

SHAWNEE TRAILS COUNCIL
2011
GUIDE BOOK TO ADVENTURE

SUMMER CAMP LEADER'S GUIDE
FOR
CAMP ROY C. MANCHESTER



HOME OF *AQUABASE*,
MID-AMERICA'S
PREMIER SAILING AND AQUATICS
PROGAM

SHAWNEE TRAILS COUNCIL

HOME OF MID-AMERICA'S PREMIER SAILING PROGRAM

Featuring 25 Foot Catalina 250 Sailboats

To all leaders, welcome!

On behalf of the Shawnee Trails Council, thank you for reviewing our Guide Book to Adventure. Whether you are interested in Aquabase, our premier sailing program, or more traditional outdoor scout skills, crafts and merit badge program, our camp has designed activities to provide your Scouts a quality experience. You will notice upgrades in many of our program areas, including a new in 2010 COPE course that will make your visit a memorable experience.

As a Council, we pride ourselves on the high quality of the camp programs we provide. A well-trained and enthusiastic staff awaits the arrival of your Scouts and is eager to assist each troop in developing its own program. Knowing you are still in charge of your troop, and believing your troop's program should reflect the needs and desires of your youth, our staff will be your partners in making sure your needs are met.

Because your task as Scoutmaster is to compress many years worth of adventure into one week of camp, summer camp planning can be challenging. With unique and unparalleled programs, experienced handpicked staffs and an emphasis on customer service, our camp offers you the best scouting environment you could ask for in a summer camp. Come to camp expecting and demanding a great time. Our staff will work to exceed your expectations.

Read this guide carefully and use it to plan your week. If you have any questions, please allow us to answer them.

Again, thank you for considering Camp Roy C. Manchester, our traditional summer camp program we provide. The Shawnee Trails Council is proud to be a part of your troop or crew's efforts in serving youth and we look forward to seeing you at camp.

Sincerely,

Jeff Rock
Scout Executive



Shawnee Trails Council, BSA

Already have 52 merit badges and looking for something different?

Then come aboard the Aquabase program to Sail and Live On Board a real Sailing yacht

as you fish, swim, learn to sail, and experience Boy Scout and Sea Explorer "High Adventure" Sailing on beautiful Kentucky Lake in one of our 25 foot Catalina 250 Sailboats. Join us at Aquabase (only offered by the Shawnee Trails Council) where every Scout is an active participant in sailing the sailboats and where teamwork is essential. It is where a Scout's accomplishments build self-confidence, an important step toward maturity. It is where Scouts work as teams at every job aboard the sailboats. Want a challenge? Come join us!



As a bonus, Aquabase's sailing and water-based programs provide opportunities to work on some of the requirements for all types of merit badges. Even some you may not realize, for instance, astronomy, oceanography, and photography just to name a few.

New for 2011: High Adventure Canoe Trek (See Aquabase leaders guide)

Want more information? Look to our Aquabase Leaders Guide.. It can be located online at www.shawneetrails.com or requested by calling or writing our Council Service Center at the address listed below

Shawnee Trails Council, BSA
PO BOX 487
Owensboro, KY 42302-0487
270-227-9042 or 270-684-9272
brsteele@bsamail.org



TABLE OF CONTENTS

	Page
SUMMER CAMP LEADER’S GUIDE	
Camp overview	5
Camp facilities available year round	6
Contact information	6
Summer camp details	
Dates and fees.....	7
General schedule.....	9
2011 Program Schedule	10
Camp arrival.....	11
Check in and Check out	12
Health form information	13
Emergency procedures	14
Other essential information	16
Leave No Trace At Manchester.....	23
Program overview of merit badge sessions	
Eaglebound	22
Aquatics	24
Ecology.....	27
Handicraft.....	29
Scoutcraft	31
Shooting sports	33
Other Council Opportunities:	
Project COPE 2011	34
Leave No Trace training	34
APPENDIX: Forms and applications	
Unit forms	35
Early arrival form	36
Early departure security release form	37
Fee transmittal form	38
Program Registration Form	39
Unit roster form	40
Other forms	
Summer camp staff application form	39
Swim classification form	43
Campership Application	44
Youth Packing List.....	45

For additional information: www.shawneetrails.org

SHAWNEE TRAILS COUNCIL
SUMMER CAMP ADVENTURE
AT
CAMP ROY C. MANCHESTER



OVERVIEW OF CAMP

Camp Roy C. Manchester, (home of Aquabase, mid-America's premier sailing program) is located on Kentucky Lake, one of the world's largest man-made lakes with 2,380 miles of shoreline and 160,300 acres of water. Since 1954, it has offered Scouts a broad range of programs for advancement, learning new outdoor living skills, and lots of just plain fun.

Located near Aurora, Kentucky, in America's heartland, Camp Manchester is easily accessible via I-24, the Western Kentucky Parkway and Purchase Parkway. The camp enjoys four miles of shoreline on the largest man-made body of water in the eastern United States - Kentucky Lake. Covering 160,300 acres at maximum normal operating level, Kentucky Dam backs up the Tennessee River for 184 miles and creates a lake that stretches south across the western tip of Kentucky and nearly the entire width of Tennessee. Our location makes the camp a prime facility for aquatics including sailing, water skiing, motor boating, swimming, canoeing, fishing, and rowing.

The camp has three areas of emphasis. Our program for older Scouts has been developed to challenge even the veteran Eagle Scout. Whether it's going through a full week on the COPE course, or sailing one of the camp's sailboats, your Scouts will find the older Scout program exciting and challenging. Since 1979, Camp Manchester has provided a special opportunity for the new Scout never having attended a Scout camp. Our expanded First Year Camper - Eaglebound Program uses the patrol method to give these special Scouts the very best opportunity to advance and have a good first camp experience. Our third emphasis is on the traditional camp merit badges and some that are not so traditional, such as space exploration. These are designed to offer broad opportunities for advancement to the second and third year camper. We offer volleyball, horseshoes, basketball, troop swim, troop boating and several other activities for your troop's special time at sunset after the program day. We call these and other offerings our twilight program. Come visit us. We assure you that we will try our very best to provide your Scouts with an exciting and challenging summer camp. In recent years, troops from Maryland, Iowa, Massachusetts, Texas, Oklahoma, Arkansas, Missouri, Mississippi, Illinois, Indiana, Ohio, Louisiana, Georgia, Michigan, and Tennessee have visited us. Many come because of a recommendation of a neighboring troop who participated in our camp the previous summer. Also, we periodically have staff members from other countries. Countries providing staff in the past include the United Kingdom and the Czech Republic.

The Shawnee Trails Council, Boy Scouts of America offers a camp program for registered members of the Boy Scouts of America. Rules for acceptance and participation in the camp are the same for everyone without regard to race, color, religion, age, sex, handicap or national origin.

YEAR-ROUND FACILITIES ARE AVAILABLE!

Camp Administration Building

The Camp Administration Building Office is available for meetings on the off-season.

Dining Hall

The spacious Dining Hall may be used for meetings on the off-season, but the kitchen is not available for use.

Trading Post

The Trading Post stocks Scouting merchandise, concessions, craft items, and other merchandise. It is open only during the camp season and during special Scouting events.



Lodging

Handicraft Building

The Handicraft building offers two rooms (one for adults and one for youth), one of which has double bunks with mattresses. The building has electricity and a wood burning stove. A covered patio area with picnic tables is just outside the door with lighting and a fire pit just a few meters away.

Winter Cabin

The Winter Cabin offers a fire place and bunks with mattresses. Latrine facilities are available at a campsite just across the road.

Staff Hill Cabins

The six Staff Hill cabins sleep eight per cabin on padded bunks. They have electricity, a shower house and flush toilets.

Shower Houses

Two shower houses are available on camp both with adult and youth sides. Shower houses are closed during the winter.

Campsites

Sixteen different campsites are available for camping during the off season. Each campsite is equipped with picnic tables and a latrine with a sink. Campsite 16 has three small Adirondack cabins which sleep eight each and campsite four, close to the Trading Post, has two cabins which sleep twelve and fourteen, respectively. Several campsites have picnic shelters.

Trading Post Apartments

Three apartments are available with bunks with mattresses, shower facilities, and flushing toilets.

CONTACT INFORMATION

Camp Address and Telephone:

Camp Roy C. Manchester
1531 Cross Rd
Benton, Kentucky 42025
(270) 354-8253

Properties Manager
1172 Cross Road
Benton, KY 42025
(270) 227-9042

Council Address and Telephone:

Shawnee Trails Council
PO BOX 487
Owensboro, KY 42302-0487
(800) 477-6974 or (270) 684-9272

For more information about the council: See www.shawneetrails.org

SUMMER CAMP DATES AND FEES

2011 Camp Dates

	Staff Week: May 29-June 4	
1 st Week: June 5-11		2 nd Week: June 12-18
3 rd Week: June 19-25		4 th Week: June 26-July 2
5 th Week: July 10-16		*July 3-9 is Cub Resident Camp

2011 Camp Fees

Early Bird Registration Due (postmarked) by March 15th:

Each fully paid Scout will receive a special edition 'Early Bird' patch!

Shawnee Trails Council:	\$205 per Scout
Out of Council:	\$220 per Scout
Adult Leader Fee:	\$90 per Leader

Registration Fee after March 15th:

Shawnee Trails Council Scouts	\$225 per Scout
Out of Council Scout	\$240- per Scout
Adult Leader Fee:	\$90 per Leader

Additional Camp Fees:

Saturday Arrival Fee:	\$5 per Person
Provisional Camper Fee:	\$20 additional- per Scout
Merit Badges – See Appendix: Fee Transmittal Form	

For Scouts/Scouters SAILING/ CANOE TREK

Aquabase Total Fee	\$325 per Person
Canoe Trek Fee Available week 1 and 2 only	\$300 per Person

[\(Please read Aquabase Guide for additional information needed!\)](#)

Campsite Deposits and Fees

A \$200 site reservation fee will hold a site at RCM until February 1, at which you must have submitted (post-marked by Feb 1st) a written confirmation that you intend to attend summer camp with you troop. If this is not received, the campsite deposit is non-refundable and your reservation will be canceled. This deposit is refundable **ONLY** if our troop cancels before **February 1st**.
****Campsites 4 and 15** require an additional \$50.00 per week to offset the cost of the electricity being used.

