until dismissed. There are great programs before and or after each meal.
- The Scout uniform is encouraged to be worn by each scout for dinner. On Wednesday all of our Order of the Arrow members are encouraged to be in Native American regalia.
- Waiters remain at the table until after dismissal. They are expected to clean their assigned area. Scouts are expected to clean up, take dishes to the dish return tables, wipe down table and benches, put up benches, and sweep. Adult supervision is required after each meal to help supervise clean up at the troops tables.
- Waiters are to raise their hand and get their tables checked by a staff member before leaving.



Homesick Scouts

- The best way to avoid homesickness is to frontload at home before the Scouts come to camp. The best way to do this is have the parents talk to their Scout about how excited they are for them to have this experience.
- A parent who misses their Scout often transfers those feelings to the Scout. Stay positive and excited about your son's camping experience.
- The treatment of homesickness is keeping the Scout active and participating in events with the other Scouts, unit leaders he knows, and members of the Camp Staff.
- Homesickness often produces regressive behavior in a Scout. Sometimes a Scout will cry easily, wet the bed, or withdraw from others. When a Scout who is normally sociable suddenly becomes quiet and disinterested in what is happening around him, this can be a sign of homesickness.
- When homesickness is detected, the Scout must be listened to and his feelings understood. Often an understanding person, willing to listen and empathize is all which is needed.
- If a Scout wishes to take something small with him which reminds him of home he should be encouraged to do so.
- Allowing the Scout to call home could result in worsening the symptoms of homesickness. Do not allow a Scout to telephone home unless accompanied by an adult leader from the Scouts Troop and with their permission.
- If parents are contacted they should not tell the Scout they may come home, unless advised to do so by Troop Leaders or Camp Staff.

Photos, DVD's, & Staff



Troop Photos - Interested in a professional photographer taking a Troop photo early in the week when the Scouts are still clean? Stop into the office to sign-up before Monday at noon to reserve a spot. Photos occur at 4:30 p.m. Monday at Honor Ground. Photos (8x10) are \$12 each

Week DVDs- Interested in a DVD of your week at Gerber? Stop into the office to sign up and pay (\$12) for this. Our videographer team are highly trained and spend all week recording and compiling these videos for your viewing pleasure. Want a preview? Visit <https://vimeo.com/gerberscoutreservation>.

Camp Staff - Anybody 16 or older is eligible to apply for Camp Staff. Interviews are typically over Christmas break but if its after that time and you are still interested please contact us to see if there are any openings. During your stay at Gerber, there will be an informational meeting about working camp staff, thus if you have some Scouts who would make great staff member and/or Scouts that you think working staff would have a huge influence on them, please encourage them to attend.

Counselor-In-Training (CIT) Program - Anybody 14 or older is eligible to apply for a volunteer Counselor-In-Training position. CITs can work as many or as few weeks as they please during the summer. During their first week they will go through a number of trainings to get them up to speed and there will be an opportunity to earn merit badges after their first week as well.



Gerber Scout Camp



Merit Badge Schedule

Area	9:00-10:00 a.m.	10:00-11:00 a.m.	11:00-12:00 p.m.
Aquatics	Lifesaving 9-11 a.m. Canoeing Rowing Mile Swim	Lifesaving 9-11 a.m. Swimming Kayaking Snorkeling	Kayaking Swimming Small Boat Sailing Canoeing
C.O.P.E.	Climbing	Youth C.O.P.E. 10:00-12	Adult C.O.P.E.
Ecology	Environmental Science Plant Science	Weather Soil & Water Conser. Reptile & Amp. Study	Environmental Science Astronomy
Handicraft	Game Design Leatherwork Woodcarving	Sculpture Art Woodcarving	Basketry Leatherwork Animation
Skilled Trades	Welding 9-10:30 a.m. Metal Work 9:00-10:30	Welding 10:30-12 p.m. Metal Work 10:30-12 pm	
Takachsin Long-house	Fishing American Heritage	Archeology American Cultures	Archeology Indian Lore Chess
Honor Ground	Personal Mgmt. Fingerprinting & Law Personal Fitness Cit. in the World	Communications Emergency Prep. Cit. in the Nation Cit. in the Community	Personal Fitness First Aid Personal Mgmt. Cit. in the Nation
Shooting Sports	Shotgun Archery	Shotgun Archery	Rifle Archery Open Shoot Open 3D Archery
Scoutcraft	Camping Pioneering 9-11:00 a.m. Geocaching	Wilderness Survival Pioneering 9-11:00 a.m. Orienteering	Geocaching Search & Rescue Camping
Technology	Digital Technology Movie Making	Photography Electricity	Digital Technology Electronics Engineering
Power Cut & Performing Arts	Music/Bugling Public Speaking	Entrepreneurship Theater	Cycling
Eagle Quest	Tenderfoot - 1st class Scout Skills	Tenderfoot - 1st class Scout Skills	Tenderfoot - 1st class Scout Skills

