

GENERAL INFORMATION

CAMP SOL MAYER 2009 SUMMER CAMP PROGRAM

FIRST WEEK

JUNE 14-20

SECOND WEEK

JUNE 21-27

CAMP SOL MAYER LOCATION

Camp Sol Mayer is located in Menard County just 3 miles off U.S. Hwy. 190 between Menard and Eldorado, Texas on Ranch Road 864. It is only 3 miles NE of Historic Ft. McKavett and 20 miles west of Menard on the San Saba River. Please feel free to visit our website at cvcbsa.org.

CAMP PROMOTION VIDEO

You can view a summer camp promotional video for Camp Sol Mayer by going to our council web site – cvcbsa.org.

CAMPSITE RESERVATIONS

Although no deposit is required to hold a reservation, remember that a \$50 non-refundable deposit guarantees your choice of campsites. Call the Council Service Center at (325) 655-7107 or (800) 321-7107.

2009 SUMMER CAMP FEES

Camp Fee: \$175.00. If full payment is received by May 15, 2009 a camp T-shirt will be included for leaders and scouts. Fees are transferable, but not refundable.

Camperships are available for Scouts from the Concho Valley Council who have a demonstrated need. A scholarship application is included and may be duplicated for your use. Scoutmasters please send all scholarship applications to the Scout Service Center no later than May 1, 2009.

All youth attending Camp Sol Mayer must be currently registered with the B.S.A.

TROOP LEADERSHIP IN CAMP

All Troops attending Summer Camp are required to have at least **two (2)** adult leaders, one of which must be 21 years old or older, at camp on a twenty-four hour a day basis while the unit is at camp. All adults must be registered members of the B.S.A. If a unit believes it cannot meet this requirement, please contact the Council Service Center **before** arrival at Summer Camp, so the unit may be combined with another **prior** to their arrival at camp.

ADULT LEADER FEES*

In recognizing the Two-Deep Leadership policy of the Boy Scouts of America, the Concho Valley Council allows two adult leaders to attend at no charge. Other leaders will be asked to pay \$87.50 to offset the cost of their meals. The fee is transferable and different adults may attend camp to assist the Scoutmaster on a rotating basis as long as they are not in camp together.

*** Leader fees may be waived or reduced if they volunteer their services during the week.**

LEADERS MEETING

A meeting of all Scoutmasters, SPL's, and senior staff will be held on Sunday evening. Leaders will be informed of the location and time as you check in on Sunday. Special announcements will be included at this meeting. Any specific questions or problems you have about camp will be addressed at that time. A list of the Order of the Arrow candidates from your troop will be needed at this time. **Out of Council troops will need a letter of permission from your home Lodge authorizing the call-out of your candidates.**

PARENT AND ADULT GUEST VISITATION POLICIES

FRIDAY IS FAMILY DAY AT CAMP SOL MAYER. Parents and guests are encouraged to visit their scout(s) on Friday. All visitors are required to check-in upon arrival either at the Camp Office or Trading Post to receive a visitor wristband. Visitors may eat in the Dining Hall: **adults - \$7.00, children under 12 - \$5.00.** Advance reservations should be made on Sunday night at the Leader's meeting or as soon as possible. Parents may bring a picnic dinner and eat in the picnic area. Meal tickets and drinks may be purchased at the Trading Post.

Any parent or adult guest, who plans to spend the night with the troop, must comply with all State laws and Boy Scouts of America policies. Parents and adult guests must follow the same Youth Protection guidelines as stated below.

YOUTH PROTECTION REQUIREMENTS

(In compliance with Texas State laws governing Youth Camps in regards to camps lasting longer than 72 hours)

1. **All adults - leaders, parents, siblings, or guests, over 18 years of age who will be an overnight guest must be a registered member of the B.S.A.** A copy of each of the following rosters will need to be turned in at check-in:
 - o Adult Leaders roster
 - o Youth roster
 - o Overnight Adult Guest roster

These rosters are included in the appendix or may be downloaded from the council website.

2. All adults - leaders and overnight guests (18 years or older) must have proof of online Youth Protection Training dated from June 2008 to the present. Online training is available at www.cvcbsa.org under "Training".

A copy of the certificate showing completion of the training should be turned into the Concho Valley Council office two weeks prior to camp.

These certificates will not be returned.

3. Each adult leader and overnight guests (18 years or older) will undergo an individual sex offender background check from the council.

Background check results will be retained by the council and not returned.

SIGN IN/OUT

Except for special circumstances, troop members should have no reason to leave camp. If a need arises, they must be under the supervision of **two adult leaders**. Scouts and Leaders must check out with the Camp Director before leaving and check back in upon returning. **All visitors to Concho Valley Camps are required to sign in at the Camp Office or at the Trading Post** before going to the Troop Campsite and sign out before leaving Camp. Scouts can only be released from camp by Troop leadership.

MAVERICK CAMPING

Scouts who are unable to attend Camp with their troops or who wish to attend an additional week of Camp may do so in a **MAVERICK TROOP**. Fees will be the same including the early payment (see Summer Camp Fees). The West Texas Ranch Adventure program may be more suitable for older Scouts.

TRANSPORTATION

Each troop is responsible for safe transportation to and from camp, complying with all BSA and Texas insurance requirements. A Local Tour Permit is required from all out of Council troops upon arrival.