A campsite will be held for two weeks after you make a telephone reservation. If the appropriate site reservation fee is not received within two weeks after your call, your troop's reservation will be canceled.

Your campsite deposit will be applied to the total balance of your fees and will not be rolled over to the next year. A separate deposit must be established each year.

Camp Fees and Refund Policy- Please Read!

Scoutmasters!!...We need your total cooperation in registering and paying camp deposits and fees on time! Shawnee Trails Council Summer Camp Refund Policy Summer camp fee refunds will be given only when a written refund request is made using the Council Request for Refund Form and submitted to the council office by **May 1st**. The only exception will be for Scouts & Leaders who have had an immediate family hospitalization or death, or hospitalization or death of the Scout or Leader. Campsite deposit fees are not refundable after **February 1st**. High Adventure Sailing fees are not refundable.

Summer Camp Camperships

The Shawnee Trails Council offers summer camp ‘camperships’ for Scouts in the Shawnee Trails Council only, who are unable to pay the full amount of the summer camp fee. Unit leaders are responsible for submitting the paperwork for each Scout who needs financial assistance. A limited number of camperships are available on a first come, first serve basis. Forms should be requested through the Council Service Center. All camperships must be approved by **May 1st** or receive the Scout Executive’s approval. When sending camp fees, please use the Transmittal Fee Form. When asking for a refund, please use the Request for Refund form.

Helping Deliver the Program (Scoutmasters/Volunteer Leaders)

If you are attending summer camp with your troop and can volunteer your professional services, please call the Camp Director 30 days prior to coming to camp. Volunteers are always welcome to help with providing an enjoyable, safe and quality experience for our youth. Please consider volunteering for any offered merit badge (or offer to teach a special class) or if you can help with the Medic Staff! THANK YOU!

Internet Access

A wireless internet network for leaders who have laptop computers will be available in the camp office.

Boats

Boats are welcome and encouraged at Camp Manchester. If you have adults with a motor/ski boat **and who are willing to instruct scheduled merit badges**, our boat ramp and dock are available to you. Fishing is excellent on Kentucky Lake. There are numerous opportunities for water sports. However, since dock space is limited, **individuals bringing boats “for personal use only” will need to make arrangements at a nearby marina**. BSA policy prohibits jet skis at camp. At all times, a PFD and Buddy Tags must be used in accordance with BSA policy. Boats cannot be docked at campsites and tickets will be issued. Any use of watercraft must follow BSA national and council policy. Please adhere to the Guide to Safe Scouting.

OVERVIEW OF DAILY EVENTS

7:15 am – **Flag ceremony**

7:30 am – Breakfast

8:30-9:20 am – **Session 1**

9:00 am – Scoutmaster's Roundtable

9:30-10:20 am – **Session 2**

10:30-11:20am – **Session 3**

11:30 am – Waiter Call

11:45 am – **Lunch**

1:00-2:50 pm – Open Activities

3:00-3:50 pm – **Session 4**

4:00-4:50 pm – **Session 5**

5:00-5:50 pm – **Session 6**

6:15 pm – Retreat

6:30 pm – **Dinner**

7:30 pm – Special events and twilight activities

10 pm – Taps/Lights out

SPECIAL NOTES

Scouts should carry the items they need all morning and all afternoon with them when they leave their camp site since there is little time available to return to a campsite between sessions.

Sunday Schedule

2:00 pm Registration/Check in to campsite

6:15 pm Retreat

6:30 pm Dinner

8:30 pm Opening Campfire

Saturday Schedule

7:00 am - Reveille

7:30 am - 9:30 am - Breakfast

7:30 am - 10:30 am - Finish Checkout Procedure and depart for home

Program Merit Badge and Advancement Schedule
Camp Roy C. Manchester 2011
Summer Camp

Program Areas	1st Period 8:30-9:20a.m.	2nd Period 9:30-10:20a.m.	3rd Period 10:30-11:20a.m.	OPEN Period 1:00-2:50p.m.	4th Period 3:00-3:50p.m.	5th Period 4:00-4:50p.m.	6th Period 5:00-5:50p.m.
Aquatics	Swimming	Swimming	Kayaking	Open Swim		Kayaking	
	Canoeing	Canoeing	Canoeing		Canoeing	Rowing	Mile Swim
	Motorboating	Motorboating	Motorboating		Motorboating	Motorboating	Motorboating
		Small Boat Sailing			Small Boat Sailing		
		Waterskiing			Lifesaving		
		Lifesaving			Waterskiing		
	BSA Lifeguard						
Ecology	Environmental Science*	Geology	Mammal Study	Fish & Wildlife Management* (Tuesday Only)	Weather	Geology	Nature
	Bird Study	Oceanography	Reptile/Amph Study	Forestry (Thursday Only)	Insect Study	Astronomy	Weather
	Fishing	Cit. in the World*	Soil & Water Cons.*		Environmental Science	Cit. in the World*	Soil & Water Cons.*
Handicraft	Basketry	Woodcarving	Woodcarving		Leatherwork	Space Exploration	Space Exploration
	Photography	Leatherwork	Leatherwork		Painting	Pottery	Pottery
	Art	Indian Lore	Indian Lore		Art	Sculpture	Sculpture
Scoutcraft	Personal Fitness	Athletics	Emergency Preparedness		Wilderness Survival		Emergency Preparedness
	Camping	Wilderness Survival	First Aid		Communications		First Aid
	Orienteering	Backpacking			Pioneering		
Shooting Sports	Archery	Archery	Archery	Open Rifle (Tuesday)	Archery	Archery	Archery
	Rifle	Rifle	Rifle	Open Shotgun (Thursday)	Rifle	Rifle	Muzzle Loading
	Shotgun	Shotgun	Shotgun		Shotgun	Shotgun	Shotgun
Eagle Bound	Eagle Bound				Eagle Bound/First Aid/Swimming		
COPE	Morning Session				Afternoon Session		
Golf				Monday-Friday (all week)			

2 hour class

3 hour class

Eagle Bound Schedule is ALL DAY (afternoon sessions will be rotated as needed)

BSA Lifeguard is ALL DAY

* World Conservation Award requirement

ARRIVING AT CAMP

For Troops Wishing to Arrive on Saturday

We recognize that, due to distances involved, some troops will choose to arrive at camp on Saturday. If you wish to do this, the following rules apply:

1. There will be a \$5.00 fee per person for all members of your troop who arrive early. This fee, along with the early arrival form (see Appendix), **must** be submitted prior to your arrival at camp and approved by the camp director. Units approved will receive a confirmation e-mail. Troops not requesting early arrival and paying the fee will be asked to leave camp.
2. Please verify which campsite you are staying in by calling the camp office or ranger the week prior to arrival. If your troop sets up camp in the wrong campsite, you will be required to move to your correct site on Sunday afternoon no exceptions
4. There will be no staff member or camp leadership personnel on hand to assist you on Saturday. Check in will begin at 2:00 PM on Sunday afternoon.
5. Swimming and boating are not allowed to those coming early. In order to participate in our aquatics programs, everyone must go through the check-in procedure on Sunday, which will not start until 2:00 PM.
6. Please make sure that your troop follows the camp rules, and especially remains out of all program areas. Scouts should not be 'roaming around' unsupervised during your early time here, and especially after dark.

SWIM CLASSIFICATION: Prior to Arriving at Camp

Troops are encouraged to take their swim tests before arriving at camp. Below are directions to follow when giving the test. The roster found in the Appendix of the Leaders Guide must be completed and signed by the unit leader and the person conducting the test to be valid. The form may be sent to the Shawnee Trails Council or brought to camp.

SWIMMER'S TEST:

Jump feet first into water over the head in depth, level off, and begin swimming. Swim 75 yards in a strong manner using one or more of the following strokes: side stroke, breast stroke, trudgen, or crawl; then swim 25 yards using an easy resting back stroke. The 100 yards must be swum continuously and include at least one sharp turn. After completing the swim, rest by floating.

BEGINNER'S TEST:

Jump feet first into water over the head in depth, level off, swim 25 feet on the surface, stop, turn sharply, resume swimming as before, and return to starting place.

SPECIAL NOTE:

The swim classification test can be done at the unit level by one of the following resource people:
| Aquatics Instructor, BSA; Cub Scout Aquatics Supervisor; BSA Lifeguard; certified lifeguard.

Troop Check-in **Sunday 2pm-4pm**

Each troop will be permitted one vehicle, plus trailer if applicable, to transport equipment to campsite. A troop may only arrive before 2pm if prior approval has been granted by the Camp Director.

1. Troop should arrive as a group, rearrange any equipment at Parking Lot #1 and park extra vehicles in the lot.
2. The Scoutmaster will meet the Camp Commissioner at Parking Lot #1 and verify campers attending, receive campsite assignment, and meet troop guide.
3. The troop guide will proceed with the troop equipment vehicle and Scouts to the campsite and unload equipment.
4. The Scoutmaster will go to the camp office and provide the troop roster, insurance certificate, tour permit and payment for unpaid balance.
5. The troop guide will take the troop, as a group, to tour the camp, go over camp rules, and make 4 major stops:
 - (1) Medical Check-in (must have current BSA Health form);
 - (2) Dining Hall for procedures;
 - (3) Flag Assembly Area (raise troop colors on assigned flag pole);and
 - (4) Waterfront for swimming test (or troop Swim Classification Record, if completed prior to arrival).