Merit Badge Schedule

Area	2-3:00 p.m.	3-4:00 p.m.	4-5:00 p.m.
Aquatics	Swimming Small Boat Sailing Learn to Swim Lifesaving 2-4 pm	Kayaking Small Boat Sailing Learn to Swim Lifesaving 2-4	Patrol Challenge Monday, Thursday, Friday Open Program Tuesday
C.O.P.E.	Climbing	Climbing	
Ecology	Pulp & Paper Nature	Environmental Science Astronomy Mammal Study	
Handicraft	Game Design Leatherwork Space Exploration	Sculpture Art Space Exploration	
Skilled Trades	Owasippe Program 2:00-4:00		
Takachsin Longhouse	Fishing Indian Lore	Fishing Scouting Heritage Chess	
Honor Ground	Communications Cit. in the World First Aid	Cit. in the Nation Emergency prep. First Aid	
Shooting Sports	Rifle Archery	Rifle Shooting Archery	
Scoutcraft	Camping Search & Rescue Pioneering 2-4	Orienteering Signs Signals & Codes Pioneering 2-4 pm Wilderness Survival	
Technology	Electronics Photography Engineering	Digital Technology Movie Making	
Power Cut & Performing Arts	Mountain Boarding	Mountain Boarding	
Eagle Quest	Fire Safety Cooking 2-4 Traffic Safety	Traffic Safety Cooking 2-4	

Daily Program Schedule

Monday, Tuesday

7:00 a.m. Reveille

7:30 a.m. Campsite Flag Ceremony

7:50 a.m. Camp Flag Raising Ceremony

8:00 a.m. Breakfast

9-12:00 Merit Badges

9:30 a.m. Leaders' Meeting

12:05 p.m. Senior Patrol Leaders' Meeting

12:30 p.m. Lunch

1:30 p.m. Chapel Service (Tuesday)

1:00 - 2:00 p.m. REST TIME

2:00 p.m. Leader's Roundtable at Tryon Lodge

2-4:00 p.m. Merit Badges

4:30 p.m. Troop Photos (Monday @ H.G.)

4-5:00 p.m. Mon Patrol Challenges Tuesday Free Time

5:50 p.m. Camp Flag Retire Ceremony

6:00 p.m. Dinner

7:45 p.m. Troop Challenges as a camp

9:15 p.m. OA Fellowship (Monday Only)

11:00 p.m. Taps/Quiet Time

Daily Program Schedule

Wednesday

7:00 a.m. Reveille

7:30 a.m. Campsite Flag Ceremony

7:50 a.m. Camp Flag Raising Ceremony

8:00 a.m. Breakfast

9-12:00 Merit Badges

9:30 a.m. Leaders' Meeting

12:05 p.m. Senior Patrol Leaders' Meeting

12:30 p.m. Lunch in campsite (camp provided)

1:30 p.m. Chapel Service (Tuesday)

1:00 - 2:00 p.m. REST TIME

2:00 p.m. Leader's Roundtable at Tryon Lodge

2-4:00 p.m. Merit Badges

4-6:00 p.m. Parents Arrive

6:00 p.m. Dinner (in Campsite: Troop Provided)