THE TRANSPORT OF SCOUTS AND SCOUTERS IN THE BACK OF PICKUP TRUCKS OR IN/ON TRAILERS IS AGAINST BSA POLICY. REMEMBER SAFETY FIRST

VEHICLES AND TRAILERS IN CAMPSITES

Safety is very important in camp. Therefore, **vehicles will not be permitted in camping areas except for loading and unloading**. After unloading troop equipment all vehicles must be parked in the camp parking area. Only camp vehicles will be allowed on camp roads during the week and any visitors will need to park their vehicles in the camp parking area. Please keep your vehicles locked at all times. Troops with trailers may take them into the camping area and be used in the campsite; however, they must be unhitched from the towing vehicle and the vehicle returned to the parking area.

ALCOHOL, ILLEGAL DRUGS OR STIMULANTS

The consumption of alcohol or the possession or use of illegal or controlled substances while participating in the program of Summer Camp is **not** permitted. Violators will be asked to leave camp and/or turned over to the proper authorities.

SMOKING AND TOBACCO USAGE

It is the policy of the Boy Scouts of America to prohibit the use of all tobacco products while on camp and in the presence of our Scouts. **Smoking is permitted in designated areas only.**

HEALTH, SAFETY AND FIRST-AID

MEDICAL TREATMENT: A First-Aid Facility (Health Lodge) is located at camp and staffed to handle minor accidents and illness. Special arrangements for treatment of more serious cases have been made with physicians and hospitals in Eldorado, and San Angelo as well as Life Flight Helicopter. In the event of such treatment, the camper's parent or guardian will be notified of the nature of the emergency and their desires concerning further treatment obtained.

PRESCRIPTION DRUGS: BSA policy now allows prescription medicine to remain at campsites under the supervision of adult leaders. It is strongly suggested all items be kept in a locked box in the leader's tent. As an alternative, prescription drugs may be given to the Health Officer at check-in and the Health Officer will be in charge of dispensing medication.

FOOTWEAR REQUIREMENTS: For safety reasons appropriate footwear is to be worn at all times while at camp. Scouts and leaders should not wear open toed shoes or "aquatic shoes" except at the waterfront and shower facilities.

SAFETY

FIRE AND EMERGENCY ALARM SYSTEM: Safety of the campers is a primary concern of the staff and Council. The camp system will be explained in detail on Sunday, and leaders will be given a copy of the Camp Emergency Procedures to post on your campsite bulletin board along with a Troop Fire Guard Chart. We ask leaders to brief the members of their unit on these procedures. A test of the warning system will be held each week of camp.

FIRE PROTECTION SYSTEM: (water hose and buckets) are located in each campsite. The camp maintains fire suppression equipment to be used by the staff under the supervision of adult staff members. Please do not allow your Scouts to remove the firefighting equipment.

NO FLAME IN TENTS: National Policy prohibits the use of open flames in tents. This includes mosquito coils, catalytic heaters, fuel lanterns, stoves, candles and smoking materials. All tents must display "**NO FLAME IN TENTS**" warnings.

FIRE IN CAMPSITES: Fires are to be built only in the designated areas and under proper adult supervision.

LIQUID OR PROPANE FUELS: Liquid or propane fuels are to be used only under adult supervision. All such fuels must be checked in and stored in camp approved storage area, **NOT IN CAMPSITES**.

FIREWORKS, AMMUNITION, FIREARMS: The Concho Valley Council will provide firearms and ammunition. The Shooting Sports Director will supervise their use. **Campers are NOT to bring firearms, fireworks or ammunition to camp.** This includes archery equipment with the exception of safety arm guards and finger tabs and/or eye protection.

CAMP LICENSE AND INSPECTION: Camp Sol Mayer is licensed each year by the State of Texas, Texas Health Department and by the BSA. All parts of camp have met or exceeded all necessary standards for facilities, health, safety, and program during the past year.

WILD ANIMALS: Summer camp is an outdoor experience, and as such, we are visitors to the Camp's natural areas. As Scouts, we must remember to live up to the Outdoor Code, and "be considerate in the outdoors". Throwing rocks at or attempting to catch animals such as rabbits, snakes, armadillos, etc. is not only dangerous to the animal, but to campers as well. Our nature area will have different species of animals on display in order to enrich our program and to satisfy the curiosity of young campers.

CAMP COMMUNITY

All Scouts must observe the Scout Oath and Law while at camp.

OFF LIMITS: Only authorized camp staff is to be in the quartermaster, staff area, Camp Ranger home, maintenance area and the kitchen. These areas and buildings are support facilities for your camp program. **If you require anything in these facilities, please ask the Camp Director or Program Director.**

Scouts should not cross fence lines onto private property adjacent to our camp.

MEALS: Three delicious, nutritious meals will be served each day. Meals will begin with Sunday dinner; the last meal will be Saturday breakfast. Two table waiters are required for **each table at each meal** to assist with table set-up 10 minutes prior to each meal. Table waiters are expected to clean the tables and floors in their assigned area after every meal. This duty should rotate daily.

There will be no meal served on Wednesday night. Troop cooking at the campsite on Wednesday night will help your new Scouts with their cooking requirements. **(Food for cooking will be provided. Troops do not need to bring their chuck boxes. Please discuss the amount of food needed with the Camp Chefs.)**

Troops are also encouraged to invite staff members to eat with them, since the kitchen staff will be off and no meals will be prepared for the staff.

MAIL CALL: Scouts and leaders enjoy hearing from their family during the week. Mail delivery and pickup is made daily. Please address mail:

Scout's Name
Troop #
Camp Sol Mayer
299 Sol Mayer Rd.
Menard, TX 76859-9205

CAMP PHONE: The Camp Sol Mayer phone number is (325) 396-2223. The telephone is located in the camp office for business and emergencies. Incoming calls for campers must be pre-paid. Usually, there will be a delay in locating the camper being called, in which case the caller will be so notified and requested to leave his/her name and number so the camper may later return the call. Please limit calls since this is a business phone. All outgoing calls must to be made collect or on a calling card and limited to no more than 3 minutes.