After completion of these steps the troop may go back to the campsite to finish setting up.

Check out: When You Depart on Saturday

1. Before departing camp, you need to be sure you have picked up all documentation of merit badge and program requirements completed and patches.
2. Be sure to pick up your unit's medical forms.
3. Be sure your assigned staff member has examined your campsite and completed the departure checklist.
4. Please note that campsites will be inspected again after departure and units will be charged for damaged/missing items.

Memo:

Saturday Schedule

7:00 am - Reveille

7:30 am - 9:00 am - Breakfast (continental, serve yourself)

7:30 am - 10:00 am - Finish Checkout Procedure and depart for home

Check out: When You Depart on Saturday

1. Before departing camp, you need to be sure you have picked up all documentation of merit badge and program requirements completed and patches.
2. Be sure to pick up your unit's medical forms.
3. Be sure your assigned staff member has examined your campsite and completed the departure checklist.
4. Please note that campsites will be inspected again after departure and units will be charged for damaged/missing items.

Memo:

Saturday Schedule

7:00 am - Reveille

7:30 am - 9:00 am - Breakfast (continental, serve yourself)

7:30 am - 10:00 am - Finish Checkout Procedure and depart for home

HEALTH FORMS

Health Forms for ALL Participants (Leaders and Scouts)

Every Scout and Adult Leader attending camp must have a completed health form upon arrival at camp. This is in accordance of the National Policy on health forms.

**Scouts and adults must complete form #34605, Annual Health and Medical Record, Parts A, B, and C each year. The form can be found at:
http://www.scouting.org/filestore/pdf/34605_Letter.pdf**

- This form requires a health examination within the past 12 calendar months by a certified and licensed health-care provider – physician (MD, DO), nurse practitioner, or physician’s assistant as appropriate for your home state.
- Attach a photocopy of both sides of insurance card.

During the check-in process on Sunday afternoon, each Scout and adult participant will be given a medical screening by our camp health officer. Any participant not having a **fully completed and up-to-date** health form will not be allowed to remain at camp or participate in any events until we have this health form on file. Additionally, during this screening, should any participant exhibit signs of sickness or illness that may be contagious, they will be required to return home until they are able to return to camp without any ongoing sickness or illness.

Accident and Sickness Insurance

Shawnee Trails Council troops are automatically covered by council-wide insurance. The council will file all necessary insurance forms in the event of an accident. This insurance coverage is a supplement to the parent’s personal coverage. *It is recommended that troops obtain photocopies of personal insurance cards.*

All troops visiting from out-of-council must bring proof of accident insurance coverage with them to camp. Any forms needed for filing claims should be brought to camp with you along with your tour permit.

Accident and Sickness Insurance

A person certified in first-aid is on duty at all times. All medical incidents or injuries should be reported to the first aid office as soon as possible. A physician, as well as emergency care is on call at all times through the Marshall County Hospital. In the event of a non-life threatening injury that requires hospital treatment, **Scout Leaders will be required to transport the Scout to the hospital.** There are not enough staff persons on site to send to the hospital with Scouts from your troop.

EMERGENCY PROCEDURES

FIRE OR LOST PERSON

SIGNAL: Intermittent sounding of siren. All activities cease!

What to do: Staff reports to the flagpole area for instructions or goes to preassigned areas. Campers/guests go to the flagpole area and line up by unit. Unit leaders will be asked to account for all scouts and leaders and report to a staff member at the flagpole. All units will wait at the flagpole for further instructions.

All clear signal is: Three (3) short siren wails.

IN CASE OF FIRE IN YOUR AREA

Send two (2) runners to the closest staff area to report the fire. Make sure information is passed to or given directly to the Camp Director.

If it is safe to do so (and you will not be taking any unnecessary chances), organize the rest of the troop with shovels, rakes, water pails and fire buckets and proceed to extinguish the fire. Remember the safety of Scouts and adults is the primary concern.

GENERAL FIRE SAFETY PRECAUTIONS

1. At all times, water barrels must be kept filled and used only for an emergency. (Do not use for washing, etc.)
2. Fire buckets and extinguishers must never be used except in case of fire. Make sure they are always full.
3. Each unit is responsible for the observance of good fire precautions at all times. Leaves, brush, refuse, etc. should not accumulate near tents or cooking areas. (This does not mean rake away all leaves since this is a poor conservation practice and leads to erosion).
4. Fires are to be built only in fire rings.
5. Take extra precautions on windy days.
6. No fires are to be left unattended. Put them dead out before you leave your campsite or go to bed.

STORM OR HIGH WINDS

SIGNAL: Continuous sounding of siren. All activities cease!

What to do: Everyone go to the closest assigned area. Stay there until ALL CLEAR SIGNAL or told by a staff member it is safe. (Not hearing the siren is not an indication it is safe. Electricity may be out).

All clear signal is: Three (3) short siren wails.

HIGH TEMPERATURE/HUMIDITY PLAN

When temperatures and/or humidity become excessive (temperatures over 85 degrees F. or temperatures/ humidity above 90 degrees F. apparent temperature, program areas may be adjusted.

Program areas should limit activities to assure the health of all campers.

1. Provide adequate drinking water in all program areas and activities. Drinking water is vital. Encourage everyone to drink at least a half quart per hour.

2. Provide shade and use frequent breaks in activities.
- Encourage the wearing of hats for cooling. Also, wetting the top half of your body promotes cooling.
3. Wear loose fitting clothing in light colors
 4. Sunscreen should be worn, particularly by persons with fair complexion. Avoid too much sun!

HEALTH/ MEDICAL EMERGENCIES

- All emergencies are to be dealt with by the health officer. Any major injury should be dealt with at the site. Never move a fallen victim! Medical treatment will be done at the site.
- Scouts and leaders needing treatment beyond first aid will be transported to the Emergency Room of a local hospital in Benton. Marshall County Hospital is our primary care provider, but Scouts may be transported elsewhere by request.
- Scout leaders will provide transportation for their scouts, in non-life threatening situations, to local medical facilities.
- Staff members will be assigned to meet emergency personnel at the camp's front gate and along the route to the patient. Other staff will be used for crowd control.
- Universal precautions are to be used at all times. Gloves are to be worn whenever blood/body fluids are present. Blood spills must be cleaned up as per blood born pathogen guidelines – 10% bleach solution. A biohazard container is provided for all soiled bandages and dressings, sharps containers for all syringes and needles. Biohazard disposal is by ambulance service.

EARTHQUAKES

In the event of an earthquake, everyone should move rapidly to an open area outdoors away from buildings, structures, trees, or embankments. Remain there until the all clear signal is given and assemble at the flagpole for instructions.

CHILD ABUSE

BSA Youth Protection guidelines state any instance of child abuse is to be immediately reported to the camp director.

HEALTH/ MEDICAL EMERGENCIES

- All emergencies are to be dealt with by the health officer. Any major injury should be dealt with at the site. Never move a fallen victim! Medical treatment will be done at the site.
- Scouts and leaders needing treatment beyond first aid will be transported to the Emergency Room of a local hospital in Benton. Marshall County Hospital is our primary care provider, but Scouts may be transported elsewhere by request.
- Scout leaders will provide transportation for their scouts, in non-life threatening situations, to local medical facilities.
- Staff members will be assigned to meet emergency personnel at the camp's front gate and along the route to the patient. Other staff will be used for crowd control.
- Universal precautions are to be used at all times. Gloves are to be worn whenever blood/body fluids are present. Blood spills must be cleaned up as per blood born pathogen guidelines – 10% bleach solution. A biohazard container is provided for all soiled bandages and dressings, sharps containers for all syringes and needles. Biohazard disposal is by ambulance service.

EARTHQUAKES

In the event of an earthquake, everyone should move rapidly to an open area outdoors away from buildings, structures, trees, or embankments. Remain there until the all clear signal is given and assemble at the flagpole for instructions.

CHILD ABUSE

BSA Youth Protection guidelines state any instance of child abuse is to be immediately reported to the camp director.

MEDIA

All media personnel are to be escorted to the Camp Director's office in all cases and are to remain there.

OTHER ESSENTIAL INFORMATION

Camp Policies

Your cooperation is a must in these areas:

1. Swimming, boating, and fishing (Fishing license required for ages 16 and older) are only allowed in authorized areas and at authorized times. Boats are not allowed to be docked in coves at campsites.
2. Personal flotation devices are provided and are to be worn by everyone in a watercraft or on sailing dock at all times, in accordance with National Boy Scout policy.
3. Sheath knives are not permitted at camp.
4. Hand guns, personal firearms or archery equipment will not be permitted at camp.
5. No cutting of live trees or brush is permitted.
6. Liquid fuels for camp equipment are to be handled by adults only. Liquid fuel containers are to be checked in and stored in our central lock box.
7. Program areas are off limits during non-program hours.
8. No alcoholic beverages or illegal drugs are to be in camp at any time. Violators will be asked to leave camp immediately.
- 9. Smoking is prohibited on camp property.**
10. All Scouts should be in their own campsite by 10 pm.
11. Scouts and leaders are not allowed to bring pets to camp. Pets are prohibited at all times. Please remind guests/family members not to bring pets when visiting.
12. Anyone leaving camp or visiting camp must check in and check out at the camp office.
13. Scouts wishing to leave camp for any reason must have the security/release policy signed by their parents or guardians before being allowed to leave with anyone other than their parents or guardian.
14. Personal bikes will not be allowed at camp.
15. Generators and trailer campers are not allowed in camp. Exceptions to this must be cleared with the Camp Director well in advance.
16. According to the BSA policy, no vehicles will be allowed to park in the campsites. All cars must be parked in the RCM's Parking Lot #1, by 8 pm Sunday.
17. No open-toed shoes are permitted on camp, except in aquatics/showers. Scouts and leaders should bring shoes for walking to and from these areas.
18. All prescription medications must be kept in accordance with National Policy.
- 19. Camp speed limit is 5 mph!!!**

Activities

Special opportunities are available at different times throughout the week for both youth and adults to participate in basketball, fishing, free swim/boating, volleyball and other activities. See the Program Director for more details.