7:45 p.m. Drummers start for OA Call-Out

8:00 p.m. OA Call-Out

11:00 p.m. Taps/Quiet Time

Daily Program Schedule

Thursday/Friday

7:00 a.m. Reveille

7:30 a.m. Campsite Flag Ceremony

7:50 a.m. Camp Flag Raising Ceremony

8:00 a.m. Breakfast

9-12:00 Merit Badges

9:30 a.m. Leaders' Meeting

12:05 p.m. Senior Patrol Leaders' Meeting

12:30 p.m. Lunch

1:30 p.m. Chapel Service

1:00 - 2:00 p.m. REST TIME

2:00 p.m. Leader's Roundtable at Tryon Lodge

2-4:00 p.m. Merit Badges

4-5:00 p.m. Patrol Challenges

5:50 p.m. Camp Flag Retire Ceremony

6:00 p.m. Dinner

7:45 p.m. Eagle Quest Evening Program

7:45 p.m. Order of the Arrow Ceremonies Thursday

7:45 p.m. Fire Bowl Friday night

11:00 p.m. Taps/Quiet Time

Evening Program

Overview

Here at Gerber Scout Reservation evening program is all about fun! After dinner you get a little bit of time to prepare and then be ready for a variety of activities.

Sunday and Friday we give the opportunity for our Scouts to show their reverence at Chapel. Which will be directly before Firebowl.

Monday, Tuesday and Thursday nights we will have all camp activities for your Troop to come out and compete with all the other Troops in camp that week. There will also be a few special activities that happen in program areas through out the week. Will your Troop be ready to conquer the challenges that our staff have to offer?

Wednesday night is all about the Order of the Arrow Call-Out which, will take place after your Troop's delicious Pot-luck in your campsite with your wonderful families.

The complete listing of the activities, locations, times, and more will be included in your check-in packet as we continue to finalize and tweak it!



Merit Badges and Activities

- We will do our best to cover every requirement for the merit badges we offer at camp, and make sure that we communicate every prerequisites needed.
- Prerequisites guide is a separate document and has a listed requirements for each merit badges which are the responsibility of the individual Scout.
- Merit Badge Blue Cards must be filled out completely by the Troop and turned in on the first day of the merit badge class. **Completed prerequisites must be filled out on these Blue Cards.**
- Please consider the Scouts size and development before signing up for “harder” merit badges. Refer to the age appropriate guidelines set forth by the BSA.
- In order for a Scout to complete a “partial” merit badge, we need to have the merit badge card with the completed requirements initialed and dated
- A CPR practical application course (not a certification) will be offered through the health lodge. It is the Scouts responsibility to sign up, attend the course and bring the completion card to the merit badge counselor to receive credit.
- You will receive a tracking sheet to assist you in keeping tabs on your Scouts advancement three times during the week. If you find a discrepancy, please let the Area Director know as soon as possible. All questions and discrepancies should be directed to the Area Directors or Program Director.
- We provide a wide variety of programs and training specifically for adult leaders.

The area description that follow are meant to give basic information on the area. Any extra information about requirements or special needs for an activity will be found in the Prerequisite guide.

Aquatics



Gerber's Aquatics area is set on along the shores of the beauty Lake Britton, Gerber's private joy. Aquatics offers a wide variety for those interesting in being both in the water and on the water!

Merit Badges Offered

Canoeing - Kayaking - Life Saving - Rowing -
Small Boat Sailing -Swimming

Activities Offered

BSA Lifeguard / American Red Cross Lifeguard - Learn to Swim -Mile Swim - Snorkeling - Stand-Up Paddle boarding -
Paddle Craft Safety - Swimming & Water Rescue

Free Time Activities

During Free Time and Friday Funday! there will be open swim, open boats (sailboats, kayaks, canoes, & rowboats), and Stand-Up Paddle boards for the Scouts and Scouters to enjoy! Stop on down!