PERSONAL POSSESSIONS

Personal valuables (watches, money, and wallets) should not be left out in the open. It is impossible for the Camp Staff to provide security for these valuables. Lockers are provided at the pool for daily use, **but you will need to provide your own lock.** Secure all personal valuables in footlockers with a lock.

TRADING POST

Camp Sol Mayer has a **well-stocked** Trading Post to serve you. Trading Post hours will be posted. The Trading Post will have a variety of snacks, treats and drinks as well as merit badge pamphlets and craft items. One bag of ice is provided for free to each Troop each day. Additional ice may be purchased at the Trading Post for troop use.

A SCOUT IS REVERENT

A nondenominational chapel service will be conducted each Wednesday evening immediately after supper at the Camp Chapel. All troops are invited and encouraged to attend. Troops may conduct their own service at any time. Please feel free to invite other troops or Camp Staff to join in.

UNIFORMS

All Scouts and Scouters are encouraged to be in full uniform at the retirement of the colors, the evening meal, opening and Friday Night Campfires. The camp T-shirt with scout shorts and socks are for daytime wear.

TAPS

Taps will be at 10:30 PM. All campers are expected to be in their campsites by that time. Please notify the Camp Director of any after hour evening activities i.e. (night hikes, astronomy, or other camp programs). Remember that sound carries at night and please respect your neighbors' privacy.

LOST AND FOUND

All lost and found items will be kept at the camp office until July 06, 2009 at Camp Sol Mayer. After that time, all items will be brought to the Council Office and held until August 1st, 2009. Leaders should urge Scouts to mark all possessions with Name and Troop Number. Remind Scouts to place identification in their billfolds, notebooks, Merit Badge books, and Scout Handbooks as well for their quick return.

TRASH REMOVAL

A trash can will be located in each campsite. There is no campsite trash pickup. Trash can be discarded in the dumpsters at the rear of the dining hall. Extra trash bags are available from the Quartermaster or Dining Hall.

CAMP SPORTS

Sports will include such activities as: horseshoes, volleyball, flag football, softball and Frisbee. Troops can challenge other troops, staff, or Scoutmasters to their favorite game. The camp has a limited supply of softball equipment, so you might want to bring gloves. Volleyball tournaments are a good way for troops to interact. If you would like to challenge another troop please contact the Program Director.

SCOUTMASTER & SENIOR PATROL LEADER MEETINGS

Each day, at 12:45 pm, Monday through Friday, the Camp Director will host a meeting for Scoutmasters and Senior Patrol Leaders. These meetings will be held in the Headquarters Building and will address upcoming activities and special programs for the week. This Meeting is designed to help the Camp Staff address any concerns or correct any difficulties your Troop may be experiencing. Supplemental training will be offered each morning after the Scoutmaster meetings.

GETTING READY FOR CAMP

Involve as many youth and adult leaders as possible when preparing for camp

1. Select a week of Summer Camp. Contact the Council Office to make a reservation and campsite selection.
2. Review Summer Camp plans with your Troop Committee and set date for a parent's information night. An extremely important function of your planning is informing parents of Camp plans. Contact your District Executive and OA Visitation Team for more information, or assistance.
3. Make sure your new Scouts understand what will occur at camp. Check merit badge prerequisites before signing up for classes.
4. Hold an OA election before you leave for summer camp. Contact your District Executive, Chapter Officers, or Chapter Advisor for information.
5. Arrange leadership for your troop. Two registered adult leaders, at least one over the age of 21 must be with your troop on a 24-hour basis.
6. Work out a budget and payment plan with your Scouts. Ensure their camp fees are paid prior to your departure for camp.

7. Discuss personal equipment with your Scouts and furnish them a copy of the suggested list provided. Have patrol leaders check with patrol members and be sure all equipment is ready. Make a troop equipment list and reserve any needed equipment, **as early as possible** (see Camp Equipment Section).
8. Ensure every person attending camp has had the appropriate physical and all medical forms are completed, signed by a physician, and in hand.
9. Arrange for transportation to and from camp. File tour permits with your Council and have a copy of your permit for check-in.
10. Ensure all required forms for check-in are completed and with you prior to your departure to camp. See check-in procedure for the necessary forms. Each camper must be a registered Boy Scout with the BSA.
11. Recheck this list to ensure all items have been completed.

CHECK-IN MATERIALS

- | | |
|---|--|
| <input type="checkbox"/> All youth and adult medical forms <input type="checkbox"/> Proof of current Youth Protection Training for all adults <input type="checkbox"/> Adult, Scout, and overnight guest rosters <input type="checkbox"/> List of needed equipment <input type="checkbox"/> Tour Permit | <input type="checkbox"/> List of any special dietary needs <input type="checkbox"/> List of special medications taken by Scouts <input type="checkbox"/> OA call-out letter <input type="checkbox"/> Camp fee payment receipt or monies |
|---|--|

PROCEDURES ON ARRIVAL AT CAMP

1. Transportation should be arranged so that you arrive no later than 3:30 pm Sunday.
2. Check in will begin at **1 pm Sunday** unless prior arrangements have been made.
3. Upon arriving at camp, one adult leader and the SPL will report to the administration building for check-in. Please have all the required forms with you.
4. When the check-in is complete your camp-host will accompany you to the Health Lodge for medical review. Medications may be turned into the medical officer at this time.
5. When the medical review is complete, follow your camp-host to your campsite. Once at your campsite, change into swimming trunks and shoes for a brief tour of camp. One of the stops on the camp tour will be the swimming pool for swim checks and classification. Buddy tags will be issued and colored according to classification at this time.
6. Once swim checks and the tour are completed, return to your campsite and set up camp. Your camp-host will stay with you during set up to assist in solving any problems that may occur.
7. Flag retreat will be at the flagpole at 5:50 PM.