Adult Leadership

Each unit must have responsible adult leadership at camp. Each unit is required to have at least two adult leaders present at all times, day and night. One leader must be 21 years of age and the second must be at least 18. Units unable to secure two deep leadership may make arrangements to combine and share a campsite with another unit prior to arrival. If a unit cannot secure two deep leadership, they cannot remain at camp.

Adult Leader Programs

Programs offered for adults spending the week in camp may include:

- Leave No Trace
- Safety Afloat & Safe Swim Defense
- Scoutmaster Archery Shoot
- Scoutmaster Hillbilly Golf Tournament
- Scoutmaster Merit Badge
- Scoutmaster Rifle Shoot
- Scoutmaster Whittling Contest
- Scoutmaster Dutch Oven Cookoff
- Scoutmaster Shotgun Shoot
- Scoutmaster Belly Flop

OA Activities

The Order of the Arrow is an integral part of summer camp. There will be an OA fellowship and ice cream social at 9:00 pm on Monday evening. OA callout will be held at 9:00 pm on Thursday evening. All campers are welcome to attend the callout ceremony but should remember the solemnity of the ceremony. Troops coming from outside the Shawnee Trails Council who would like to have candidates called out at Camp Manchester must bring a letter of permission signed by their lodge chief **and** lodge advisor, as per national OA policy.

Closing Program/Family Night

Family night begins on Friday evenings at 6:00 pm. Families should be reminded that scouts will be in program areas and/or walking around camp up until this time. In order to keep all campers safe gates will not be open until this time. Guests may park in the Parking Lot #1 and walk to campsites but cars will not be allowed through the gates. On Friday night at 8:30 we will have a closing campfire. Awards will be presented in recognition of services performed. In addition, outstanding scouts in program areas will be recognized each week.

Camp Mailing Address and Telephone

Parents are encouraged to send their son mail during their stay at camp. Please advise parents to include a return address, so that we can return any mail that arrives after their son's troop departs camp. Address mail as follows:

Scout's Name and Troop #
Camp Roy C. Manchester
1531 Cross Road
Benton, Kentucky 42025

The camp phone is a business phone and should be used when seeking to relay a message to a Scout or Leader. The camp telephone # is (270) 354-8253.

Camp Service Project

We encourage each troop to conduct some form of camp improvement or camp conservation project while in camp. Units who perform at least 5 hours of service will receive a Camp Manchester Service Unit Ribbon in recognition of their work. Please see the Program Director for more details.

Campsite Cooking

Scouts at Camp Manchester will be given the opportunity to prepare and serve their own meal, in their campsite, if they so desire. Please let us know at check-in if your troop will cook any meals in-site.

Fishing on Kentucky Lake

Fishing is great on Kentucky Lake. Many big name bass tournaments are held here and we believe you will enjoy giving the fishing a try. Anyone aged 16 or over will be required to have a Kentucky fishing license. Licenses are not available at camp but can be purchased at several local stores near camp. BSA policy does not permit fishing from the shore or docks in any of the program areas.

Local Attractions

Kentucky Dam

The Kentucky Dam Visitor Center is open to the public from 9 a.m. to 3 p.m. Monday through Friday, except major holidays. For more information, see www.tva.gov/sites/kentucky.htm or www.kentuckylake.com

Land Between the Lakes

Land Between The Lakes (LBL) is located directly across the lake from Camp Roy C. Manchester. As a designated national recreation area under the management of the USDA Forest Service, LBL is maintained for the public's enjoyment. For more information, call 270-924-2000 or visit www.lbl.org.

Meals

Meals are served cafeteria style in the dining hall. Troop waiters will assist in placing silverware and drinks on tables and in cleaning up after meals. Tables will be assigned. Troops who leave their area dirty will be asked to return to the dining hall to clean up. (A Scout is clean!) Our menu is developed by a professional nutritionist, prepared by experienced cooks and served hot and wholesome. Troops may choose to cook in camp, please note this on your registration form. Visitors may eat in the dining hall for \$5.00 a meal, payable upon registration/sign in at the camp office.

Religious Services

A Scout is Reverent. An Inter-faith service is held every Wednesday night at the campfire ring. The camp chapel is perfect for troop use in sunrise worship services and troops are encouraged to take advantage of its beautiful setting.

Showers, Cleanliness & Sanitation

The camp has open air, warm water showers for campers and adult male leaders. A female shower is also available. Troops will be assigned, on a daily rotation, shower house cleaning duties. We will provide cleaning supplies and ask that all troops do their share in keeping the showers clean.

A Scout is clean. Trash bags are provided and we ask all troops to bring your trash to the dumpster on a daily basis. Daily trash removal will discourage pests and animals from coming into your campsite.

Several campsite checks may be conducted throughout the week, to mainly check on cleanliness, sanitation and health and safety concerns. The commissioner staff will award recognitions each week.

Tentage

Camp Roy C. Manchester can now provide canvas wall tents for troops in two campsites. These campsites will be available by reservation through contacting Camp Ranger Brad Steele at 270-227-9042.

Trading Post

The trading post will have Scout patches, crafts, camping gear, merit badge pamphlets, Scout Handbooks, toiletries, and refreshments, along with other items that your Scouts may have left at home. It is recommended that each Scout bring \$50 in spending money. Trading Post hours of operation are posted on the outside of the building and will be announced at the Sunday Scoutmasters meeting. The trading post will be closed during meals.

Troop Flags & Council Strips

Troops are asked to bring their troop flag, if they have one, to display in our assembly area. Flagpole assignments are by campsite # and is part of the troop guides tour on Sunday at check-in. We also have a 'patch board' in our dining hall with out-of-council Council Shoulder Patches (CSP). If you would like to bring an extra CSP from your council to add to our board, please do so.

Uniform

Complete Boy Scout uniforming is the goal of our camp. Scouts in uniform set a good example for one another. This does not mean that a boy should be denied a camping opportunity because he does not have a full uniform. Neatness does count, and we will ask that shirt tails be tucked in shorts, and hats be removed in the dining hall. We ask that for breakfast, retreat ceremonies, campfires and supper that Scouts be in a Field Uniform. An activity uniform (Scout T-shirt & shorts) should be worn during the day. Shoes must be worn at all times in camp.

Vehicles in Camp

Necessary vehicles will be allowed on the camp roads to facilitate check-in and check-out. Any further arrangements must be made with the Camp Director. All vehicles must be parked in the Parking Lot #1 at the entrance to camp. Vehicles must be out by 8:00 pm on. No vehicles will be allowed to be parked in campsites. Speed limit is always 5 MPH. This policy will be strictly enforced for the safety of the campers.

What to Bring to Camp (Troop Gear)

Tents, tent poles, tent stakes, ground cloths	'No Flame in Tent' signs
Dining fly (1 per patrol) Camp stove(s)	Lanterns
Troop cooking gear	Troop flag
Camp stove(s)	First aid kit

Leave No Trace – at Manchester

Permanent Structures

Damage will be assessed on an individual basis by the Camp Ranger
(Minimum \$500)

Environmental Damage

Damage to live trees.....\$250.00

Other environmental damage will be assessed on an individual basis by the
Camp Ranger

Wildlife Stewardship Policies

- Hike in designated trails only
- Keep a clean campsite
- Keep food (and anything that smells like food) out of your tent.
- Never approach or follow wild animals
- Only take photos from a distance (never close to an animal)
- Do not feed any wild animal
- Don't consider a passive animal as a sign of safety
- Never tease or attempt to pick up a wild animal
- Leave young animals alone, the parent is usually not far
- Never pick up dead or injured animals

There are many types of snakes, which live on or near Camp Mack Morris. Most of these snakes are of the non-poisonous type; however, it is better to assume that all are dangerous. Even the non-poisonous snakes can, when threatened or cornered, become defensive and bite. Do not pursue or chase these snakes. **IF YOU ENCOUNTER A SNAKE, LEAVE THE AREA AND NOTIFY THE RANGER.**

Ticks are very common in Kentucky and at Roy C. Manchester. These ticks may or may not be carriers of Rocky Mountain Fever or Lyme disease. Use your bug spray! If you find an attached tick on you, go directly to the Health Office to have it removed.

Eaglebound Program

(First Year Camper Program)



Purpose:

- ★ To provide a structured, basic skills program which will fill the needs of the first-year Scout or the Scout who is less than First Class, and will offer opportunities for the new Scout to fill several of the advancement needs for the first three Scout ranks, as well as familiarize himself with all aspects of Boy Scout summer camp.
- ★ To provide these opportunities while using the patrol method, reinforced through practical application, the interpersonal skills necessary for a successful Scouting experience, and by giving these new Scouts a support peer group to ease their transition into long-term camping.