Looking to Volunteer: Stop down at the Aquatics area and ask if there is a need throughout the week for extra guards!

Have a Scout still working on that swim test: Learn to Swim in the afternoon is the perfect chance to work with a staff member who specializes in just that! In a great state like this learning to swim could be the most useful thing a Scout learns in Scouting!

We recommend each Scout at least experiences the area through open swims and boating if not in a badge/activity.

Honor Ground

This area is designed for older scouts working on their Eagle Scout Award. Most of these merit badges cannot be completed at camp unless the designated prerequisite requirements are met prior to arriving. Honor Ground is an area geared towards older Scouts but we discourage any Scout from only selected required classes and not getting out and exploring new hobbies and interests while at camp along with just getting out and having some FUN!

Merit Badges Offered

Citizenship in the Nation - Citizenship in the World - Communications
- Emergency Preparedness - Fingerprinting - Law - First Aid
- Personal Fitness - Personal Management

Activities Offered

Ultimate Frisbee - Soccer - Dodgeball - Gaga Ball - Human Fooseball -
Capture the Flag - Disc Golf - Ninja Training - Two Hand Touch Football - and more!

Looking to get in on some of these games, stop by the Honor Ground and see what game is on the schedule for Free Time or if you have a whole group interested in something else (within reason, of course)

lets make it happen in the giant field at Honor Ground.

(a.k.a. the Dining Hall's Front Lawn)

Lord Baden Powell said, "Scouting is a game with a purpose." So we plan on playing a lot of games!

Eagle Quest



This is the headquarters for all your Scouts working on Rank Advancement up to First Class. Eagle Quest is designed to provide a broad program experience to your Scouts. Eagle Quest is the first step toward a Scout earning his Eagle Scout Award. Eagle Quest will hold “Closed Sessions” in the morning for Scouts who are participating in the full Eagle Quest program. Scouts participating will be expected to attend all morning sessions every day. Scouts who wish to fulfill one or two requirements should visit this area in the afternoon during free time.

Eagle Quest Philosophy Statement

We strive to expose your First-Year Scouts to all of the basic Scouting skills required for First Class. However, we are doing just that, exposing them to it. So we will ensure the Scouts can tie the knots but we will not be spending the hours it requires for the Scouts to fully memorize these knots as there is simply not enough time to do so in a week. We will meet advancement standards set forth by the Boy Scouts of America. However, we do not sign off on requirements in the Scout Handbook because it is the responsibility of the Troop Leadership to do so. You will be given a form at the end of the week with what each Scout has completed and the Troop is left with the responsibility of pledging that the Scout has met the requirement.

Eagle Quest

Morning Program

9:00 a.m.— 12:00 p.m. (Monday—Friday)

Scout, Tenderfoot, Second Class, & First Class
Advancement

Overview:

Monday—Scout knowledge, Flag, Totin' Chip, Firemen Chit, Patrols

Tuesday—5-mile hike, Leave No Trace, Cooking Lunch

Wednesday—Aqua-Quest, Fitness, First Aid, 3R's, Cooking Breakfast

Thursday— Lashing, First aid, Knots, Whipping, Fusing

Friday—Orienteering, Citizenship, Plant & Animal Id., Food safety

Others are sprinkled in as well but this is a general overview of the days

Requirements that cannot be completed at EQ:

Scout.....2,6.

Tenderfoot.....1a&b, 4d, 6b&c, 7b.

Second Class.....1,7,8c,d,&e.

First Class.....1,2,7e,8.

Important Notes:

- No merit badges should be scheduled during the Eagle Quest closed sessions if your Scout would like to participate.
- Books are not required for morning session, units will receive tracking sheet for each Scout at end of week. If the Scouts don't bring their Handbook to EQ, they cannot forget it at EQ!
- EQ Scouts will be eating Lunch at EQ on Tuesday after they return from their hike. Leaders are welcome on the hike & for lunch.
- EQ Scouts will be eating Breakfast at EQ on Wednesday. Scouts will need to arrive early (time will be announced Wednesday depending on class size). Leaders are welcome.