Scouts and Scouters are encouraged to be in Scout uniform for each evening Flag Retreat.

EQUIPMENT YOUR TROOP SHOULD BRING

- Your 2009 Leader's Guide
- Tentage: Marked "NO FLAME IN TENTS" or with signs
- U.S., Troop, and Patrol flags
- Medical/Registration / Merit Badge forms
- Tour Permit/OA Election Forms
- Troop records if needed
- Troop First Aid kit
- Patrol equipment
- Patrol First Aid kit
- Merit Badge Pamphlets
- Flashlights/lanterns
- Scoutmaster's Handbook
- Troop reference material as needed
- Gateway equipment for gateway contest
- Hammers and other work equipment
- Storage box for troop equipment
- Alarm clock
- Cooking equipment for campsite meals
- Any other equipment you deem necessary

PERSONAL EQUIPMENT FOR CAMP

This is a suggested list of personal equipment each Scout might want to bring to camp. You may add to the list if you think you might need more items.

THE CAMP DOES NOT PROVIDE COTS, SO BRING YOUR OWN -- OR OTHER APPROPRIATE ITEMS

- Completed medical form
- Scout uniform
- Cap/hat (may be purchased at camp)
- 2 pair of shoes (in case one gets wet)
**Boots recommended for horsemanship
- Swimsuit
- 6 pair of socks
- 6 pair of underwear
- 4 or more Scout T-shirts
(may be purchased at camp)
- 4 or more pair of jeans or shorts/ belt
**Jeans recommended for horseback riding
- Rain gear
- Soap/shampoo
- 2 towels, wash cloths
- Toothbrush/toothpaste
- Comb/brush
- Work clothes and gloves for service projects
- Merit Badge work completed prior to camp
- Flashlight
- Cot/bedroll/bedding /pillow
- Plastic sheet/ Ground Cloth
- Spending money
- Plastic bag for dirty cloths
- Box to store clothes/ or suitcase
- Pencil/ paper/ notebook
- Stamps and envelopes
- Insect repellent [NON-AEROSOL]
- Tick/chigger lotion/ medication
- Personal medications
(may be turned into Health Lodge)
- Sunscreen
- Fishing tackle
- Pocketknife with Totin' Chip card
- Camera with extra film
- Scout Handbook
- Merit Badge Books (available at the Tradin' Post)

SCOUTS TAKING LIFESAVING OR SWIMMING MERIT BADGE NEED TO BRING A LONG SLEEVE SHIRT, FULL LENGTH TROUSERS, AND SHOES.

Each scout will be given a Camp Sol Mayer cup upon arrival to camp. He should carry this cup with him every day. This will be the cup he uses at all meals. Water coolers will be located at each program area.

Equipment Request Form

Dear Camp Director:

Please reserve _____ wall tents for Troop _____ of _____. We will be at Camp Sol Mayer for the _____ week of camp, dates _____. We will be camping _____ Scouts and _____ adult leaders. We understand that these wall tents are for two people each.

Signature of SM _____ Date _____

2009 SUMMER CAMP PROGRAM

In order to obtain the maximum benefit of the summer camp program, it is strongly recommended Scoutmasters have their Scouts plan their individual program four to six weeks prior to camp. This is particularly important for those scouts needing to complete pre-camp requirements for some Merit Badges. We strongly recommend all first year campers to attend the Trail-Blazer program.

When selecting Merit Badges or programs, each Scout should be counseled to apply the following three criteria:

1. What will he enjoy learning?
2. What are his needs for advancement?
3. What can he successfully handle this summer?

Some merit badges simply take longer to complete than the one week at summer camp. It is not physically possible to do some requirements. So be sure to check for those merit badges in the schedule and allow for extra time or to assure that requirements that need to be done before or after camp have been discussed with the Scout, his parents, and the leadership of your Troop.

To ensure adequate staff and equipment for each merit badge or activity, schedules should be submitted by May 1, 2009. Online merit badge registration is available and is recommended. If online registration isn't used, schedules can be emailed, mailed or faxed.

We want your Scouts to have a memorable experience!

2009 SUMMER CAMP SPECIAL PROGRAMS

The following is a list of the 2009 Special Camp Programs offered at Camp Sol Mayer. Awards and patches can be earned in most of these programs.

SNORKELING BSA

Requirements are listed on Snorkeling BSA application form.

MILE SWIM BSA

Requirements are listed on the application form.

POLAR BEAR CLUB

Scouts who attend at least three 6:00 AM Polar Bear swims and gets wet will become a Polar Bear Club Member. A special patch is available at the Trading Post for purchase.

BSA LIFEGUARD

New requirements effective January 1, 2009. See application. Red Cross First Aid and CPR / AED certification is required for completion.

SWIM INSTRUCTION

For Scouts that need additional instruction in swimming skills, join the Instructional Swim Class!

CLIMBING/ RAPPELLING

For 13 year old or older Scouts and Leaders only. Overcome your fear of heights, learn to rappel, learn off the ground rescue techniques and new rope skills. Long pants and lace shoes or boots are required. 20, 40 and 60 foot--- It provides an age appropriate experience.

FISHING

Troop or individual activity. Please bring your own gear.