The Eaglebound program is a whole day program. Scouts will also attend Swimming and First Aid Merit Badge classes. If a scout wishes to opt out of one of these two merit badges he may do so with the scoutmasters permission. Scouts in the Eaglebound program will be divided into patrols based on the ranks that they need to work on. Scoutmasters are asked to provide information about which patrol scouts should be in on the program registration form. The staff will do their best to cover as many of the requirements as possible, as summarized below:

Tenderfoot Rank: (See Official BSA Handbook for full description of each specific requirement)

- 4a. Whipping and fusing rope ends.
- 4b. Tie two half hitches and the taut-line hitch and tell uses.
5. Explain the rules of safe hiking and explain what to do if you are lost.
6. Demonstrate how to display, raise, lower, and fold the American flag.
7. Repeat from memory and explain in your own words the Scout Oath, Law, motto, and slogan.
9. Explain why we use the buddy system in Scouting.
11. Identify local poisonous plants; tell how to treat for exposure to them.
- 12a. Demonstrate the Heimlich maneuver and tell when it is used.
- 12b. Show first aid for the following: Simple cuts and scratches, Blisters on the hand and foot, Minor burns or scalds (first degree), Bites or stings of insects and ticks, Poisonous snakebite, Nosebleed, Frostbite and sunburn,

Second Class Rank: (See Official BSA Handbook for full description of each specific requirement)

- 1a. Demonstrate how a compass works, how to orient a map and explain what map symbols mean.
- 2e. Discuss appropriate use of cooking fires, light-weight stoves and discuss the safety procedures for each.
- 2f. Demonstrate how to light a fire and a lightweight stove.
4. Participate in a service project (1 hour minimum).
5. Identify 10 kinds of wild animals found in your community.
- 6a. Show what to do for "hurry" cases of stopped breathing, serious bleeding, and internal poisoning.
- 6b. Personal first aid kit.
- 7a. Tell precautions for a safe swim.

First Class Rank: (See Official BSA Handbook for full description of each specific requirement)

1. Demonstrate how to find directions during the day and at night without using a compass.
2. Using a compass, complete a one mile orienteering course and measure the height and/or width of designated items.
- 4a. Plan a patrol menu for one campout that includes at least one breakfast, one lunch, and one dinner.
- 4d. Explain the safe handling and storage of food products and how to properly dispose of garbage.
6. Identify or show evidence of at least 10 kinds of native plants found in your community.
- 7a. Discuss when you should and should not use lashings.
- 7b. Demonstrate tying the timber hitch and clove hitch and their use in square, shear, and diagonal lashings.
- 7c. Use lashing to make a useful camp gadget.
- 8a. Demonstrate tying the bowline knot and describe several ways it can be used.
- 8b. Demonstrate bandages for a sprained ankle, for injuries of the head, the upper arm and the collarbone.
- 8c. Show how to transport by yourself, and with one other person, a person from a smoke-filled room
- 8d. Tell the five most common signs of a heart attack. Explain the steps (procedures) in cardiopulmonary resuscitation (CPR).
- 9a. Tell what precautions must be taken for a safe trip afloat.

Additional requirements may be signed off by Scout leaders at their discretion. The Eaglebound staff will do their best in completing as many of the above listed requirements as possible. This may vary due to number of Scouts and their prior knowledge of the material.

Aquatics Merit Badges

Canoeing



Scouts will learn canoeing terminology and techniques. Participants will also learn proper safety measures, emergency procedures and equipment care and maintenance. Participants must pass BSA swimmers test. Good physical strength and stamina required. This is a good merit badge to introduce boating. Limit of 20 scouts per class.

Lifesaving



Scouts will learn rescue, lost-swimmer search, defensive, and lifesaving techniques. This merit badge is required for Eagle (alternate). It is a challenging merit badge that requires physical strength and stamina. Bring long pants and long-sleeved button down shirt, and shoes that can be gotten wet. Swimming merit badge is a prerequisite to this merit badge.

Motor Boating



Participants must pass BSA swimmers test. Participants will learn safety law of motor boating, how to board, fuel, start the motor, and operate a motor boat. Scouts will also learn how to winterize the motor at the end of the boating season. Good physical strength and stamina required. Limited to 5 scouts per class.

Rowing



Participant must pass BSA swimmers test. Participant will learn basic rowing techniques, terminology, advantages and disadvantages of fixed and sliding seats with sculling. Limit of 10 scouts per class.

Small Boat Sailing



Participants must pass BSA swimmers test. Introduction to Sailing is a pre-requisite to this class. Scouts will learn the major parts of the sailboat and use of each. They will learn the BSA Safety Afloat plan and learn the rules of the water. Sailing conditions are dependent upon weather (it is hard to sail without wind). Limit of 18 scouts per class.

Water Skiing



Participants must pass BSA swimmers test and should have CPR skills prior to coming to camp. Good physical strength and stamina required. Participants will learn the water-skier's code, signals, and proper water skiing techniques. Scouts will learn how to perform a deep water start, proper falling techniques, wake crossing, and single ski ability. Limited to 11 scouts per class.

Swimming



This merit badge is required for Eagle (alternate). Bring long pants, a long-sleeved button down shirt, and shoes that can be gotten wet. Scouts will demonstrate swimming ability, learn proper diving and water survival techniques, and rescue manners. Scouts that do not pass the Swimmer's test will be moved to Non-Swimmer/Beginner

Aquatics Merit Badges (continued)



Mile Swim

Must pass BSA swimmers test. This is not a merit badge, but allows Scouts to earn the Mile Swim badge. Scouts are required to swim an increased amount each day and build up to a mile.



Kayaking BSA

Must pass BSA swimmers test. This is not a merit badge, but allows Scouts to earn the award and learn skills needed for kayaking. Limit of 22 scouts per class.

BSA Lifeguard



Must pass BSA swimmers test. This is not a merit badge. This is a rigorous program that certifies a Scout to be a Lifeguard. Scouts are required to spend all of their time in the Aquatics area. Scouts must be at least 14 years of age. Physical strength, stamina, and a great deal of written work is required. Bring long pants and long -sleeved button down shirt, and shoes that can get wet for clothes inflation. This program is recommended only for older Scouts and strong swimmers. CPR certification is required for this program and must be completed prior to coming to camp. Cards must be presented before BSA Lifeguard cards are awarded.

Recertification is available for those with current BSA Lifeguard certification or whose certification has expired within the past 12 months. Recertification will be available at the Aquatics Area on Wednesday. Bring a bathing suit and towel. Candidates for recertification must provide current BSA Lifeguard, CPR, Safe Swim Defense, and Safety Afloat certificates. Must be proficient in elementary backstroke, breaststroke, front crawl or trudgen, and sidestroke. Swim 400 yards in a strong manner. Limit of 10 Scouts.

Ecology Merit Badges

Astronomy



In learning about astronomy, Scouts study how activities in space affect our own planet and bear witness to the wonders of the night sky: the nebulae, or giant clouds of gas and dust where new stars are born; old stars dying and exploding; meteor showers and shooting stars; the moon, planets, and a dazzling array of stars. One night excursion is required to complete this merit badge. Requirements #6 and #7 must be completed prior to camp, Planetarium trip required.

Bird Study



Scouts learn about different species of birds and how to identify them. They also learn the importance birds have to people, our environmental system, and how they are effected pollution.

Environmental Science



This badge is required for Eagle and is one of three required for the World Conservation Award. There is a great deal of written material along with quiet observations. Younger Scouts with short attention spans should not take this merit badge.

Fish and Wildlife Management



This badge is recommended for older campers interested in Fish and Wildlife management techniques. It is one of two elective merit badges for the World Conservation Award. Participants learn about careers, local laws, and conservation, and problems that continue to threaten fish and wildlife resources. They also discover the meaning, purpose, and how they can help with the fish and wildlife conservation effort.

Fishing



In *Scouting for Boys*, Baden-Powell offers this advice: "Every Scout ought to be able to fish in order to get food for himself. A tenderfoot [beginner] who starved on the bank of a river full of fish would look very silly, yet it might happen to one who had never learned to catch fish." Scouts must bring fishing gear.

Forestry



Scouts learn how to identify different species of trees, their importance to man, animals, and how our society impacts their growth. They also will study the effects of pollutants on trees and how we can use this renewable resource.

Geology



Geology is the study of rocks and the earth. Scouts will study and collect different specimens and learn how to identify different parts of the earth's crust.

Ecology Merit Badges (continued)

Mammal Study



Participants learn how the animal kingdom is classified and characteristics that distinguish mammals from other animals. This merit badge requires several quiet observation sessions identifying different species of mammals.

Nature



Participants learn how animals, plants, insects, and reptiles and how each is classified and characteristics that distinguish each. This merit badge requires several quiet observation sessions identifying different species.

Oceanography



This merit badge requires a great deal of written work. It is recommended for older scouts.

Scouts will learn about the various fields of study in oceanography. They will discover the different properties of the oceans and how they are measured and how the oceans affect the world's weather and climate. Participants will also learn of the underwater topography, biology, and chemical composition of the seas of the world.

Reptile and Amphibian Study



Scouts learn how to identify different species of reptiles and amphibians. Scouts can not complete this merit badge at camp.

Soil and Water Conservation



This is a good precursor to Environmental Science merit badge. One of the two elective merit badges required for the World Conservation Award. Scouts learn how soil and water can interact to their mutual detriment or benefit. Participants learn how effective soil and water conservation management practices can limit soil and water pollution and how to treat them if they are found polluted.

Space Exploration



Space is mysterious. We explore space for many reasons, not least because we don't know what is out there, it is vast, and humans are full of curiosity. Each time we send explorers into space, we learn something we didn't know before. We discover a little more of what is there.

Weather



Scouts learn about weather, what precautions to take for different types of weather, how to identify different clouds. They also learn different terminology used.

Handicraft Merit Badges

Art



Scouts in this session should have some drawing or artistic experience. There is a lot of freedom in choosing medium and subjects for artwork. Participants will learn about job opportunities in art, how to tell a story with pictures, and design something useful.

Basketry



Scouts will learn basket weaving techniques. Each Scout will weave his own basket and stool that he can take home.

Indian Lore



Far different from the stereotypes or common images that are portrayed on film, on television, and in many books and stories, American Indians have many different cultures, languages, religions, styles of dress, and ways of life. To learn about these different groups is to take an exciting journey of discovery in which you will meet some of America's most fascinating peoples.

Leatherwork



This is another badge good for young Scouts. Scouts will learn about kinds of leather and the uses of each. Participants will learn proper care of leather articles, tanning and finishing leather, and will make leather article that he can take home.