LEADERS: If you have a Scout participating in the morning program, we request the assistance of at least one leader per unit.

Performing Arts

Our Firebowl has been repurposed for use throughout the summer as the home of our performing arts area. Are you interested in Music or Theater? Stop on down! Do you enjoy public speaking or just want to improve on it? Here is the badge for you! Have you ever thought of starting a business? We have something for you here too. But be quick, this area is only open from 9 - 11 a.m. so stop on down to Firebowl early!

Merit Badges Offered

Bugling - Entrepreneurship - Music - Public Speaking - Theater

Power Cut

As you can tell below, this area is a fairly focused area but be warned, be prepared to be a bit scared and have a lot of fun here. Cycling does have a min. age of 13 and Mountain Boarding is 14 but adults are always encouraged to stop down and give it a whirl!

Merit Badges Offered

Cycling

Activities Offered

Mountain Boarding

Can't get enough Mountain Boarding? Stop down during free time or during select evening!



C.O.P.E & Climbing



Climbing

Who doesn't come to the climbing area to have fun? The answer: Nobody! This area is especially geared towards older Scouts who are looking for a chance to be challenged and learn about an exciting new sport. Let us teach you how to belay, rappel and climb!

Project C.O.P.E. (Challenging Outdoor Personal Experience) give Scouts a chance to overcome challenges as a group and on an individual level. While developing leadership skills through unique situations and working on communications and trust, Scouts will start with group games and progress through low course challenges and eventually get to the ultimate challenge of the high ropes course.

Our C.O.P.E. program is offered daily from 9:00 a.m. to 11:00 a.m. for youth and from 11:00 a.m. until noon for leaders C.O.P.E. This is a great activity to develop your troop leadership into a stronger team. The C.O.P.E. experience is highlighted with the high ropes course and zipline!

Note from the Camp Director: I highly, highly recommend C.O.P.E. for all older Scouts looking for a challenge!

Scoutcraft

Are you lost and can't find your way? Do you draw a blank when looking at the knot section of your BSA Handbook? Do you have trouble lighting fires when matches are nowhere to be found? If so, stumble on down to Scoutcraft where you will be enlightened in all Scouting skills. At Scoutcraft you will be welcomed by our knowledgeable staff and spend the rest of your week experiencing the best the BSA has to offer.

Merit Badges Offered

Camping - Geocaching - Orienteering - Pioneering - Search & Rescue
- Signs, Signals, & Codes - Wilderness Survival

Activities Offered

Paul Bunyan Woodsman Award - Pioneer Creation - Tether-ball - Knot Relay - Manly Man Tire Flip

“We are not a club or a Sunday school class, but a school of the woods.” - Baden-Powell

Environmental Resource Center

What better place to experience & learn about our beautiful camp than at the Environment Resource Center located along the creek between Mayo Lake & Big Britton. With a wide variety of merit badges to choose from we promise to bring out the nature lover in everyone!

Merit Badges Offered

Astronomy - Environmental Science - Mammal Study - Nature - Plant Science - Pulp & Paper - Reptile & Amphibian Study - Soil & Water Conservation - Weather

“Conservation is a state of harmony between man and land”

- Aldo Leopold

Activities Offered

The World Conservation Award - L.E.A.F Award - William T. Hornaday Badge

Any Scout or Troop that is interested in earning any of the special award available at our Environmental Resource Center should contact the ERC Director early in your stay to ensure completion while at Gerber Scout Camp. Each award has it's own set of requirements that can take some time to complete. In some cases starting one of these awards could be a several year journey.

“We abuse land because we see it as a commodity belonging to us.

When we see land as a community to which we belong, we may begin to use it with love and respect.” - Aldo Leopold

Handicraft



Highly visited and popular with younger Scouts, handicraft has a solid set of merit badges for the creative Scout. With fantastic Merit Badges & cool area events make sure to stop by the Handicraft area during your stay at Gerber Scout Camp.