FREE TIME ACTIVITIES (AFTER 5 PM)

Rifle Shooting

Archery

Boating

Climbing/ Rappelling

ADULT LEADER ACTIVITIES*

SAFE SWIM DEFENSE

SAFETY AFLOAT

TREK SAFELY/YOUTH PROTECTION

FAST START/ NEW LEADER ESSENTIALS

ADULT RAPPELLING

Teach a merit badge that you possess special knowledge of

Work with the camp ranger on special projects

There is a special Tuesday Night Adult recognition dinner for all Scoutmasters and Senior Patrol Leaders in Camp. Please be prepared to provide feedback on your camp experience so far.

***These activities will be scheduled on an “as requested” basis and scheduled accordingly.**

-- For the Older Scout --

2009 WTRA (West Texas Ranch Adventure)

The WTRA is a program designed for older boys who have been to summer camp and are looking for more excitement. This program offers a real working ranch experience with plenty of fun programs.

Come in on Sunday, check in with your troop, and tell the leaders you will see them at the end of the week. You will bring your gear to the corral and load it onto the ranch truck that will head to the base camp. The wranglers will help you pick out a horse and tack to fit your needs. You will saddle up and practice riding in the 150' X 300' arena before heading to base camp. Once you are at base camp you will unsaddle, brush and feed your horse then set up your gear for a night under the stars.

Each day on the ranch offers a new experience while fine tuning your riding skills. You will learn to care for your horse and tack, trap with the trapper, round up livestock, cook on a campfire and do predator calling with the local game warden.

The food for the ranch adventure is cooked over a fire or in a cowboy wok using only fresh ingredients like fresh farm eggs, venison, vegetables, hamburger, etc. And a cobbler cooked in a Dutch oven is a treat!

Each Ranch Adventure Scout will complete requirements for the horsemanship and cooking merit badges.

There are only 15 slots per week available for the ranch adventure. So sign up early as it is a first come basis. The WTRA is reserved for Scouts, Venturers, or Explorers at least 14 years old. Adult leaders may participate but boys will be accepted first.

If you have any questions about the ranch adventure, call our Camp Ranger, Mike Wallace at 325-396-2223 or 325-234-6242.

The Fee for the 2008 WTRA is \$ 250.

West Texas Ranch Adventure Program Application

Name _____ Troop or Unit # _____

Address _____

Phone# (____) _____

Week attending Camp _____ Age as of 6-1-2009 _____

Do you have any horseback or ranching experience? _____



WAHINKTO LODGE #199 ORDER OF THE ARROW

CONCHO VALLEY COUNCIL

BACKGROUND: The Order of the Arrow is an Honor Campers Brotherhood chartered by the National Council of Boy Scouts of America. Its purpose is to recognize those campers who best exemplify the Scout Oath and Law in their daily lives, and by such recognition, causes other campers to conduct themselves in such a manner as to warrant similar recognition; to promote Scout camping and develop and maintain its tradition and spirit; and finally, to crystallize the Scout habit of helpfulness into a life purpose of leadership and cheerful service to others.

- ⇒ Traditional Wahinkto Lodge Call-out at Friday night campfire with a majestically unique and dynamic presentation of the Order of the Arrow in the true spirit of the brotherhood.
- ⇒ If your troop would like to have a Scout be “called out,” an election needs to be taken care of prior to summer camp. Out of Council Troops who wish to have their candidates Called Out must have a letter signed by their Scout Executive and Lodge Leadership before Wednesday of their Camp.
- ⇒ Any OA member wishing to participate in the callout ceremony needs to contact the OA Camp Chief for meeting times and be sure to bring any Native American regalia.

TRAIL-BLAZER

(A program intended for 1st year campers)

Our Trail-Blazer program is an exciting week long introduction to Scouting for all those who have not yet completed the requirements for First Class rank. Trail-Blazers will learn basic skills in an environment of fun and cooperation. Teamwork is emphasized along with team spirit. The Trail-Blazer program will be led by older, experienced Scouts. We also encourage Troop Leaders to get involved in this program. Each Scout will be assigned to a Patrol and will be supervised from 8:30 until 11:50 and again from 1:30 until 5:00.

The Trail-Blazers will work on achievements necessary for ranks up to First Class. In addition, all Scouts in the Trail-Blazer program will work on the Swimming and First Aid Merit badges, the Totin' Chip and Firem'n Chit.

The highlight of the week will be the Ft. McKavett Trek where Scouts will participate in an evening hike to historic Ft. McKavett and stay overnight in the Buffalo Soldiers bunkhouse. They will enjoy a tour of the Fort followed by a campfire program. Morning will begin with reveille, breakfast; a service project and a hike back to camp. Fort McKavett patches and medals are available for purchase in the Trading Post at camp. To qualify for the patch and/or medal, the application form must be certified by the Director at the Fort and by the Camp Director.

The Trail-Blazer program will cover the following requirements during the week:

| TENDERFOOT REQUIREMENTS | SECOND CLASS REQUIREMENTS | FIRST CLASS REQUIREMENTS |
|--|------------------------------------|-----------------------------------|
| 1. Preparing to camp | 1a. Map and compass | 1. Orienteering without a compass |
| 2. Overnight campout | 1b. 5 mile hike | 2. Orienteering with compass |
| 3. Cook a meal | 2c. Woods tools | 4a. Patrol menu |
| 4a. Whipping and fusing rope | 2d. Cooking fire preparation | 4b. Menu food cost and amounts |
| 4b. Two half hitches & taut line hitch | 2e. Cooking with stoves/ fires | 4c. Cooking equipment |
| 5. Safe hiking rules | 2f. Lighting fires and stoves | 4d. Proper food storage/disposal |
| 6. Flag etiquette | 2g. Campout cooking | 4e. Patrol cooking/leading grace |
| 7. Scout Oath, Law, Motto, Slogan | 3. Flag ceremonies | 5. Citizenship |
| 8. Patrol spirit | 4. Service project | 6. Identify 10 native plants |
| 9. Buddy system | 5. Identify evidence of 10 animals | 7a. Lashings |
| 10a. Physical test | 6a. First Aid hurry cases | 7b. Hitches and lashings |
| 11. Poisonous plants | 6b. First Aid kit | 7c. Camp gadgets |
| 12a. Heimlich maneuver | 6c. Additional First Aid | 8a. Bowline |
| 12b. Basic First Aid | 7a. Safe Swim Defense | 8b. Bandages |
| | 7b. Beginner swim test | 8c. Transport injured persons |
| | 7c. Water rescues | 8d. CPR/ signs of heart attack |
| | 8. Drug awareness | 9a. Safety Afloat |
| | | 9b. BSA swimmer test |
| | | 9c. Line and tender rescue |

While at camp we encourage Scoutmasters to cover additional requirements not listed to help supplement the program. Once your first year scouts have participated in the above requirements, it is up to the Scoutmaster to sign-off on these requirements in the individual Scout's handbook. Retesting may be needed.

Scouts will need to bring to camp a swimsuit, towel, long-sleeve shirt, and long pants for the swimming requirements. A flashlight, sleeping bag, and a water bottle will be needed for the overnight trek.

CAMP MERIT BADGE PROGRAM

Here are some key points to consider when planning your troop's summer camp program. This will get your Scouts ready to take the merit badge courses at camp, and will ensure, with early planning the completion of the merit badge while at camp.

1. Share the list of merit badges that will be available at camp with your Troop's leadership and Scouts. Be sure the Scout is qualified to take the course.
2. Scouts must carefully study and understand all requirements of the merit badges.
3. The Scout should complete all prerequisites for merit badges prior to coming to camp.

The camp staff will follow the guidelines of the Boy Scouts of America and may not change, add to, detract from or otherwise modify any Merit Badge Requirement.



AQUATICS

Swimming*
Lifesaving*
Canoeing
Rowing

SHOOTING SPORTS

Archery
Rifle
Shotgun

SCOUT SKILLS

Camping*
Cooking
Orienteering
Pioneering
Wilderness Survival

HANDICRAFTS

Basketry
Leatherwork
Woodcarving
Art

MISC

Farm Mechanics
Indian Lore
Graphic Arts
Cinematography
Theater
Radio

ECOLOGY/NATURE

Environmental Science*
Fish & Wildlife Management
Mammal Study
Nature
Reptile Study
Soil & Water Conservation

SCIENCE

Astronomy
Geology
Weather
Archaeology
Energy
Space Exploration

HEALTH/SAFETY

First Aid*
Emergency Preparedness*
Safety
Fire Safety

SPORTS

Backpacking
Climbing
Fishing
Fly Fishing
Golf
Horsemanship

*MERIT BADGES REQUIRED FOR EAGLE

MERIT BADGE SCHEDULE *

* TENTATIVE

| MERIT BADGE | 8:30 | 9:40 | 10:50 | 1:30 | 2:40 | 3:50 | Evening | COMMENTS |
|------------------------------------|------|------|-------|------|------|------|---------|--|
| Archaeology - tbd | | | | | | | | Permission to travel with camp directors to dig site must be in writing prior to arrival at camp. See permission form. ALL MORNING CLASS |
| Archery (cap 16 per class) | X | X | | | | | | Requires practice time. |
| Art | | | | X | | | | |
| Astronomy | | | | | | | X | Evening observation on Tuesday (9:00-10:00 pm) |
| Backpacking | | | | X | | | | |
| Basketry | X | | | | | | | Additional cost for materials |
| Camping | X | | | | X | | | Req. 7c, 8a, 8c, 9 prior to camp |
| Canoeing (cap 20 per class) | X | X | | | X | | | Pass BSA Swimmers Test |
| Cinematography | | | | X | | | | |
| Climbing | | X | | | | | | |
| Cooking | | | | | X | | | Req. 3a, & 4 prior to camp |
| Energy | | | | | | X | | |
| Emergency Preparedness | | X | X | | | | | Must have 1st Aid MB |
| Environmental Science | | | X | | | X | | Requires extra time 8 hrs |
| Farm Mechanics | | | X | | | | | |
| Fire Safety | | | | | X | | | |
| First Aid | TB | TB | X | | | X | | Requires extra study time/practice |
| Fish & Wildlife Management | | | | | X | | | Complete req. 6 prior to camp |
| Fishing | X | | | | | X | | Suggest bringing tackle/bait, rod and reel |
| Fly Fishing | | X | | | | | | |
| Geology | | | | X | | | | |
| Golf | X | | | | | | | Req. 7 before or after camp. Scouts may bring their own clubs. |
| Graphic Arts | | | X | | | | | |
| Horsemanship (cap 10 per class) | | | X | | | | | Pants and shoes with heels req. |
| Indian Lore | | | | X | | | | Additional cost for materials |

| MERIT BADGE | 8:30 | 9:40 | 10:50 | 1:30 | 2:40 | 3:50 | Evening | COMMENTS |
|--------------------------------------|------|------|-------|------|------|------|---------|---|
| Law | | | X | | | | | |
| Leatherwork | | X | X | | | | | Additional cost for materials |
| Lifesaving (cap 20 per class) | X | | | | | | | Must have completed 2nd & 1st Class Swim requirements. Pants & long sleeved shirt. |
| Mammal Study | | | | | X | | | |
| Nature | | | | X | | | | Complete req. 5 prior to camp |
| Orienteering | | | | | X | X | | Extra Time Required |
| Pioneering | X | X | | | | | | |
| Radio | X | | | | | | | |
| Reptile Study | | | X | | | X | | Complete Req. 8 prior to camp |
| Rifle Shooting (cap 12 per class) | | | | | X | X | | Extra time for practice. Do not sign up for class if you already have this MB. |
| Rowing (cap 10 per class) | | | X | | | X | | Pass Swimmers Test/ practice |
| Safety | | X | | | | | | |
| Shotgun (cap 10 per class) | | | X | X | | | | Extra practice. \$15 charge for class. Please do not sign up for class if you already have this MB. |
| Soil & Water Conservation | | X | | | | | | Complete Req. 7 prior to camp |
| Space Exploration | | | | | X | | | |
| Swimming (cap 25 per class) | | | X | | TB | TB | | Must have completed 2nd & 1st Class Swim Requirements. Pants & long sleeved shirt |
| Theater | | | | X | | | | |
| Weather | | | | X | | | | Complete Req. 8 & 9 prior to camp |
| Wilderness Survival | | | | | | X | | Not for first year Campers |
| Woodcarving (cap 10 per class) | | | | | X | | | Additional cost for materials. Materials available for purchase in the Trading Post. NOTE: NO KNIVES WITH BLADE LARGER THAN 4 INCHES ALLOWED. |

ACTIVITIES

| ACTIVITY | 6:00 | 8:30 | 9:40 | 10:50 | 1:30 | 2:40 | 3:50 | Evening | COMMENTS |
|---|------|---------------|------|-------|------|------|------|---------|---|
| Archery Free Shoot | | | | | | | | X* | * Troops may sign up for a 30 minute practice slot, otherwise free shoot is open to anyone. |
| BSA Lifeguard (cap 10 per class) | | ← 5 PERIODS → | | | | | | | 15 years old or older. Open for adults. Extra time required. American Red Cross First Aid, CPR/AED certification required for completion. |
| Free Swim | | | | | X | | | X* | * As schedule permits |
| Instructional Swim | | | | X | | X | | | Non Swimmers/Beginners |
| Mile Swim | X | | | | | | | | 4 hours training (1 hour/ day) required. |
| Polar Bear Swim | X | | | | | | | | Mon - Thu. Must participate a minimum of 3 days |
| Rifle Free Shoot | | | | | | | | X* | * Troops may sign up for a 30 minute practice slot, otherwise free shoot is open to anyone. |
| Snorkeling, BSA (cap 10 per class) | | | X | | | | | | Pass BSA Swimmers Test. |
| Troop Swims | | | | | | | | X | Schedule with Director. Safe Swim Defense required |
| Paul Bunyan Axeman Totin Chip Firem n Chit | | | | | | | | | Part of Trailblazer Program – or Schedule with Commissioner |

2009 CENTRAL CAMP SCHEDULE

| TIME | SUNDAY | MONDAY | TUESDAY | WEDNESDAY | THURSDAY | FRIDAY | SATURDAY | | |
|--------------|---|--|--------------------------|-----------------------------|----------------------|--------------------------------|----------|---|--|
| 6:00 AM | | Mile Swim (preparation) | | | | Mile Swim | | | |
| | | Polar Bear Swim | | | | | | | |
| 6:45 | | R E V E I L L E | | | | | | | |
| 7:00 | | F L A G S | | | | | | | |
| 7:10 | | Waiter Call | | | | | | | |
| 7:15 | | B R E A K F A S T | | | | | | Continental | |
| 8:30 - 11:50 | | MERIT BADGE CLASSES | | | | | | BREAK CAMP LEAVE BY 10:30 AM | |
| 12:00 | | Waiter Call | | | | | | | |
| 12:15 | | L U N C H | | | | | | | |
| 1:00 | | Scoutmaster & SPL Meeting | | | | | | | |
| 1:30 - 4:50 | | CHECK-IN Welcome to Camp Sol Mayer | MERIT BADGE CLASSES | | | | | | |
| 5:00 - 5:45 | | | F R E E T I M E | | | | | | |
| 5:45 | | Waiter Call | | | | Waiter Call | | | |
| 5:55 | F L A G S | | | COOK IN CAMPSITE | F L A G S | | | | |
| 6:00 | DINNER (Adult Leader Dinner - Tuesday) | | | | DINNER | | | | |
| 7:00 | Leaders Meeting (6:45) | Free Time Activity Areas Open | Scoutmaster Shoot Out | Vespers Service | Ft. McKavett Trek | Family Night OA Call-out | | | |
| 8:00 | Opening Campfire | | Free Swim (7:30) | Water Carnival (7:30) | | Campfire (8:00) | | | |
| 9:00 | | Movie Night | Troop Campfire | | | | | | |
| 10:00 | T A P S | | | | | | | | |
| 11:00 | L I G H T S O U T | | | | | | | | |

2009 ARROWHEAD AWARD HONOR TROOP

PART 1: DO ALL OF THE FOLLOWING:

- _____ 1. Campsite inspection (possible 100 points/day)
MAX 500
- _____ 2. Demonstrate continuous Scout Spirit (includes practice of Scout Oath and Law)
- _____ 3. Camp Good Turn - Perform a Good Turn or camp improvement project approved by PD
- _____ 4. Patrol System - To be used at camp. A job for every Scout in patrol at camp.
- _____ 5. On-time attendance at flag raising, lowering and camp wide events.

TOTAL POINTS - PART 1 _____

PART 2: 8 OF 10 MUST BE MET TO RECEIVE ANY POINTS 100 POINTS EACH

- _____ 1.* Turn in Troop roster at check-in.
- _____ 2. Conduct a Troop or inter-troop Campfire
- _____ 3. 85% of non-swimmers and beginners advance a level.
- _____ 4. Wood tools areas are available/used in Troop campsite
- _____ 5. Conduct a Troop Safe Swim after proper instruction.
- _____ 6.* Scoutmaster/adult leaders are with Troop giving continuing leadership in advancement and activities.
- _____ 7.* PLC plans Troop program with PD and Camp Staff as needed
- _____ 8. Patrols/Troop participate in camp wide activities
- _____ 9. Show patrol spirit, patrol flags-yells-songs
- _____ 10.* All new Scouts attend Trail-Blazer or earn First Aid Merit Badge.

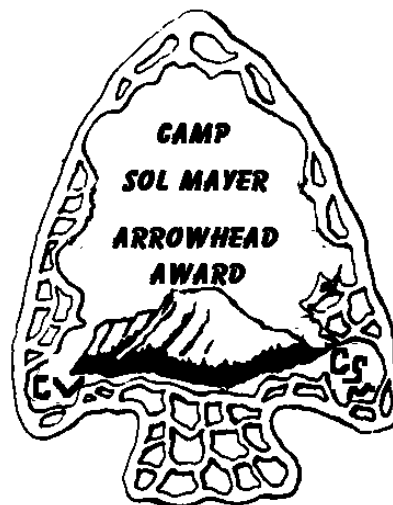
TOTAL POINTS - PART 2 _____

PART 3: 4 OF THESE MUST BE MET TO RECEIVE ANY POINTS 100 POINTS EACH

- _____ 1. Perform a skit or song for Troop, inter-troop or camp wide campfire
- _____ 2.* Have or use Patrol Flags for each Patrol during week of camp.
- _____ 3. Take a purposeful Troop hike, (Nature, compass, etc.)
- _____ 4. All Troop members in Scout uniform, wear at Retreat and Evening meals.
- _____ 5. Construct an approved pioneering project for Troop campsite.
- _____ 6. All Scouts without Totin' Chip must earn it.

TOTAL POINTS - PART 3 _____

2009 Arrowhead Award



250 POINTS WILL BE DEDUCTED FOR VEHICLES IN CAMP

50 POINTS WILL BE ADDED FOR UNITS IN COMPLETE UNIFORM

* ITEMS REQUIRED

ARROWHEAD HONOR TROOP AWARD DAILY TROOP INSPECTION FORM

| SITE _____ | TROOP _____ | | | | | | | | | | |
|--------------------|-------------|---|------------|---|------------|---|------------|---|------------|---|--|
| | Mon. | | Tues. | | Wed. | | Thurs. | | Fri. | | |
| POINTS | P | R | P | R | P | R | P | R | P | R | T O T A L S C O R E |
| TENTS | 10 | | 10 | | 10 | | 10 | | 10 | | |
| GROUNDS | 10 | | 10 | | 10 | | 10 | | 10 | | |
| BEDS | 5 | | 5 | | 5 | | 5 | | 5 | | |
| PERSONAL GEAR | 5 | | 5 | | 5 | | 5 | | 5 | | |
| LATRINE | 10 | | 10 | | 10 | | 10 | | 10 | | |
| FIRE | 10 | | 10 | | 10 | | 10 | | 10 | | |
| FIRE GUARD | 10 | | 10 | | 10 | | 10 | | 10 | | |
| FLAGS | 10 | | 10 | | 10 | | 10 | | 10 | | |
| PATROL FLAGS | 5 | | 5 | | 5 | | 5 | | 5 | | |
| HAZARDS | 10 | | 10 | | 10 | | 10 | | 10 | | |
| BULLETIN BOARD | 10 | | 10 | | 10 | | 10 | | 10 | | |
| PATHS | 5 | | 5 | | 5 | | 5 | | 5 | | |
| DAILY TOTAL | 100 | | 100 | | 100 | | 100 | | 100 | | |

- TENTS:** TIGHT WHEN DRY, SLACK WHEN WET. "NO FLAME IN TENTS" SIGNS ATTACHED.
- GROUNDS:** CLEANED BUT NOT RAKED. NO LITTER ON OR NEAR TRAIL TO CAMPSITE.
- BEDS:** NEATLY MADE, BEDDING AIRED AND DRIED DAILY.
- PERSONAL GEAR:** CLOTHING HUNG OR STORED NEATLY.
- LATRINE:** CLEANED. FAUCETS OFF, TOILETS CLEAN & FLUSHED, TP.
- FIRE:** OUT OR ATTENDED. WOOD STACKED. LOW IMPACT METHOD
- FIRE GUARD:** FIREGUARD PLAN POSTED. FIRE BUCKETS FILLED.
- FLAGS:** U.S. FLAG AND TROOP FLAG FLYING. (NEW TROOPS HAVE TROOP MADE FLAG.)
- PATROL FLAGS:** EVIDENCE OF PATROL FLAGS.
- HAZARDS:** AXES, KNIVES, LANTERNS SAFELY USED AND/OR STORED, VEHICLES IN CAMPSITE?
- BULLETIN BOARD:** PROGRAM, DUTY ROSTER, FIREGUARD PLAN, EMERGENCY INSTRUCTIONS POSTED
- PATHS:** NO LITTER ON OR NEAR TRAIL TO CAMPSITE.