Painting



Scouts will learn the characteristics and best uses for oil, water, and rubber based paints, enamel, shellac, varnish and lacquer. Each Scout will prepare and paint two different surfaces. Participants will learn how to add color to paints and the proper techniques to use, clean and store painting equipment.

Photography



Scouts in this class will create a photographic display. Scouts will learn about the elements and terms that affect the quality of a picture such as: light-natural light/ambient, flash, exposure-aperture (f-stops), shutter speed, depth of field, composition-rule of thirds, leading lines, framing, depth, angle of view, and stopping action. They will also learn the basic part of a camera and the difference between a film and digital camera. This session does require some written work.

Pottery



Scouts will learn the basics of pottery and how use a potters wheel. They will also learn different techniques and terms using in this craft.

Handicraft Merit Badges (continued)



Sculpture

This merit badge introduces Scouts to sculpture, an art form that allows an artist to express what he sees and feels by using these three dimensions by shaping materials such as clay, stone, metal, and wood.

Woodcarving



As with any art, wood carving involves learning the basics of design, along with material selection and tools and techniques, as well as wood-carving safety. The requirements of the Wood Carving merit badge introduce Scouts to an enjoyable hobby and that can become a lifetime activity. Limit of 15 Scouts per class.

Golf



Golf is unique because the players police themselves. Other sports depend upon referees or umpires to apply penalties when there are infractions of the rules. In golf, every player is expected to **act honorably**, and the welfare and integrity of the game rely on every player's honesty. Participants will learn proper grip, stance, posture, and key fundamentals of a good swing. They will play a minimum of two nine-hole rounds or one 18-hole round of golf and learn the rules and etiquette.

Scoutcraft Merit Badges

Communications



This is an Eagle Required Merit Badge. Participants will learn about communication in its various forms. They will be required to write a 5 minute speech and deliver it, write a letter and interview someone. Campsite homework will be required. Requirements #5 and #8 need to be completed prior to camp. Limit of 20 scouts per class.

Backpacking



Participants learn how to prepare for a backpacking trip. They also learn how to pack and will take a short trek so they must bring a gear to camp with them. (backpack, backpacking tent, cook gear, etc.) Requirements #10 and 11 can not be completed during camp. Limit of 20 per class.

Personal Fitness



This is an Eagle Required Merit Badge. Participant will learn about personal fitness and why it is important. They will also plan and start their own personal fitness schedule. Requirement # 8 can not be completed at camp. Limit of 20 scouts per class.

Athletics



Participant will learn about different track and field sports and rules for officials. They will put on an event and qualify for an event. Limit of 20 scouts per class.

Orienteering



It requires setting up and completing orienteering courses. Participants will learn how to read a topographic map and act as an official on a orienteering course. Some physical stamina required to run courses. Scouts **must** bring a compass. Limit of 20 scouts per class.

Pioneering



Scouts complete a pioneering project, learn how to make rope, how to coil and throw a rope, how to make and use a block and tackle. Familiarity with knots, lashings, and splices is helpful. This is great training for older Scouts wanting to build their outdoor skills. Limit of 20 scouts per class.

Scoutcraft Merit Badges (continued)

Wilderness Survival



It requires an overnight camping trip where participants will sleep in a shelter they construct during the session (Wednesday evening after chapel service). Participants will learn how to survive in cold and snowy, wet, hot and dry, windy, and on the water. They will put together a personal survival kit and learn three different methods (other than matches) to build and light fires. How to attract attention when lost, improvise a shelter and treat water. Limit of 20 scouts per class.

Emergency Preparedness



This badge is required for Eagle. It covers a great deal of written material, and there are skills to master. Familiarity with knots is extremely important. This badge is recommended for older Scouts. First Aid Merit Badge and Requirement 8c **must** be done before coming to camp in order to finish this merit badge. Limit of 20 scouts per class.

First Aid



This badge is required for Eagle. It covers a great deal of written material and there are skills to master. Requirement 2b **must** be completed before coming to camp in order to finish this merit badge. Limit of 20 scouts per class.

Shooting Sports Merit Badges

Archery



Scouts must be able to successfully draw a 16 lb bow three times consecutively. Scouts unable to complete this will be assisted in choosing another merit badge. Scouts must bring knowledge of their local and state archery laws. Scouts may need to use free shoot time to qualify. Limited to 8 scouts per class.

Rifle Shooting



Scouts should have the strength and size to manage a ten pound target rifle, while utilizing five different shooting positions. As a means to determine adequate size, the Scout should have a distance of at least thirteen inches between the tip of his thumb and the top of his upper arm as shown. Also each Scout must bring a copy of his states Hunting Regulations to be used during the knowledge session of the merit badge.

Scouts may need to use open shoot time to qualify. Limited to 16 scouts per class.

Muzzle Loading



Option C of the Rifle Merit Badge includes muzzle loading. Scouts can earn their Rifle Merit Badge by selecting this option. Same physical size restrictions apply. Scouts may need to use open shoot time to qualify. Limit of 8 Scouts per class.

Shotgun Shooting



This program will teach the basics of handling and shooting a shotgun as well as safety precautions for firearms. They will have the opportunity to complete Shotgun Shooting merit badge and to practice their skills in a safe area. Scouts must be at least 13 years of age to take this merit badge. Scouts must bring a copy of his states laws for owning and using guns. Scouts may need to use open shoot time to qualify. Limited to 8 scouts per class.



WHAT IS *PROJECT COPE*?

Imagine yourself being pulled 40 feet into the sky before releasing yourself and swinging through the air, or leaping off of a tower and zooming down a 400+ ft. zip line as the culmination of a series of challenges that have forced you to test your individual skills and agility as well as develop your group's teamwork, trust, and communication skills in a high energy, problem solving environment. While Project COPE (Challenging Outdoor Personal Experience) is not an obstacle course, elements of COPE do push participants to challenge themselves by climbing, swinging, balancing, jumping, and, most importantly *thinking* of solutions to a variety of activities in order to promote positive team development and improve your group's dynamics and turn your troop, sports team, workplace, or other group into a high performing, successful team.

"Project COPE builds a strong bond among members of the team, and empowers them to carry what they have learned back to other members of the group turning your entire organization into a more productive and more effective team."

The COPE program provides an opportunity for participants to achieve success as an individual and as a team.

Participants use games, as well as physical, mental, and emotional challenges and reflection in a progression of challenging exercises that utilize climbing skills, balance, and concentration.

By the end of the course, your team will have developed the tools to be able to transform your organization to match your vision, and be comfortable enough to trusting their teammates in ways they never thought possible, and self confident enough to tackle challenge that would have before been unthinkable.

LEAVE NO TRACE

The Boys Scouts of America and LEAVE NO TRACE have long had a relationship of teaching the practices of LNT to Scouts.

Leave No Trace embodies the BSA's philosophy of good stewardship of natural resources. Practicing the principles of LNT is now expected for any group utilizing public lands. The BSA represents one of the largest user groups that most public land agencies will see on an annual basis. It is critical that our members know and practice Leave No Trace regardless of the outdoor venue if we are to preserve our access to these important resources. Another important reason to implement this program is the pending changes to the Boy Scout advancement requirements that will further integrate LNT concepts into Second and First Class rank requirements.



We are proud to announce the addition of a Leave No Trace course to our Summer Camp supplemental activities. Check with your Program director for more details when you arrive at camp.

APPENDIX: FORMS

Forms included in the Guidebook to Adventure are camp specific forms. All forms required for summer camp, both camp specific and those prepared by the Boy Scouts of America, are maintained on the Shawnee Trails Council Website.

FOR ADDITIONAL COPIES OR FOR FORMS NOT SPECIFICALLY INCLUDED IN THE APPENDIX, SEE:

WWW.SHAWNEETRAILS.ORG

Saturday Early Arrival Request Form

(If you want to arrive at camp on Saturday before your camp week)

No meals available until Sunday Supper

Troop _____ Site _____ Camp Week Dates _____

Wants to arrive at camp on Saturday (date) _____ at

approximately (time) _____

(Please plan your arrival after 2:00 PM to allow previous weeks troops to depart)

Camp Scoutmaster _____

Address _____

Telephone Day (____) _____

 Night (____) _____

Please return this to the council office at the below address at least one week before your camp week. There is a \$5.00 fee per person for early arrivals. No meals are available but there are several restaurants in the area.

Refer to page 10 for more details.

Scoutmasters– Please be responsible for your Scouts when you arrive early to camp. Do not allow them to wander throughout the camp without supervision.

For office use:

Date Received: _____

Approved: _____

SHAWNEE TRAILS COUNCIL SECURITY POLICY

(Please read carefully and totally)

Frequently the request for an early release will be made as a result of an emergency situation in the Scout's family or due to an illness or an outside activity. In any event, there could be a certain amount of anxiety and tension on the part of the parent/legal guardian. This individual may not understand or appreciate any delay in the release of the Scout and our adherence to the camp security policy. This policy is designed with the understanding in dealing with these situations, displaying courtesy, showing concern, and taking a few minutes to explain the reasons for such a policy. It is because of the legal parent/guardians trust in the camp that we ensure the utmost in care and well-being of their child.

EARLY RELEASE

Staff personnel to handle early release: Camp Director, Program Director, Camp Staff Advisor.

In the event an individual reports to camp and requests the early release of a camper for whatever reason, the following steps MUST be followed to ensure the entrusted well-being of the youth in our charge.

Verification must be made to assure that the person requesting release is acting as the legal parent/guardian or under the direction of the legal parent/guardian.

- A. This can be done by verification with the Scoutmaster.
- B. By the presentation of proper identification matched with the name listed as the legal parent/guardian signed on the camper's medical form.
- C. Contact by telephone with the legal parent/guardian, number supplied by the Scoutmaster or the health record of the youth.
- D. Previous arrangements made with the Scoutmaster and the camp director, by the legal parent/guardian.

It is understood that a Scout will never be released to another youth under 18 years of age, without verifiable permission from the legal parent/guardian.

It is understood that any person who requests early release will abide by the policy set forth above and complete the early release form prior to release of the youth in question.

The basis for this policy is the National Council's Health and Safety Guide, Security Section, Copyright 1983.

Shawnee Trails Council EARLY RELEASE FORM Boy Scouts of America

Name of Camper to be released _____ Date _____

Reason for Release _____ Troop # _____

Verification procedure completed by Scoutmaster _____

Signature Camp Representative _____

Parent/Guardian Signature _____

Representative of legal parent/guardian _____

Shawnee Trails Council, BSA - Camp Roy C. Manchester

Fee Transmittal Form # _____

(Reproduce as needed and mail copy with each fee payment)

Week # _____ Dates: _____ Site # _____ Troop # _____
 Scoutmaster: _____ Address: _____
 Alt. _____
 Phone: _____ Phone: _____

Fees Enclosed:		Program Fees	
Camp Deposits	\$200 Deposit		@ \$200=
_____	(prior to Feb 1st)	_____ Archery	@ \$5 = _____
		_____ Waterskiing	@ \$30 _____
		_____ Motor Boating	@ \$30 _____
		_____ Rifle	@ \$10 _____
		_____ Shotgun	@ \$25 _____
		_____ Muzzle Loading	@ \$25 _____
		_____ Photography	@ \$15 _____
		_____ Pottery	@ \$10 _____
		_____ Sculpture	@ \$10 _____
		_____ Space Exploration	@ \$15 _____
		_____ Basketry	@ \$15 _____
		_____ Nature Station Trip	@ \$5 = _____
		_____ Planetarium Trip	@ \$5 = _____
		_____ *Cope	@ \$40 _____

Shawnee Trails Council Scouts	Early Bird (March 15)	_____	@ \$205	_____
Out of Council Scouts	Early Bird (March 15)	_____	@ \$220	_____
Shawnee Trails Council Scouts		_____	@ \$225	_____
Out of Council Scouts		_____	@ \$240	_____
Adult Leader Fee		_____	@ \$90	_____
*Aquabase-Sailing		_____	@ \$325	_____
*Aquabase-Canoe Trek (Week 1 & 2 Only)		_____	@ \$300	_____
Saturday Arrival Fee		_____	@ \$5 =	_____
Total Scout/Leader Fees:			\$	_____

*Include roster indicating which Scouts programs are being paid! COPE and AQUABASE must include t-shirt size.

***Send all fee transmittals and rosters to:

**ShawneeTrailCouncil,
 BSA
 Camp Manchester Registration
 1172 Cross Road
 Benton, KY 42025**

Fee Summary	
Site Deposit	\$ _____
Campsite #4/15 Fee (\$50)	\$ _____
Scout/Leader Fees	\$ _____
Program Fees	\$ _____
Total	\$ _____

2011 Camp Roy C Manchester

Merit Badge/ Program Signup Sheet

Send with Fee Transmittal/Bring Copy to Registration

Unit # _____
 Council # _____
 Week # _____ State _____

Scouts Name	Age	Rank	EAGLE BOUND?	Period1 8:30 am – 9:20 am	Period 2 9:30 am – 10:20 am	Period3 10:30 am – 11:20 am	OPEN PERIOD 1:00 pm – 2:50 pm	Period4 3:00 pm – 3:50 pm 9	Period5 4:00 pm – 4:50 pm	Period6 5:00 pm – 5:50 pm
1										
2										
3										
4										
5										
6										
7										
8										
9										
10										
11										
12										
13										
14										
15										
16										
17										

NOTE: EAGLEBOUND is a full day program which includes First Aid and Swimming MB's. Some Merit badges are available in 2 hour time segments only. Refer to the program schedule on Page 12.

SUMMER CAMP UNIT ROSTER

WEEK# _____ **DATES** _____ **SITE#** _____ **TROOP#** _____

		ADULT'S NAME			ADULT'S NAME
	1			5	
	2			6	
	3			7	
	4			8	
		SCOUT'S NAME			SCOUT'S NAME
	1			21	
	2			22	
	3			23	
	4			24	
	5			25	
	6			26	
	7			27	
	8			28	
	9			29	
	10			30	
	11			31	
	12			32	
	13			33	
	14			34	
	15			35	
	16			36	
	17			37	
	18			38	
	19			39	
	20			40	

2011 CAMP ROY C. MANCHESTER STAFF APPLICATION

PLEASE TYPE OR PRINT

Name _____

Last
First
Middle

Mailing Address _____

Street
City/State/Zip

Permanent Address
(if different) _____

Street
City/State/Zip

Phone# _____

Present Area Code and Number
Permanent Area Code and Number

E-mail Address _____

Social security #
drivers license #
state
date of birth

Name and phone number of person to contact in an emergency

Choice of Employment	Area	Position
----------------------	------	----------

First Choice _____

Second Choice _____

Third Choice _____

Note: A brief resume of your experience regarding your choice is welcomed but not required.

ALL EMPLOYEES SHOULD BE AVAILABLE FROM MAY 29, 2011-JULY 17, 2011.
 Exceptions must be requested during interviews.

STAFF POSITIONS

<u>Minimum Age</u>	18 Archery Range Officer	18 Quartermaster
21 Program Director *	18 Dining Hall Director	15 Trading Post Staff
21 Aquatics Director *	15 Aquatics Staff	21 Shooting Sports Director *
18 Health Officer (EMT)	15 Dining Hall Staff	21 COPE Director *
15 Food Service Staff	18 Camp Commissioner *	21 Rifle/Shotgun Officer
15 Nature Staff	18 Scout/Handicraft Director(*)	18 Nature Director(*)
15 Eaglebound Staff	18 Eaglebound Director(*)	15 Scoutcraft Staff
15 Handicraft Staff	20 Trading Post Manager	18 Aquatics Supervisor
18 COPE Instructor		

* National Camp School Certification Required.

(*) National Camp School Optional.

Applicant's Name: _____

Choices of Employment

Use this page to give us a better understanding of your interest and experience. **Place an M in front of each merit badge that you have earned and a check mark in front of each merit badge in which you have experience.** First time staff members should be aware that there are many jobs for which we receive a large number of applications. Indicating a variety of choices of employment may increase your chance for selection.

<p>Aquatics</p> <p><input type="checkbox"/> Canoeing Merit Badge</p> <p><input type="checkbox"/> Small-Boat Sailing Merit Badge</p> <p><input type="checkbox"/> Lifesaving Merit Badge</p> <p><input type="checkbox"/> Motorboating Merit Badge</p> <p><input type="checkbox"/> Rowing Merit Badge</p> <p><input type="checkbox"/> Swimming Merit Badge</p> <p><input type="checkbox"/> Water Skiing Merit Badge</p> <p><input type="checkbox"/> BSA Lifeguard</p> <p><input type="checkbox"/> CPR Training _____(date)</p> <p><input type="checkbox"/> CPR Instructor _____(date)</p> <p><input type="checkbox"/> National Camp School Aquatics</p> <p><input type="checkbox"/> Red Cross Basic Rescue & Water Safety</p> <p><input type="checkbox"/> Red Cross Lifeguard</p> <p><input type="checkbox"/> Water Safety Instructor</p> <p><input type="checkbox"/> Large Boat Sailing Experience</p>	<p>Business</p> <p><input type="checkbox"/> Communications M.B.</p> <p><input type="checkbox"/> Office Experience</p> <p><input type="checkbox"/> Retail Experience</p> <p>Shooting Sports</p> <p><input type="checkbox"/> Shotgun Merit Badge</p> <p><input type="checkbox"/> Archery Merit Badge</p> <p><input type="checkbox"/> Rifle Shooting Merit Badge</p> <p><input type="checkbox"/> National Camp School</p> <p><input type="checkbox"/> NRA Hunter Safety Course</p> <p><input type="checkbox"/> Shooting Sports</p> <p><input type="checkbox"/> Other</p> <p>Food Service</p> <p>Job and number of people served</p> <p>_____</p> <p>_____</p>	<p>Nature</p> <p><input type="checkbox"/> Environmental Science M.B.</p> <p><input type="checkbox"/> Mammals Merit Badge</p> <p><input type="checkbox"/> Nature Merit Badge</p> <p><input type="checkbox"/> Forestry Merit Badge</p> <p><input type="checkbox"/> Weather Merit Badge</p> <p><input type="checkbox"/> Astronomy Merit Badge</p> <p><input type="checkbox"/> Reptile Study Merit Badge</p> <p><input type="checkbox"/> Bird Study Merit Badge</p> <p><input type="checkbox"/> Soil and Water Conservation</p> <p><input type="checkbox"/> Fish and Wildlife Merit Badge</p> <p><input type="checkbox"/> Geology Merit Badge</p> <p><input type="checkbox"/> National Camp School Ecology</p> <p><input type="checkbox"/> W.T. Hornaday Award</p> <p><input type="checkbox"/> Fishing Merit Badge</p>
<p>Eaglebound</p> <p><input type="checkbox"/> Scout Rank</p> <p><input type="checkbox"/> Patrol Leader</p> <p><input type="checkbox"/> Senior Patrol Leader</p> <p><input type="checkbox"/> Other</p>	<p>Program</p> <p><input type="checkbox"/> Campfires</p> <p><input type="checkbox"/> Leading Games</p> <p><input type="checkbox"/> Music Merit Badge</p> <p><input type="checkbox"/> Song Leading</p> <p><input type="checkbox"/> Bugling</p>	
<p>Handicraft</p> <p><input type="checkbox"/> Basketry Merit Badge</p> <p><input type="checkbox"/> Art Merit Badge</p> <p><input type="checkbox"/> Indian Lore Merit Badge</p> <p><input type="checkbox"/> Leatherwork Merit Badge</p> <p><input type="checkbox"/> Wood Carving Merit Badge</p> <p><input type="checkbox"/> Metalwork Merit Badge</p> <p><input type="checkbox"/> Fingerprinting Merit Badge</p>	<p>Medical</p> <p><input type="checkbox"/> Advanced First Aid</p> <p><input type="checkbox"/> CPR Training</p> <p><input type="checkbox"/> Medical Student</p> <p><input type="checkbox"/> Paramedic</p> <p><input type="checkbox"/> Nursing - ___Student</p> <p><input type="checkbox"/> RN ___LPN ___EMT</p> <p><input type="checkbox"/> Other</p>	<p>Scoutcraft</p> <p><input type="checkbox"/> Camping Merit Badge</p> <p><input type="checkbox"/> Cooking Merit Badge</p> <p><input type="checkbox"/> Emergency Preparedness</p> <p><input type="checkbox"/> First Aid Merit Badge</p> <p><input type="checkbox"/> Orienteering Merit Badge</p> <p><input type="checkbox"/> Pioneering Merit Badge</p> <p><input type="checkbox"/> Wilderness Survival</p> <p><input type="checkbox"/> High Adventure Expedition</p> <p><input type="checkbox"/> National Camp School</p>

BOY SCOUTS DECLARATION OF RELIGIOUS PRINCIPLE:

The Boy Scouts of America maintains that no member can grow into the best kind of citizen without recognizing his obligation to God and, therefore, acknowledges the religious element in the training of the member, but it is absolutely nonsectarian in its attitude toward the religious training. It is policy that the organization or institution with which the member is connected shall give definite attention to his religious life. Only persons willing to agree with this declaration of principle and the Bylaws of the Boy Scouts of America shall be entitled to certificates of leadership.

Do you agree with the declaration of principle? Yes _____ No _____

Scouting Experience

Past Staff Positions _____ Location _____ Years(s) _____

Currently Registered As _____ Unit # _____ Council/Organization _____

Youth Organization Experience or Position _____

Number Years Scouting Tenure Cub Scout _____ Boy Scout _____ Adult Scouter _____

Offices Held _____

Webelos _____ Den Chief _____ BSA Rank: _____ Other Achievements: _____

Order of the Arrow: O, B, V Lodge or Chapter office? _____

Have You Ever Served on a Camp Staff? _____ When/Where _____

Position(s) _____

Describe Leadership Experience _____

National Camp Certificate _____ Subject _____ Year _____

Current Certification and Dates (First Aid, CPR, EMT, Rifle, etc.) _____

Hobbies, skills, and special interests (music, story telling, song leading, etc.)

COLLEGE/SCHOOL EXPERIENCE

Name of College/School _____ Grade Average _____

Grade Completed _____ Course or Major _____

Extracurricular Activities (list)

Leadership Positions (list)

Minimum salary requested (per week) for the camping season. \$_____ Remember, you will also receive room and board, including 3 meals per day, as part of your compensation for employment.

Shirt Size (for ordering purposes) _____

You will be expected to reside in housing provided by Camp Roy C. Manchester as part of your employment. Most summer housing is in staff cabins. Housing for married couples is limited and a letter is required for the request. Family housing will not be available without a written request approved by Camp Management. Commuting is allowed for some staff positions. Commuting requests must also be made in writing to Camp Management. Management reserves the right to enter your quarters for inspection at its discretion.

Applicant's Name: _____

REFERENCES: Provide the Shawnee Trails Council the names and addresses of three persons (not relatives, i.e. adult member of unit, college official or current employer) who have knowledge of your character, experience and ability.

Adult member of unit, college official or current employer:

NAME ADDRESS/CITY/STATE/ZIP DAY PHONE NIGHT PHONE

Community Leader (youth leader, religious leader, civic leader, etc.):

NAME ADDRESS/CITY/STATE/ZIP DAY PHONE NIGHT PHONE

Teacher, Supervisor, or Associate:

NAME ADDRESS/CITY/STATE/ZIP DAY PHONE NIGHT PHONE

I hereby make application for employment, and in accordance with the principles of the organization, subscribe to the Scout Oath or Promise, Law, and Declaration of Religious Principle. I agree to be loyal to and cooperate fully with all the BSA policies, program and management, including those described in this application. I further agree to submit a complete Health and Medical Record upon my arrival, if selected. I understand that a personal interview may be required before employment will be granted.

I authorize investigation of all statements contained in this application for employment as may be necessary in arriving at an employment decision including, but not limited to, any investigation of statements made regarding any previous criminal record. I authorize all my previous employers, schools, and all other references to furnish the information requested. I hereby declare that information provided by me in this application for employment is accurate and complete to the best of my knowledge. I understand that any falsification or misrepresentation in this application is cause for discharge and denial of workers' compensation benefits.

Signature

Parent's Signature(if under 18)

Date

Approval of Unit Leader (if under 18) _____

Scoutmaster's/Leader's Phone # _____

**Please Return Application To:
Shawnee Trails Council, BSA , Manchester Staff Application,
1172 Cross Road, Benton, KY 42025**

Applicant's Name: _____

CAMP ROY C. MANCHESTER

SWIM CLASSIFICATION RECORD

This form indicates the individual's swim classification as of the date listed below. The date the swim test was conducted must be within 12 months of your troop arriving at camp.

Troop # _____ **Date of Swim Test** _____

The following troop members (including adults) have all passed the swim test indicated on the next page and are classified as "Swimmers."

	Full Name (Print)
1	
2	
3	
4	
5	
6	
7	
8	
9	
10	
11	
12	

Name of Person Conducting Test (Print) _____

Signature of Person Conducting Test _____

Qualification of Person Conducting Test

Aquatics Instructor, BSA

BSA Lifeguard

Cub Scout Aquatics Supervisor

Certified Lifeguard

Scoutmaster Name (Print) _____

Scoutmaster Signature _____

This form should be filled out and presented at time of check-in. It must be signed at the time of the swim test.

2011 CAMPERSHIP APPLICATION
SHAWNEE TRAILS COUNCIL, BOY SCOUTS OF AMERICA
(DEADLINE APRIL 31, 2011)

Scouts Name: _____ Age (as of 7/1/2011): _____

Address: _____ City: _____ State: _____ Zip: _____

Telephone #: _____ Unit #: _____ Troop Pack Crew (circle one)

Parent, briefly explain your need for Campership assistance: _____

Our Scout is planning on attending: _____ week(s) of camp. Application has been submitted: Yes No

Applying for: () Boy Scout week of _____

() Webelos Resident Camp _____

() Cub Scout Day Camp week of _____

I will be paying: \$ _____ Towards my son's week at camp

Our Pack/Troop will pay: \$ _____ Towards my son's week at camp

I am requesting a Campership of: \$ _____ Towards my son's week at camp

NOTE: A camp application must be attached with a \$25.00 Deposit or Campership funding will not be approved.

I understand that this is an application, and in no way guarantees a Campership. I further understand that Shawnee Trails Council ordinarily awards partial Camperships in belief that most Scouts can and should earn part of their camp fee. This is limited to Shawnee Trails Council Scouts only.

Parents Name (please print): _____

Address: _____ City: _____ State: _____ Zip: _____

Parents Signature: _____ Cell Phone: _____

Mail to: **Shawnee Trails Council, BSA**

PO Box 487

Owensboro, KY 42302-0487

This applicant is a registered Scout within my unit:

Unit Leader's Signature: _____ Date: _____

Service Center Use Only

Date Received in Office: _____ Amount Paid: \$ _____

Campership Amount Paid: \$ _____ Amount Awarded: \$ _____ Amount Due: \$ _____

WHAT TO BRING TO SUMMER CAMP

This is not meant to be a complete list, just a help for getting ready. Each scout must pack his own belongings. All clothing and possessions should be marked with the scout's name and "Troop 344" or "T 344" using a laundry or permanent marker. Mark small and in a place on the clothing not easily seen when wearing. Try to pack in a zippered bag such as a larger sports bag or duffel bag. You should choose the bag or whatever that is the most waterproof. Always put smaller items in separate "zip lock" bags or other "stuff sacks" and then put these smaller bags in your pack or duffel bag. This aids the scout in keeping his stuff neat and dry! You should include a dirty clothes bag.

- _____ All extra fees to Scoutmaster. (for example leatherwork MB or woodcarving MB fees)
- _____ Spending money for fees and souvenirs (Suggest no more than \$50). The trading post is open daily. The scout will want or need MBbooks, t-shirt, candy, slushies, pop, patches, ...
- _____ Completed medical form
- _____ Scout Outdoor Essentials
- _____ Pocketknife with Totem' Chip
- _____ Personal First Aid Kit
- _____ Rain Gear - poncho, jacket with hood, hat, ...
- _____ Canteen or unbreakable, leakproof water bottle.
- _____ Flashlight with fresh batteries
- _____ Sun protection!!!
- _____ Insect Repellent (must work on ticks) in a non- aerosol spray.
- _____ Boots (don't forget to waterproof them)
- _____ Shoes (tennis shoes, one old pair to get wet and yucky and water shoes if doing water sports)
- _____ Watch (strongly recommended)
- _____ Sunglasses (optional)
- _____ Notebook and pen(s) or pencil(s) (absolutely essential)
- _____ Boy Scout Handbook (absolutely essential, buy a new one if you lost the old)
- _____ Merit Badge books if taking merit badges at camp
- _____ Camping Gear
- _____ Tent
- _____ Cot/air mattress/ground pad
- _____ Sleeping bag with top sheet
- _____ Pillow
- _____ Cleanup kit - it should contain:
 - _____ 2 towels, wash cloth (dark in color doesn't show dirt as fast)
 - _____ Nearly used-up bar of non-perfumed biodegradable soap in a soap container or plastic bag.
 - _____ Toothbrush in a tooth brush holder
 - _____ Toothpaste (sample size)
 - _____ Floss (makes a good emergency repair string too).
 - _____ Comb