Merit Badges Offered

Art - Animation - Basketry - Game Design - Leatherwork - Sculpture - Space Exploration - Woodcarving

Keep an eye open for some great things going on during Free Time at Handicraft. Have you ever raced a Pet Rock before? I'm guessing not so come make your new best friend and enter them in the races. Also keep an eye out for tie dye in the area and feel free to bring a shirt along to camp (otherwise we have some white ones too).

Adult Leader Belts: Feel free to stop in the Trading Post to get the leather and come on down and get started. Due to being a Scout Camp for the youth and all, our Staff are going to prioritize helping the Scouts in the badge but after they are done with them they will be more than will to help you out as well.

Skilled Trades

This area is one of those areas that make an experience at Scout Camp so unique. Not many people get the chance to experience welding or Blacksmithing in their everyday life but at Gerber you can do just that! Want to know something you don't get to do in your everyday life? Hang out with Ranger Charlie! Take Farm Mechanics and you can do just that.

Merit Badges Offered

Farm Mechanics - Metalwork (Blacksmithing) - Welding

Not in the Badge but wanting to make a Blacksmithing Project: Free Time, Select Evenings, & Fun Friday are made just for you, first stop at the Trading Post and select the project that interest you (be aware of the required time and recommend age) and then come on down and enjoy!



Shooting Sports

At Shooting Sports, we're setting our sights high (well actually we're setting them at our targets). With three "Bulls-eye" merit badges and some great extra activities, this area has everything to offer for the shooting enthusiast. Although we emphasize some important rules such as only going to the range when it is open. We also emphasize a lot of fun and bringing a good attitude!

Merit Badges Offered

Archery - Rifle Shooting - Shotgun Shooting

Stop on down during free time for Open Shot at both of great ranges to satisfy the needs of both gun and bow enthusiasts! These ranges are also open during select evenings along with some extra pop such as Paintball Target Shooting, so keep an eye open.

An expert in Archery and looking for a challenge, check out our Action / 3D Archery where you can be shooting at Bears, Turkeys, Deer, and many other of their foamy friends!

Friday Leaders' Shotgun Shoot

If ever there was a reason to grow up and not be a youth anymore, this is it. The Friday Shotgun shoot is AWESOME!
Stop down at 11 a.m. and be ready to have a blast!

REMINDER: Everybody (Youth & Adult) looking to shot that is not in the Merit Badge at the Rifle/Shotgun must go through the Safety Briefing Sunday evening after dinner.

Takachsin Longhouse

Takachsin Longhouse is the home of the Order of the Arrow, yet is open to all Arrowmen and non-Arrowmen who wish to learn more.

This is a place for all Arrowmen to make their own Native American regalia. Whether you want to try drumming, traditional dance, or song, this will be the place you want to check out this summer.

If you own your own regalia, bring it to camp. Arrowmen who take the time to go above and beyond in their efforts to learn drumming, dancing or fire building may be asked to participate in the Order of the Arrow Ceremonies at camp either Wednesday or Thursday.

Merit Badges Offered

American Cultures - American Heritage - Archeology - Chess - Fishing
- Indian Lore - Scouting Heritage

Activities Offered

Drumming - Dancing - Tomahawk Throwing - Regalia Workshop -
Primitive Fire Building

Technology Center

The technology area will focus on the evolution of technology in the last century. Don't plan on being stuck in front of a computer for this program. We will be getting you out to see how technology has changed our world and how it affects us in everyday life here in the forests of Gerber Scout Camp.

Merit Badges Offered

Digital Technology - Electricity - Electronics - Engineering -
Movie Making - Photography

Trading Post

The Trading Post is open during program times with a few bonus hours throughout the week. Check the schedule outside the door for specific times. The store is supplied with BSA camping items, books, shirts and other Scouting merchandise. It is also stocked with traditional beverages, snack items, personal hygiene and convenience store items. Plus, many custom designed Michigan Crossroads Council, Gerber Scout Camp and Order of the Arrow items will be available.

Training Area

Commissioners

Looking for that extra training for you or your scouts? Here we will offer lots of trainings that will help you grow as a leader so you can offer the best boy lead Troop around.

Trainings Offered

Safe Swim Defense - Safety Afloat - Leader Specific Training -
Introduction to Outdoor Leader Skills - Swimming & Water Rescue -
Paddle Craft Safety - Climb On Safely

Activities Offered

Gerber University - Leaders Iron Chef Challenge - Leaders C.O.P.E.

We realize a daily Scoutmaster meeting is an important way to get information to you and receive feedback in return. Each meeting will be a source for conveying information about the days activities. Each gathering will start at 9:30 a.m.

(except Sunday which is held at 5:20 at Honor Ground).

Locations of the meetings are as follows:

Monday: Aquatics

Tuesday: Eagle Quest

Wednesday: Climbing Tower

Thursday: Tak. Longhouse

Friday: Main Camp Pavilion

Order of the Arrow

The Order of the Arrow has worked very hard to make itself the heart of our camp. This summer we will be building our program to develop stronger programs that will become life-long memories & cherished traditions for years to come.

Prior to camp:

- Unit Elections will be held in each troop desiring one.
- Scouts will be elected by their peers into the Order of the Arrow.
- It will be the Scoutmaster's responsibility to contact the parent and make arrangements for summer camp.

Order of the Arrow Daily Activities

Sunday- During the check-in process, please ensure that one adult stops down and visits the lodge representatives on the porch of the office to review what Scouts are being called out and take care of any payment issues.

Monday-The Camp Chief will attend most leaders meetings. All OA members are invited to an ice cream social and fellowship Monday night to sign up to help out with the ceremonies and work projects.

Tuesday-The Camp Chief will hand out an explanation of ceremonies held on Wednesday evening.

Wednesday-Order of the Arrow Call Out Ceremony! Members of the Order of the Arrow will come to each campsite to escort Scouts, Scouters and families to the fire bowl at the scheduled time. Anyone with Native American regalia should plan on bringing it to camp and wearing it Wednesday night. All Arrowmen are invited to go to the pre-ordeal ceremony to show your support to the Ordeal Candidates.

Thursday-Scouts from participating lodges complete their ordeal and go through their ordeal ceremony.

Members of the Nataepu Shohpe Lodge are encouraged to wear their Takachsin Totem at Scout camp.

Chapel

An opportunity is offered Tuesday & Thursday at 1:30 p.m. for a short chapel service or quiet time for personal meditation. There is also a chapel service on Sunday and Friday at 7:45 before each firebowl.

This is a time for reflection, spiritual guidance and some quiet time for campers and staff. All campers and staff are encouraged to attend, participate and practice the twelfth point of the scout law.

The Camp Chaplain will also be available throughout camp to work with Scout on religious awards, ethical decision making, homesickness or just to talk. Feel free to seek the camp chaplain for any of your concerns.

Scout Release Request

Scouts may only be released to adults indicated by the Scouts legal guardians on the Scouts health form. Photo ID is required. This form can be filled out in advance but Scout must be checked out from the main office in person. If the office is closed visit the health lodge to finish the Release process.

Request is made that Scout: _____

Scout's Home Address: _____

Council: _____

Unit No.: _____

Be permitted to leave camp for the following Reasons:

Scout to leave-Date: _____

Accompanied by: _____

In signing this request, BSA and parents or guardians mutually acknowledge that there will be no refund of camp fee unless deemed appropriate by the Scout Executive and only after appropriate forms are completed on time - the Council's health and accident insurance terminates with the Scout's departure from the Scout Camp. The BSA or its representatives shall not be liable for any loss or injury departure from the Scout Camp and the BSA or its representatives shall not be liable for any loss or injury to the Scout's person or property.

Parent's or Guardian's Signature:

Telephone: _____

Request made: _____

Approval Unit Leader Signature

On Site Release

Before leaving Scout Camp, the Scout & Unit leader must receive approval from the Camp Director.

Unit Leader Name: _____ Unit: _____ Date:

Unit Leader Signature:

Camp Director or Authorized Representative Name and Signature.:
