



SCOUTS BSA RESIDENT CAMP
LEADERS GUIDE



SUMMER 2022



GREETINGS SCOUT LEADERS!

The Outdoor Adventures team extends a warm “WELCOME BACK” to all of our Scouting families for Summer Camp 2022. Summer Camp holds a special place in the hearts of all our Scouts and staff and we have learned to appreciate that more, with the cancellation of Summer Camp in 2020, due to the Covid pandemic. We have all gained a renewed appreciation of the great outdoors.

We can't wait to see Scouts back out on our beautiful camp lakes and rivers, swimming, kayaking, on the shooting range, or just relaxing at your campsite after a full day of merit badge programs. Summer Camp in the GREAT OUTDOORS is coming soon and our Outdoor Adventures team is working hard to ensure that our Scout's engagement at camp will be an experience they will never forget.

To further assist your troop's summer camp planning this Leader's Guide consists of two sections:

Section 1: Outdoor Adventures Administration (applicable at all camp properties)

Section 2: Specific Camp / Program. We have made every effort to capture all pertinent information.

However, please do not hesitate to contact us if your question(s) are not answered. Our well-trained camp staff is committed to exceeding your expectations and is working very hard to ensure that our camps are Fun, Clean and Safe. We look forward to greeting you this summer at one of our amazing camps.

Thank you,
The Michigan Crossroads Council, Outdoor Adventures Team

BSA MISSION STATEMENT

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

SCOUT OATH

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

SCOUT LAW

A Scout is:

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

It is the policy of the Michigan Crossroads Council to ensure a camping experience without discrimination or harassment on the basis of race, color, religion, sex, sexual orientation, gender identity or expression, age, disability, marital status, citizenship, national origin, genetic information, or any other characteristic protected by law. The Michigan Crossroads Council prohibits any such discrimination or harassment.

TABLE OF CONTENTS

SECTION 1 - MCC CAMP ADMINISTRATION

I. WELCOME

- 2** Letter from the Outdoor Adventures Team
- 3** Table of Contents
- 4** Contacts & Quick Links
- 5** Quick References
 - 5** Summer Camp Timeline
 - 5** MCC Camps Contact Information

II. PLANNING YOUR SUMMER CAMP ADVENTURE

- 7** Camp Fees / Pay Periods / Refund Policy
- 9** ... Online Registration
- 12** ... Parent Portal
- 13** ... Planning for Camp
 - 13** ... Timetable
 - 15** ... Securing Leadership
 - 15** ... Parents' Night
 - 17** ... Scout's Personal Savings Account
- 18** ... Suggested Equipment List
 - 18** ... Unit Equipment List
 - 19** ... Individual Equipment List

III. HEALTH & SAFETY

- 21** ... BSA Annual Health & Medical Record
- 22** ... Youth Protection & 2-Deep Leadership
- 24** ... Special Diets at Camp

IV. STATE OF MICHIGAN / BSA / MCC CAMP POLICIES, RULES, & REGULATIONS

- 26** ... State of Michigan Regulations

- 27** ... National Camp Accreditation Program Visitations
- 28** ... Youth Protection Reporting Policy
- 28** ... Drugs & Alcohol
- 28** ... Illegal, Immoral, & Unacceptable Acts
- 28** ... Violent Behavior
- 28** ... Living Quarters
- 28** ... Summer Camp Camper Dress Code
- 29** ... Personal Equipment, Firearms, Fireworks, & Ammunition
- 29** ... Transportation

V. YOUR UNIT PROGRAM AT CAMP

- 32** ... Planning
- 33** ... Your Unit Program at Camp
- 34** ... Advancement

VI. ONLINE BLUE CARDS & REPORTS

- 37** ... Printing Reports
- 38** ... Printing Blue Cards
- 38** ... Partial at Camp

SECTION 2 - SCOUTS BSA SUMMER RESIDENT CAMP LEADER'S GUIDES

APPENDIX A ... Camp Rotary Leader's Guide

APPENDIX B ... Cole Canoe Base Leader's Guide

APPENDIX C ... D-Bar-A Scout Ranch Leader's Guide

APPENDIX D ... Gerber Scout Reservation Leader's Guide

CONTACT & QUICK LINKS

NAME	POSITION	CAMP	PHONE	EMAIL
Sean Henneman	Deputy Scout Executive - Chief Program Officer		(608) 738-2000	Sean.Henneman@scouting.org
Dianna Marsh	Assistant Director of Outdoor Adventures / Program	Camp Teetonkah	517-940-4314	Dianna.Marsh@scouting.org
Rebecca Alberda	Reservations Manager		(616) 318-3270	Rebecca.Alberdat@scouting.org
Corrie Groth	Camping Director	Camp Rotary	(765) 969-9888	Corrie.Groth@scouting.org
Andrew Wright	Camp Director - Program Specialist	Camp Rotary	(989) 225-7586	Andrew.Wright@scouting.org
Gregg Zdan	High Adventure Director/ Camp Director	Cole Canoe Base	(734) 716-6204	Gregory.Zdan@scouting.org
Joe Lewis	Camp Director - Program Specialist	D-bar-A Scout Ranch	810-515-4511	Joseph.Lewis2@scouting.org
Mary Stek	Camp Director - Program Specialist	Gerber Scout Reservation	(616) 835-5630	Mary.Stek@scouting.org

For general questions please contact our Outdoor Adventures hotline: (517) 816-7755 or camp.michigan@scouting.org.

QUICK WEBSITE LINKS

Michigan Crossroads Council Website: <https://michiganscouting.org/>

Outdoor Adventures Landing Page: <https://michiganscouting.org/outdooradventures/>

Summer Camp Registration Pages: <https://michiganscouting.org/outdooradventures/scoutsbsa-summer-camp/>

Health Forms: https://filestore.scouting.org/filestore/HealthSafety/pdf/680-001_ABC.pdf

DHS Clearance Forms: https://www.michigan.gov/documents/lara/bchs-camps_001_request_for_central_registry_clearance_4_21_21_723669_7.pdf

QUICK REFERENCES

IMPORTANT DATES

July 1 - December 31, 2021	Pre-Registration Period
January 1 - May 31, 2022	Registration Period
January 1, 2022	Camp Scholarship Applications Open (see page 8)
January 1, 2022	1st Payment Opens (see page 12)
February 1, 2022	1st Payment DUE
February 2, 2022	2nd Payment Opens
March 1, 2022	2nd Payment DUE
March 2, 2022	3rd Payment Opens
March 21 - 24, 2022	Merit Badge Enrollment Opens (see page 11 for specific camp dates)
April 1, 2022	Camp Scholarship Applications DUE
April 1, 2022	3rd Payment DUE
April 2, 2022	4th (Final) Payment Opens
May 1, 2022	4th (Final) Payment DUE
June 1, 2022	Finalize DHS forms and any adult registration applications that need to be submitted to the council in order to ensure that they will be processed and posted before summer camp begins.

CAMP CONTACT INFORMATION

CAMP ROTARY

3201 S. Clare Avenue
Clare, MI 48617

Phone:
(989) 386-7943

COLE CANOE BASE

1356 E. Greenwood Road
Alger, MI 48610

Phone:
(989) 873-1516

D-BAR-A SCOUT RANCH

880 E. Sutton Road
Metamora, MI 48455

Phone:
(810) 245-2250

GERBER SCOUT RESERVATION

1733 Owasippe Road
Twin Lake, MI 49457

Phone:
(231) 894-4928

MICHIGAN CROSSROADS COUNCIL - HQ

14258 Michigan Street
Eagle, MI 48822

Phone:
(517) 940-4210



PLANNING YOUR SUMMER CAMP ADVENTURE



MCC CAMP FEES

YOUTH FEES

CAMP FEE - INCLUDES ALL MB FEES

Discount Fee (if payment schedule is followed)	\$350.00
Regular Fee (all payments made after May 1st)	\$400.00
Provisional Scout Fee (1st week)	\$350.00
Additional Weeks (For any Scout to attend a 2nd MCC Week)	\$210.00
Crossover Webelos or new Scouts BSA Scouts after May 2nd	\$350.00

DISCOUNTS

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

ADULT FEES

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

CAMP SCHOLARSHIPS

The Michigan Crossroads Council provides limited assistance on an individual basis to those Scouts who could not otherwise attend summer camp due to financial hardship. Camp Scholarships will be administered by the Michigan Crossroads Council and forms are available online AND at our Council Service Centers. Completed Camp Scholarship forms are due by April 1st. Scouts who apply for a Camp Scholarship are still responsible for half of the regular camp fee and must adhere to the Payment Schedule.

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

Note: Fees subject to change due to necessary program adjustments.

ONLINE RESERVATION & PAYMENT SCHEDULE

All MCC Summer Camp Registrations can be made at
<https://michiganscouting.org/outdooradventures/scoutsbsa-summer-camp/>



PROGRAM PAYMENTS & REFUND POLICY

STATEMENT

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

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

EVENT REGISTRATION FEES

Event fees are final except in a limited number of circumstances (see listing below) where a refund may be granted. Refunds may be given only if the following circumstances are brought to a Council employee's attention.

Individuals/Groups that cancel their event registration 30 days or more prior to the event date will receive a refund of the total registration fee less a 15% administrative service charge. No refunds will be given for cancellations made less than 30 days prior to the event date. Any/all refund requests must be made within 30 days of the event date.

RESIDENT CAMP REGISTRATION FEES

For Cub Scout and Scouts BSA Summer Resident Camp registrations the cancellation fee is based on 15% of the total event registration fee and not the amount of fees paid at the time of cancellation.

Alternately, Scouts BSA Summer Camp fees may be transferred to another Scout or leader attending. No prorated fees will be given to Scouts wishing to attend a partial week at Scouts BSA Summer Camp.

1. The registered participant has an illness or physical ailment preventing participation in the event and has a signed statement from a medical doctor or healthcare practitioner. The written order must be provided to the Michigan Crossroads Council, 14258 Michigan Street, PO Box 129, Eagle, MI 48822.
2. In the event of the death of an immediate family member (parent, grandparent, brother, sister or anyone else living in the house with the participant). The Council will consider other deaths, which may affect the participant, on a case-by-case basis.
3. Only an employee of the Michigan Crossroads Council may authorize a refund for a Council sponsored event.
4. Any refund of monies for the event is then based on the total event registration fee at the time of cancellation minus the deposit and any money sent to another agency or company for the event. The remaining money is refundable as long as the participant meets the above requirements. Any money that has been sent to another agency or company is considered issued and not refundable.

5. Any event that does not have a deposit, but has an event fee, will be assessed a 15% service charge before any refund is issued. This 15% service charge applies to all non-Council cancellations - including medical, death in the family, family hardship, etc. All remaining money is refundable. Again, the participant must meet the above requirements.
6. Processing these refunds for summer camp may not take place until after the camping season due to the review process. Once approved please allow 30 days for the refund to be processed. Any/all refund requests must be made prior to May 31st for Scouts BSA Summer Resident Camp; or must be made within 30 days of the start of the event date for Cub Scout Resident Camp.

DEPOSITS

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

LATE FEES

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

WAITING LISTS

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

CANCELLATION BY THE COUNCIL

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

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

EXAMPLES

- A Scout cannot attend an event. Cost of event is \$20. The refund would be \$20 - \$3 (15% service charge) = \$17 refund if notification was made at least 30 days prior to event. No refunds made for notifications made less than 30 days prior to the event date, however, the Scouts' event fee may be transferred to another Scout.

ONLINE CAMP REGISTRATION

For Summer Camp 2022, the Michigan Crossroads Council will continue to use the Black Pug registration platform which utilizes a more user-friendly process and better manages our summer camp attendance. Under this system there are two registration periods, a "Pre-Registration" period and a regular "Registration" period.

As soon as you are ready to sign up for summer camp, a representative from your unit should make an online registration through the MCC web site to register your unit for 2022 Scouts BSA Resident Camp at Camp Rotary, Cole Canoe Base, D-bar-A Scout Ranch, or Gerber Scout Reservation; visit the following link for summer camp availability:

https://michiganscouting.org/outdoor_adventures/scoutsbsa-camp-registration/

Once you have selected your week of camp, click on the green **Lookup Registration Status** button and follow the instructions. At the time of registration you will be asked for your contact information, an estimate of the number of campers that may attend, your campsite preference, and to provide your \$200 camp deposit (payable by credit/debit card or electronic check). The person listed with your summer camp reservation will be the person receiving all Summer Camp 2022 electronic communications. We STRONGLY encourage you to add at least one (1) email in the "additional contacts" area of your registration!

If you signed up for Summer Camp 2022 at camp this past summer, this step will be completed for you. For Summer Camp 2022 details (registration & payment dates) please review the following link:

<https://michiganscouting.org/scoutsbsa-camp-registration-2022/>

This will get your unit signed up for the 2022 Camp Season!

Once your unit has registered, your unit's representative will receive e-mail communications about the registration process and other camp news. Units can access their Summer Camp 2022 registration by clicking on the "Lookup Registration" link found on the Summer Camp Registration Page.



PRE-REGISTRATION PERIOD (JULY 1 - DECEMBER 31, 2021)

For Units that register during Summer Camp 2022 a \$200 deposit will be required. In addition to the deposit, an estimate of Youth & Adult attendance is also required. 2 Adults and 5 Youth [7 slots] is the minimum registration requirement. Female participants will require a minimum of one female leader.

REGISTRATION PERIOD (JANUARY 1 - MAY 31, 2022)

For Units that register during this period, Units will not need to pay a deposit but will need to specify the number of participant (youth & adult) slots needed for summer camp. 2 Adults and 5 Youth [7 slots] is the minimum registration requirement. Female participants will require a minimum of one female leader.

ONLINE CAMP REGISTRATION



Any unit may make a registration for any available session of any MCC Scouts BSA Resident Summer Camp for 2022. A registration fee equal to \$50 per slot reserved will be due at that time. **The unit is now financially responsible for the number of slots requested and is subject to the Council Program Payment & Refund Policy.**

Individual names do not have to be specified at this time but can be if the unit chooses to do so. Names will be required, however, before Merit Badge selection can be made.

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

ESTIMATE CONFIRMATION (JANUARY 1 - FEBRUARY 1, 2022)

Units that made their reservation during the Pre-Registration period are required to confirm their estimated numbers (based on camp availability) and the camp fee due will be equal to \$50 per confirmed participant slot. Units that do not confirm their estimate and pay the \$50 per slot by February 3rd may lose their summer camp reservation. Do not confirm a slot unless you have a committed participant - Webelos Crossovers can be registered at a later date.

2ND PAYMENT DUE (MARCH 1, 2022)

For existing reservations, an additional \$50 participant payment is now due for each slot reserved at this time (\$100 total due for each slot reserved). The camp fee due for new reservations at this time will be equal to \$100 per participant slot.

MERIT BADGE REGISTRATION OPENS (SEE SCHEDULE BELOW)

After the 2nd payment [March 1] has been made, Merit Badges for participants can be made beginning on the dates listed below. In order to select Merit Badges, payments totaling \$100 per Scout must be paid by the dates listed below.

- Cole Canoe Base - March 21, 2022 - 8:00 AM
- D-bar-A Scout Ranch - March 22, 2022 - 8:00 AM
- Gerber Scout Reservation - March 23, 2022 - 8:00 AM
- Camp Rotary - March 24, 2022 - 8:00 AM

THIRD PAYMENT (APRIL 1, 2022)

For existing reservations, and additional \$125 participant payment is now due for each slot reserved at this time. The camp fee due for new reservations at this time will be equal to \$225 per participant slot. If this payment is missed (paid after April 1st), the total camp fees paid must equal the full camp fee of \$350 per Scout.

FINAL PAYMENT & REGISTRATION INFORMATION DUE (MAY 1, 2022)

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

Full payments for all camp fees for all participants are now due. Payments made after May 1, 2022 for existing reservations will have a \$50 late fee per participant added (except for Webelos Crossovers).

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

ONLINE CAMP REGISTRATION

2022 SUMMER CAMP PAYMENT MATRIX

PAYMENT	DATES TO MAKE PAYMENT	AMOUNT DUE
1st Payment	January 1 – February 1	\$50 per camper (youth and full-time adult)
2nd Payment	February 2 – March 1	\$50 per camper (youth)
3rd Payment	March 2 – April 1	\$125 per camper (youth)
4th (Final) Payment*	April 2 – May 1	Remaining balance per camper (youth, full-time adult, part-time adult)

***Youth payments made after May 1 are subject to a \$50 per person late fee
Late fees do not apply to Arrow of Light Crossover Scouts**

Payments MUST be made in the listed payment range. Payments made outside of the payment range will be added to the next payment due (i.e. a missed 1st payment will be added to the 2nd payment—making the total due between February 4 – March 1 a total of \$100 per camper).

MISSED YOUTH PAYMENT MATRIX

MISSED PAYMENT	MISSED DEADLINE DATE	AMOUNT MISSED	TOTAL AMOUNT NOW DUE	AMOUNT NOW DUE PAYMENT WINDOW
1st Payment	February 1	\$50	\$100	February 2 – March 1
2nd Payment	March 1	\$50	\$225	March 2 – April 1
3rd Payment	April 1	\$125	\$350	April 2 – May 1
4th Payment	May 1	\$125	\$400	May 2 – May 31
1st & 2nd Payment	February 1 & March 1	\$100	\$225	March 2 – April 1
2nd & 3rd Payment	March 1 & April 1	\$175	\$350	April 2 – May 1
3rd & 4th Payment	April 1 & May 1	\$250	\$400	May 2 – May 31
1st, 2nd, & 3rd Payment	February 1, March 1, & April 1	\$225	\$350	April 2 – May 1
1st, 2nd, 3rd & 4th Payment	February 1, March 1, April 1, & May 1	\$350	\$400	May 2 – May 31

Note: Fees subject to change due to necessary program adjustments.

PARENT PORTAL

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

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

Your registration contact has the ability to activate or lock other features as part of Parent Portal.

The registration contact can do the following:

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

To turn on Parent Portal, or to learn more about it, click on the "Parent Portal" icon under "Additional Actions" in the Registration Contact Blue Box on your registration page.



For a guided video on how to use Parent Portal, please visit the link below:

https://www.youtube.com/watch?v=whZ_V_6uskY

For a guided video on how parents can utilize Parent Portal, please visit the link below:

<https://www.youtube.com/watch?v=und5EZq0LHU>

Please Note: Other content available on YouTube is not under the control of the Michigan Crossroads Council.

PLANNING FOR CAMP

WHY IS PLANNING IMPORTANT?

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

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

TIMETABLE

During the fall months:

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

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

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

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

	\$50 per Scout reserved is due on/before February 1, 2022
	2nd payment (\$50) per Scout due (March 1, 2022) - Scout registration is first-come, first-served
	Online merit badge sign-up opens on March 21, 2022 at 8:00 am - Scouts must be registered (\$100 paid) to sign up
	Individual commitments for camp are secured for each Scout's family; parents of Scouts not signed up are contacted
	Distribute BSA Health Form (and Camp Rotary Release of Campers Form if applicable) to Scouts
	3rd Payment (\$125) per Scout due (April 1, 2022)
	Secure all Michigan Registry Clearance Forms for all 21+ adults attending camp - including visitors

PLANNING FOR CAMP

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

	Check on status of medical exams for all Scouts and leaders
	Unit committee and leaders should schedule a "camp work day" making sure everything for camp is ready
	Confirm transportation arrangements: departure times, places, etc.
	Balance due (\$125 youth; \$110 adult) May 1, 2022 - late fee assessed after this date
	Out-of-council units need to secure a copy of their Council's Accident Insurance
	<i>ALL Michigan Registry Clearance forms are collected & copies made. A new DHS form is REQUIRED YEARLY. Previous years letters are NO LONGER valid.</i>

Two (2) WEEKS before departure

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

One (1) WEEK before departure

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

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

PLANNING FOR CAMP

SECURING UNIT LEADERSHIP FOR YOUR TRIP TO CAMP

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

- FIRST:** Registered Scoutmaster
- SECOND:** Registered Assistant Scoutmasters
- THIRD:** Registered Unit Committee members
- FOURTH:** Other registered leadership such as the Chartered Organization Representative, a parent of a Scout in the unit, a member of the Chartered Organization, etc.

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

Procedure for securing Leaders

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

HOST A PARENTS' NIGHT FOR SCOUTS IN YOUR UNIT ATTENDING SUMMER CAMP

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

Preparation for Parents' Night:

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

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

PLANNING FOR CAMP

The Unit Committee's Responsibility:

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

Unit Committee Follow-Up:

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

SUGGESTED PARENTS' NIGHT AGENDA

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

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

Meeting:

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



SCOUT'S PERSONAL SAVINGS PLAN

Help Scouts Save for Summer Camp

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

*** Scouts have the opportunity to sell popcorn online year-round ***

PLANNING FOR CAMP

Every Unit at camp should take a few minutes to determine if it has everything necessary for a quality program. The following is only a suggested list of items to take to camp - consult the Scoutmaster's Handbook for a more detailed list.

SUGGESTED UNIT EQUIPMENT CHECKLIST

✓	PAPERWORK
	This Leader's Guide - and Accompanying Camp Guide
	Completed & Checked BSA Health Forms & Release of Campers Forms (as applicable by camp)
	State of Michigan Central Registry Clearance Letters for all 21+ Year Old Adults
	Proof of BSA Membership for all 18+ Year Old Adults
	Merit Badge Pamphlets (for each merit badge a Scout in your Unit is taking)
	Pre-Camp Swim Check Forms (if applicable)
	Campfire Skits & Songs Ideas/Book
	Unit Record Book with Advancement
	The Scoutmaster's Handbook
	Copy of Current YPT certification
✓	CAMPSITE
	Dining Fly (suggest one per patrol)
	Wash Basins (wash, rinse, sanitize)
	Camp Stove
	Propane (make sure to follow your camps' Chemical Fuel Policy as applicable)
	Coffee Pot (or other means for boiling water)
	Unit & American Flags
	Lockbox / Lockable Storage for Valuables
	Lantern(s)
	Rope or Binding Twine
	Clock
✓	HEALTH & SAFETY
	First Aid Kit
	Lockbox / Lockable Storage for Medications + Medication Log Sheet (provided by camp)
	Hand Sanitizer

SUGGESTED INDIVIDUAL EQUIPMENT CHECKLIST:

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

✓	CLOTHING
	Complete BSA Uniform
	Hiking boots or shoes (closed toed shoes ONLY)
	Lightweight jacket
	Sweatshirt
	Raincoat or poncho
	Scout Hat
	Extra shirts
	Extra shorts/pants
	Pajamas/sleep clothes
	Handkerchiefs
	6 pairs extra socks
	6 changes underwear
	Tennis shoes (closed toed shoes ONLY)
✓	TOILETRY KIT
	Wash cloths
	Hand towel
	Body towel
	Soap
	Shampoo
	Toothbrush
	Toothpaste
	Comb/brush
	Deodorant
	Sunscreen
	Bug Spray
✓	AQUATIC ITEMS
	Swimsuit (pack on top)
	Beach Towel
	Goggles/swim mask
✓	BEDDING
	TENT (if applicable by camp)
	Pillow
	Sleeping Bag
	Extra Blanket (if desired)
	Ground/sleeping pad

✓	DAY ITEMS
	Daypack/backpack
	Wallet
	Notebook
	Pencils/pens
	Scout Handbook
	Merit Badge Book(s)
	Canteen/Water Bottle
	Camera
✓	EXTRAS
	Medication (in original container)
	Fishing Equipment
	Merit Badge Pre-requisites
	Musical Instrument
	Song Book
	Personal First Aid Kit
	Money (\$) for Trading Post
	Pocket Knife (with Totin' Chip)
	Matches/Lighter
	Compass
	Flashlight
	Batteries

This list is to be used as a guideline, needs will vary between Scouts.

While doing aquatic activities, swimsuits must be modest. For males, tight fitting swim briefs or swim bottoms short enough to allow exposure are not allowed - no speedos. For females, bikinis are not allowed; modest tankinis or one-piece swimsuits are appropriate.

Scouts may bring cell phones to camp for Merit Badge use, photographs, etc. but will **NOT** be allowed to use them if they disrupt class or are used inappropriately.

Scouts should not bring pagers, 2-way devices, or personal computers!

For safety reasons, sandals are only to be worn in the shower or at the beach. Closed toed shoes MUST be worn when traveling through camp!

HEALTH & SAFETY





Effective January 1, 2010 the only health form that we are allowed to accept is the *BSA Annual Health & Medical Record*. Please visit the following link for the current health form: <http://www.scouting.org/scoutsource/HealthandSafety/ahmr.aspx>

Parts A, B (both sides), and C **MUST** be completed including ALL required signatures for all campers - regardless of how long they will be in camp for. Sports physicals and/or any other physical forms will not be accepted. Participants arriving without the proper health form will be expected to complete the proper form at their expense to be able to remain in camp - no exceptions!

Adults without Part C will not be permitted access to camp - no exceptions! Adult leaders will also be required to go through a health check with the unit at check-in.

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

All health forms must be renewed annually for both youth and adults. The BSA Health Form is valid until the last day of the month one year after it was issued (i.e. if your health form is dated June 6, 2021 - it is valid until June 30, 2022).

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

TETANUS SHOTS

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

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

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

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

YOUTH PROTECTION & 2-DEEP LEADERSHIP

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

TWO-DEEP LEADERSHIP ON ALL OUTINGS REQUIRED.

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

ADULT SUPERVISION/COED ACTIVITIES:

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

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

ONE-ON-ONE CONTACT BETWEEN ADULTS AND YOUTH MEMBERS IS PROHIBITED.

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

TWO-DEEP LEADERSHIP AND NO ONE-ON-ONE CONTACT BETWEEN ADULTS AND YOUTH MEMBERS INCLUDES DIGITAL COMMUNICATION.

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

AGE-APPROPRIATE AND SEPARATE ACCOMMODATIONS FOR ADULTS AND SCOUTS ARE REQUIRED.

TENTING:

- Separate tenting arrangements must be provided for male and female adults as well as for male and female youth.
- Youth sharing tents must be no more than two years apart in age.
- In Cub Scouting, parents and guardians may share a tent with their family.
- In all other programs, youth and adults tent separately.

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

LODGING / CABIN ACCOMMODATIONS:

Whenever possible, separate cabins or lodging should be provided for male and female adults as well as for male and female youth. Where separate accommodations cannot be provided due to group size or limited availability, modifications may be made. Where completely separate accommodations are not available, additional supervision is required.

- If adults and youth of the same gender occupy single-room accommodations, there must be a minimum of two adults and four youth, with all adults being Youth Protection trained.
- Physical separation by other means, including temporary barriers or space, should be used only when no other arrangements are possible.
- These modifications are limited to single-gender accommodations.

SHOWER FACILITIES:

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

THE BUDDY SYSTEM SHOULD BE USED AT ALL TIMES.

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

PRIVACY OF YOUTH IS RESPECTED.

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

INAPPROPRIATE USE OF SMART PHONES, CAMERAS, IMAGING, OR DIGITAL DEVICES IS PROHIBITED.

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

NO SECRET ORGANIZATIONS.

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

YOUTH PROTECTION & 2-DEEP LEADERSHIP

SUMMER CAMP CAMPER DRESS CODE

The Michigan Crossroads Council encourages our campers to dress comfortably while they are at camp. Campers should use their best judgement to dress appropriately and not wear anything that would make other campers feel uncomfortable. When packing for camp, the following dress code items should be adhered to:

- **Clothing** should not include profanity or images that do not support the Scout Oath and Law
- Proper **undergarments** should be worn
- **Pants and shorts** must
 - Completely cover undergarments
 - Not allow for exposure of the buttocks
 - Stay up without the use of hands
- **All shirts** must
 - Have wide straps or cover the shoulders - no "spaghetti straps"
 - Not be see-through or expose the side of the body
 - Be worn at all times outside of the aquatics area or shower house
- **Closed-toe shoes** must be worn at all times except while in the aquatics area, shower house, or as deemed by the Camp Director
- **Swimwear** must be modest
 - For males, tight fitting swim briefs or swim bottoms short enough to allow for exposure are not allowed - no speedos
 - For females, bikinis are not allowed, modest tankinis or one-piece swimsuits are appropriate

YOUTH LEADERSHIP IS MONITORED BY ADULT LEADERS.

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

DISCIPLINE MUST BE CONSTRUCTIVE.

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

APPROPRIATE ATTIRE IS REQUIRED FOR ALL ACTIVITIES.

Proper clothing for activities is required. While doing aquatics activities, swimsuits must be modest. For males, tight fitting swim briefs or swim bottoms short enough to allow exposure are not allowed - no speedos. For females, bikinis are not allowed; modest tankinis or one-piece swimsuits are appropriate.

NO HAZING.

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

NO BULLYING.

Verbal, physical, and cyberbullying are prohibited in Scouting.

MANDATORY REPORTING OF CHILD ABUSE.

All persons involved in Scouting must report to local authorities

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

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

State-by-state mandatory reporting information:

www.childwelfare.gov

ALL ADULT LEADERS AND YOUTH MEMBERS HAVE RESPONSIBILITY.

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

UNITS ARE RESPONSIBLE TO ENFORCE YOUTH PROTECTION POLICIES.

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

INCIDENTS REQUIRING AN IMMEDIATE REPORT TO THE CAMP DIRECTOR.

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

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

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

If a Scout is bullied because of race, color, national origin, religion, sexual orientation, or disability, and local help is not working to solve the problem, contact the BSA Member Care Contact Center at 972-580-2489, or send an email to youth.protection@scouting.org.

SPECIAL DIETARY NEEDS

The Michigan Crossroads Council defines a special dietary need as one of the following:

1. A known food allergy
2. A diet based on a pre-existing medical condition
3. A diet based on religious principles

Persons with diets that do not fall under the above categories do not qualify for special diet services while at camp. Please consult with the Camp Director for further information & guidance.

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

However there are also people who require special attention to their diet. We make it a practice to accommodate as best we can those who have special dietary needs. This can be done by contacting the Camp Director at least **2 weeks** prior to your arrival at camp.

While every effort will be made to accommodate the special dietary needs of you and your Scouts, you may need to bring supplemental food items to camp that we cannot provide locally.

Campers who require special diets should note so on their registration. In order to make your final payment for camp, you will need to list any dietary restrictions on each camper's registration.

A screenshot of a registration form. At the top, there is a red circular icon with a white exclamation mark followed by the text 'Dietary Restrictions ?'. Below this is a rectangular input box with the placeholder text 'Dietary Restrictions' and a small magnifying glass icon on the right side.

If the camper has no dietary restriction, simply type "NONE" in the box.

If the camper does have dietary restrictions, type them here. Dietary restrictions include:

- Food allergies (i.e. eggs, milk, soy, banana, etc.)
- Diets based on a medical condition (i.e. gluten free, vegetarian, vegan, etc.)
- Diets based on religious principles (i.e. Kosher, Halal, etc.)

MCC has worked with both our food service provider and local businesses to do our best to accommodate our campers that have special dietary needs. In the event that we cannot accommodate a special dietary request, *campers with a highly regulated diet will sometimes need to bring their own food to camp with them.*

The Michigan Crossroads Council operates "nut free" dining facilities.

MICHIGAN & BSA/MCC CAMPS

POLICIES, RULES & REGULATIONS



STATE OF MICHIGAN REGULATIONS FOR 2022

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

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

STATE OF MICHIGAN LAWS/ADMINISTRATIVE RULES

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

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

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

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

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

Rule 400.1111 A camp shall ensure that the ratio of adult staff members to campers at any one time is as follows:

1. For campers below the age of 13, during their awake hours there shall be 1 adult staff member for every 10 campers or a fraction thereof beyond the first 10.
2. For campers below the age of 13, during their sleeping hours there shall be 1 adult staff member for every 14 campers or a fraction thereof beyond the first 14.
3. For campers 13 years of age or older, there shall be 1 adult staff member for every 14 campers or a fraction thereof beyond the first 14.
4. For campers with disabilities, during their awake hours there shall be 1 adult staff member for every 3 campers or a fraction thereof beyond the first 3.
5. For campers with disabilities, during their sleeping hours there shall be 1 adult staff member for every 6 campers or a fraction thereof beyond the first 6.
6. The minimum number of staff on duty and in camp is 2 adult staff members

In a camp that has more than 50 campers, the camp director shall not be included in determining the staff member-camper ratio and shall not serve full-time as the health officer or as an aquatics supervisor.



NATIONAL CAMP ACCREDITATION PROGRAM

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

NCAP achieves this purpose through the following:

- National Camp Standards
- Application and Authorization to Operate Review
- Camp Strategic Analysis
- Continuous Camp Improvement Program
- Annual Camp Assessment Process

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

Our camps are inspected during the first week of operation by a team of trained "Visitation Specialists" to ensure that our camps & programs meet BSA National Standards. The State of Michigan / Department of Human Services, the Health Department, the State of Michigan Licensing & Regulatory Affairs Department, and other departments concerned with the safety and well being of our campers also make routine inspections of our properties and programs.

Per standard AO-802, all Michigan Crossroads Council Camps continue to earn and operate as BSA NCAP Accredited Camps.



NATIONAL CAMP
ACCREDITATION PROGRAM



BSA/MCC CAMP POLICIES

YOUTH PROTECTION REPORTING POLICY

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

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

DRUGS & ALCOHOL

The Michigan Crossroads Council and the Boy Scouts of America are committed to providing a safe, healthy, and productive camp and camping experience. Accordingly, the possession or use of, or being under the influence of, illegal drugs (as classified under federal, state or local laws), including marijuana, and / or the possession of drug paraphernalia, will not be tolerated on any properties (including camps) of the Michigan Crossroads Council or the Boy Scouts of America.

Possession, consumption, or being under the influence of alcohol, including beer, will not be tolerated on the properties of the Michigan Crossroads Council or the Boy Scouts of America.

Violation of this policy will result in immediate removal from camp (with no refund) and may also result in legal prosecution.

While the proper use of prescribed medication by a patient under the care of a physician is permitted, such prescription medications must be dispensed by the Camp Health Director or the designated Unit Leader in your site in accordance with the rules of the Boy Scouts of America.

Michigan Crossroads Council Camps are "Drug & Alcohol Free Zones."

FOR PURPOSES OF THIS POLICY, MARIJUANA IS AN ILLEGAL DRUG AND IS NOT A PRESCRIBED MEDICATION.

ILLEGAL, IMMORAL, AND/OR UNACCEPTABLE ACTS

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

YOUTH AND/OR ADULT VIOLENT BEHAVIOR

The directors and staff at our camps are coached in preventative measures when it comes to youth and/or adult violent behavior. We are not trained, nor do we have the ability, to handle situations relating to violent behavior. If these types of situations should arise at camp, we will immediately contact local authorities for professional assistance. The youth and/or adult will be sent home to seek professional guidance - no refund. Please keep us apprised of any discipline/behavior problems you may experience during the week. The Michigan Crossroads Council maintains a zero-tolerance policy for violent behavior.

LIVING QUARTERS

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

SUMMER CAMP CAMPER DRESS CODE

The Michigan Crossroads Council encourages our campers to dress comfortably while they are at camp. Campers should use their best judgement to dress appropriately and not wear anything that would make other campers feel uncomfortable. When packing for camp, the following dress code items should be adhered to:

- **Clothing** should not include profanity or images that do not support the Scout Oath and Law
- Proper **undergarments** should be worn
- **Pants and shorts** must
 - Completely cover undergarments
 - Not allow for exposure of the buttocks
 - Stay up without the use of hands
- **All shirts** must
 - Have wide straps or cover the shoulders - no "spaghetti straps"
 - Not be see-through or expose the side of the body
 - Be worn at all times outside of the aquatics area or shower house
- **Closed-toe shoes** must be worn at all times except while in the aquatics area, shower house, or as deemed by the Camp Director
- **Swimwear** must be modest
 - For males, tight fitting swim briefs or swim bottoms short enough to allow for exposure are not allowed - no speedos
 - For females, bikinis are not allowed, modest tankinis or
 - one-piece swimsuits are appropriate

BSA/MCC CAMP POLICIES

PERSONAL EQUIPMENT, FIREARMS, FIREWORKS, AND AMMUNITION

Michigan Crossroads Council policy DOES NOT allow for any of the following personal items / safety equipment to be brought onto camp property:

Firearms*:	Rifles, shotguns, pistols (including off-duty law enforcement), bows, crossbows, etc.
Shooting Sports*:	Wrist rockets, slingshots, tomahawks, throwing knives, etc.
Ammunition*:	Bullets, slugs, shot-shells, BBs, arrows, etc. (Ammunition is never allowed outside of the range area in any form)
Fireworks*:	Poppers, firecrackers, fountains, mortars, etc.
Climbing:	Harnesses, helmets, gloves, carabiners, belay devices, rope, etc.
Aquatics:	Lif jackets, personal watercraft + paddles & oars, lifesaving equipment, etc.
Skilled Trades:	Welding jacket, welding gloves, welding helmets, hand tools, etc.

*Violations will result in immediate removal from camp - no refund. The MCC maintains a "zero-tolerance" policy on

*firearms, shooting sports, ammunition, and fireworks violations.

All of our MCC Camps provide adequate equipment to serve your unit's shooting sports, climbing, and other program needs. All personal equipment should be left at home and not brought with you to camp.

Camper's that have any of the above listed items (including service pistols) will be given the opportunity to turn them in to the Camp Office upon Sunday check-in. There, they will be stored under lock and key until the end of the week. You **MAY NOT** lock any personal equipment in your vehicle (including service pistols). Personal equipment will then be returned to you upon your departure from camp. Personal equipment will **NOT** be allowed to be used on camp property. Failure to turn in personal equipment will result in your immediate removal from camp - no refund!

TRANSPORTATION

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

Camp vehicles are NOT available for the transport of Scouts or Leaders. If a camper needs gear transported during the week, prior arrangements must be made with the Camp Office.

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

BSA/MCC CAMP POLICIES



FINAL REMINDERS

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

YOUR UNIT PROGRAM AT CAMP



PLANNING FOR CAMP

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

Time and again, research has shown that Scouts remain in the Scouting program when their Units take the extra time to plan a strong outdoor program. We know from experience that Units who plan their summer experience before they arrive are the ones that leave camp the most satisfied.

Your unit should plan to take full advantage of your week at camp. Patrol structure should be used to help the Scouts get used to democratic leadership. In order to ensure that your Scouts have the opportunity to take and complete the merit badges of their choice, you'll need to coordinate with them and guide them **before** they get to camp.

While at camp, don't forget that you have a voice in how camp is being run. All of our Michigan Crossroads Council camps offer Leaders Roundtables where your comments will be greatly appreciated. Don't wait until Saturday and your evaluation to tell us your needs. Ask during the week, and you'll be pleased when the staff is eager to help you.

Please make the information in this guide available to all Scouts and Leaders attending camp - as well as any parents whose child will be in attendance. By allowing everyone involved to have the same information, communication and understanding between all parties becomes much easier! **Be Prepared!**



DEVELOPING YOUR UNIT'S PROGRAM

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

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

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

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

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

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



ADVANCEMENT

ADVANCEMENT IN CAMP

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

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

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

Procedure at camp:

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

ADVANCEMENT PLANNING

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

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

ADVANCEMENT

TRACKING ADVANCEMENT AT SUMMER CAMP

All Michigan Crossroads Council Camps will be utilizing the online registration system for registering, tracking progress during camp, and reporting completions and partials to units after their week of camp.

Merit Badge sign-ups and completion:

- The Scout or the Unit will sign-up for desired merit badge(s) in the online registration system before arriving at camp
- The Unit should bring two printouts of the units merit badge schedule with each scout on it when they arrive at camp on check-in day: one for the Scout to have, and one for the Unit to utilize
- The Unit Leader in charge will be given a list of all Scouts and their accompanying merit badges during check-in; they will need to sign this list as "approved", taking place of the "Unit Leader Authorization" section of the blue card
- The camp retains the aforementioned list as the leader approval for each scout to participate in those listed merit badges
- During the week each Scout is checked as present or absent each day
- Each requirement is listed on the class roster and is checked-off daily if completed
- At the end of the week the Scout is listed as complete or partial (with all requirements listed needing to complete)
- The unit is given a final report upon leaving camp with all information on each scouts completed badges or partial requirements needed - **this report is used instead of the use of blue cards**
- The unit will have access to go back to the registration system and print blue cards for each scout after they return from camp. (see "Printing Blue Cards" on page 37)
- It is important that the unit prints these cards for each scout immediately after camp to ensure that he has all records for rank advancement and will be ready to contact a counselor to complete and sign-off on remaining requirements
- The blue card will print all of the scout's info and the requirements checked off - the system will not print a partial blue card
- If needed the unit has the ability to print reports up to seven years after camp
- Also note that our registration system already provides a Scoutbook and Troopmaster export feature

ONLINE BLUE CARDS & REPORTS



PRINTING REPORTS

The Michigan Crossroads Council is pleased to be able to offer our Scouts BSA Resident Summer Camp Unit Leaders with a full array of available reports, both before, during, and after your summer camp experience at your MCC Scouts BSA Resident Camp this summer. Please be reminded of the following reports available through your Scouts BSA Resident Summer Camp Reservation via the MCC website. After logging into your Scouts BSA Resident Summer Camp reservation, click on the "Reports" tab at the top of the page:



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

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

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



PRINTING BLUE CARDS

The Michigan Crossroads Council utilizes the built in electronic blue card reports in the Blackpug registration system. What does this mean for your Unit?


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

For more details on this process, please refer to the "printing blue cards" section below.

PRINTING BLUE CARDS

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

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

1. Go to the registration website for your selected camp and click "lookup registration" at the top of the page:
Camp Rotary - <https://scoutingevent.com/272-crsbsarc2022>
Cole Canoe Base - <https://scoutingevent.com/272-ccbsbsarc2022>
D-bar-A Scout Ranch - <https://scoutingevent.com/272-dasrsbsarc2022>
Gerber Scout Reservation - <https://scoutingevent.com/272-gsrsbsarc2022>
2. Log in to your event using your email address and reservation number
3. Click on  Reports at the top of your registration page
4. For merit badge completion data, click **Unit Advancement Detail**
5. To print blue cards, click **Blue Cards - Plain Paper**

Your camp will NOT print blue cards for your unit!

PARTIALS AT CAMP

For Scouts that receive a "partial" in a merit badge class, a blue card will not be printed. Scouts that receive a partial should follow the steps listed under "Printing Blue Cards" and then select **Badges - Incomplete** to print off a partial completion report, which will include:

- Date of requirement completion
- List of requirements yet to be completed
- Merit Badge revision date

This slip can then be used at another camp or with another merit badge counselor to complete the badge.

Scouts can continue working from the same merit badge revision date that they started and have until their 18th birthday to complete a merit badge.

Scouts or units should NOT contact Summer Camp Counselors or staff after summer camp concludes. Merit Badge partials should be completed with a unit merit badge counselor, or at a MCC Merit Badge event. Check michiganscouting.org/events for upcoming programs. Questions related to merit badge records should be directed to the Camp Director.



APPENDIX A:

SUMMER CAMP LEADER'S GUIDE

DEAR SCOUTS AND SCOUTERS:

Welcome to the 2022 Summer Camping season at Camp Rotary. We are excited to have you as a part of one of America's longest continuously running summer camps.

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

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

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

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

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

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

Yours in Scouting,



Andrew T. Wright

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

BSA MISSION STATEMENT

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

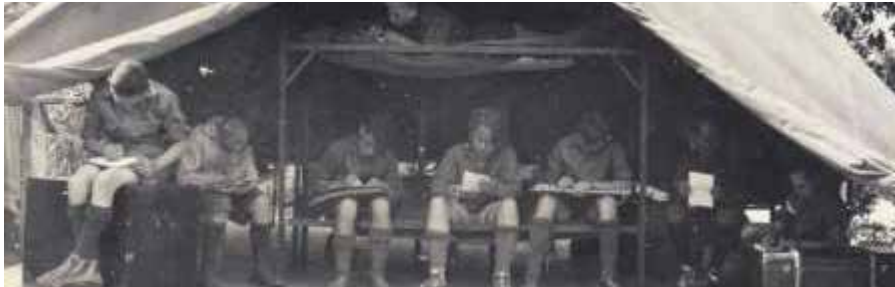
Scout Oath

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

Scout Law A Scout is:

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

TABLE OF CONTENTS



WELCOME

41 ... Contents

45 ... Camp History

43 ... Introduction
Using this Guide

46 ... Campsites

CAMP PROGRAM

48 ... Camp Theme

59 ... Merit Badge Info

75 ... Additional Program
Information

49 ... Program Areas

59 ... Merit Badge Guide

76 ... Restricted Activities

55 ... Program Schedule

72 ... MB Capacities &
Pre-Req's

77 ... Project COPE

56 ... PATH Schedule

73 ... Camp Awards

78 ... Camp Wide Activities

58 ... Adult Activities

74 ... Order of the Arrow



CAMP FACILITIES & SERVICES

82 ... Trading Post | Camp Equipment
Quartermaster

86 ... Campsite Electricity

87... Fishing

83 ... Trash Removal | Fire Protection

88 ... Bicycles in Camp

84 ... Fireworks & Ammunition | Camp Mail

89 ... Chaplain Services & Religious Programs

85 ... Camp Phone | WiFi

90 ... Health & Safety

CAMP ADMINISTRATION

92 ... Camp Management
Visitations | CIT Program

96 ... Camp Check-out

103 ... Vehicles

93 ... Camp Security

97 ... Food Service

104 ... Emergency
Procedures

93 ... Visitor Policy

100 ... Fireguard Plan &
Chemical Fuel Policy

105 ... Notes

94 ... Camp Check-in

101 ... Camp Policies

106 ... Camp Map



WELCOME TO CAMP ROTARY

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

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

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

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

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

Let the Adventure Begin!



FOLLOW CAMP ROTARY ON FACEBOOK, TWITTER, AND INSTAGRAM!

Just search for #CampRotaryBSA

HOW TO USE THIS GUIDE

This “Leader’s Guide” is intended to be multi-use; being split into sections that make it easier for the unit to use as a whole. The guide is meant to be taken apart, and the appropriate sections given to the members of your Unit that will be responsible for each section. Below will describe the best use of this Leader’s Guide:

PROGRAM SECTION

The PROGRAM SECTION of this guide is intended for:

- The youth in your Unit
- Your summer camp coordinator
- The person who enters merit badges and program sign-ups into the system

This section is the first section of the Leader’s Guide and is tabbed out in **LIGHT BLUE**. This section contains the following:

- Program Area descriptions
- Merit badges offered and the times/locations they are offered
- A list of merit badge pre-requisites
- The PATH (First-Year Camper) Schedule - *PATH sign-up is NOW AVAILABLE online!*
- Daily camp activities
- Non-merit badge programs & camp awards

FACILITIES & SERVICES SECTION

The FACILITIES & SERVICES SECTION of this guide is intended for:

- The Unit Leader (or person that will be acting as the Unit Leader at Summer Camp)
- Parents of Scouts

This section is the first section of the Leader’s Guide and is tabbed out in **ORANGE**. This section contains the following:

- Camp Services
 - I.E. Trading Post, Quartermaster, Trash Removal, Fire Protection, WiFi, Electricity
- Fishing Rules
- Bike Rules
- Mail
- Chaplain Services
- Health Forms & Health Related Services

WELCOME TO CAMP ROTARY

CAMP ADMINISTRATION SECTION

The ADMINISTRATION SECTION of this guide is intended for:

- The Unit Leader (or person that will be acting as the Unit Leader at Summer Camp)
- Parents of Scouts

This section is the first section of the Leader's Guide and is tabbed out in **DARK BLUE**. This section contains the following:

- Youth Protection & 2-Deep Leadership
- Counselors in Training (CITs)
- State of Michigan Rules & Regulations
- MCC / Camp Rotary Rules, Regulations, Policies, & Procedures
- Check-in & Check-out Procedures
- Food Service & Dining Hall
- Camp Fees
- Online Registration & Blue Cards / Advancement
- Equipment Lists

FREQUENTLY ASKED QUESTIONS (FAQS)

Each year Camp Rotary receives many of the same questions pertaining to the following areas:

- Registration
- Check-in / Check-out
- Scout PATH (First Year Camper Program)
- Special Dietary Needs
- Class Capacities

In order to assist with handling these questions, we have created a separate publication containing answers to these frequently asked questions (FAQs). This publication will both answer our FAQs, as well as guide you to the correct page(s) in this Leaders Guide.

If you are still unable to find an answer to your question in either of these locations, our staff is happy to help! Please contact us at the correct location below:

Registration & Administrative Questions:

Camp Director

Andrew Wright

989-386-7943

andrew.wright@scouting.org

Program & CIT Questions:

Program Director

Ken McCaffrey

989-386-7943

ken.mccaffrey@scouting.org

CAMP HISTORY

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

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

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

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

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

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



CAMPSITES

TENTING

Camp Rotary utilizes a “Bring Your Own Tent to Camp” program. Units attending a Summer Camp Session at camp will need to bring their own personal tents!

If you have Scouts that will be attending the PATH Program, you will want to make sure you pack them an extra tent for their overnight program.

SUB CAMPS

All of Camp Rotary’s 11 campsites are split into two (2) sub camps (e.g. Schuck Campsite is split into “Schuck 1” and “Schuck 2”).

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

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

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

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

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

Do NOT set up in the wrong side of your site, or you WILL be required to move to the correct side.

SITE SET-UP

- All campsites will be left bare, in order to make sure there is enough room for all personal tents
- There will be no camp provided tent platforms (pallets)
- There will be no camp provided cots or mattresses
- Each sub-camp will be supplied with:
 - A single, empty wall tent with a platform for the unit to use for storage or changing
 - A designated fire ring
 - A bulletin board
 - A flag pole
- Each sub-camp will share the following in the campsite:
 - Campsite trash can
 - Campsite latrine

CAMPSITES

CAMPSITE LAYOUT

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

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

HAMMOCKS

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

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

DUE TO OAK WILT, IT IS STRONGLY ENCOURAGED THAT YOU DO NOT HANG EITHER END OF YOUR HAMMOCK TO AN OAK TREE - Just because it looks healthy does not mean that it is!

THEME FOR 2022

LUMBERJACK BACKCOUNTRY ADVENTURE!

Combining the traditions and skills of Paul Bunyan and all the great lumberjacks of the world, Scouts and Scouters will be thrilled to attend Camp Rotary's 97 season of summer camping - Lumberjack: Backcountry Adventure!

In the late 1870s, lumbermen – referred to as “Shanty Boys” came to Clare County - and in 1886, Ed Pratt set up a lumber camp on the hill on the west end of the lake, in what is now Fort Scott campsite. Each winter, the giant towering pine trees around Lake Beebe were felled and transported to the lake. By spring, the lake was full of logs. This meant that it was time to blow the dam and float the logs along the waterways to the lumbermills in Bay City, on the Saginaw River.

A narrow gauge railroad, built on an earthen trestle, was also constructed on camp for transportation of logs. While the line is gone, the trestle still exists - currently running through what is now the Low Ropes Course. To honor the logging history that surrounds Camp Rotary, there will be activities, challenges, and prizes galore based on skills only a true lumberjack possesses.

Camp in your personal tents, take part in backcountry skills instruction and challenges, and get back to the basics that all good Scouts should know!

Let the Adventure Begin!



CAMP ROTARY PROGRAM AREAS

SHOOTING SPORTS

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



CLIMBING & RAPPELLING

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

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

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



CAMP ROTARY PROGRAM AREAS



CHALLENGING OUTDOOR PERSONAL EXPERIENCE (COPE)

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



Project COPE is a combination of both low and high ropes course elements. Our low ropes course consists of 21 different elements challenging your Scouts, while our high ropes course is 40-ft. in the air, consists of 5 elements, and ends with our 755-ft. long zip line! is more of a personal experience which will take an individual beyond what they thought they could accomplish by themselves. Participants of Project COPE must be at least 13 years of age. For more information, see page 77.



PATH PROGRAM (1ST YEAR CAMPER)

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



See page 18 for this summer’s PATH schedule. Adults that attend the PATH program for the whole week will receive their Introduction to Outdoor Leadership Skills (IOLS) training.

CAMP ROTARY PROGRAM AREAS

SCOUTCRAFT SKILL CENTER (SCSC)

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

Join our Scoutcraft staff in the evenings as they teach additional skills. Or join them as they challenge you with the mighty Lumberjack competition where Scouts will compete to see who is the best lumberjack team in camp. Want another outdoor challenge? Then check out the Scoutcraft Highland Games! Let's see if your Scouts have what it takes to be a Scoutcraft Highlander. There is always something fun and challenging at Scoutcraft!

AQUATICS

The Waterfront at Camp Rotary is second to none! Open swimming and boating are available Monday through Thursday. Snorkeling, Mile Swim, Kayaking BSA, and Instructional Swim are also offered during the week. Adult Leaders have the opportunity to complete the Paddle Craft Safety and Swimming & Water Rescue trainings. Be sure to allow time for the Polar Bear swim and the weekly Water Games, that are sure to be a hit with your Scouts!

All campers and adults who wish to enter the waterfront must have a Buddy Tag. Buddy Tags are not issued to anyone who does not possess a valid BSA Health Form, parts A, B, & C. Anyone who wishes to swim or boat must pass the BSA swimmer test at camp; pool certification will not be accepted, unless approved by the MCC Aquatics Committee. Camp Rotary reserves the right to re-test for safety reasons.

To contact the MCC Aquatics Committee, please follow this link: <https://michiganscouting.org/aquatics-committee/>



CAMP ROTARY PROGRAM AREAS



HANDICRAFT

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

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



M.A.D.E.

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

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

CAMP ROTARY PROGRAM AREAS

NATURE

The entire camp is our Nature Area. There are trails, demonstrations of conservation skills, as well as additional instruction available in each of the many Nature Merit Badges offered by Camp Rotary. Many animal displays and hands-on learning opportunities can be found in the Heavenrich Nature Center and surrounding area. Here your Scouts will learn many skills, such as Mammal Study, Reptile & Amphibian Study, Plant Science, Geology, Astronomy, Weather, Forestry, and more! Be sure to visit the Snake Pit, Turtle Pond, and take a stroll down the Self-Guided Nature Trail during your week at Camp Rotary.

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

INDUSTRIAL ARTS

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

Intended to be geared towards older Scouts (15 years and older) that have experienced most other badges, they can learn about the skill areas of Plumbing, Electricity, Automotive Maintenance, & Welding. These skills can help foster new life long hobbies or careers, and help develop their sense of independence and pride in their own handiwork.

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



CAMP ROTARY PROGRAM AREAS



TRADING POST

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

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



HEALTH OFFICE

Interested in joining the medical field? How about police, fire, or rescue? If any of these sound like fun, then our Health Office program area is the place for you! Teaching many skills; from repairing minor scrapes or burns, to the correct way to move a person from danger, to lifesaving techniques, the Health Office will never disappoint Scouts with what they will learn. The ability to help other people at all times is fully realized when your Scouts commit to earning the First Aid and Emergency Preparedness Merit Badges. These merit badges will equip Scouts with the knowledge needed to save lives, and to know what it takes to keep themselves and their families safe in an emergency.

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



CAMP PROGRAM SCHEDULE

Camp Rotary Program Schedule – 2022

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

Aquatics		Scoutcraft	
Canoeing +	10:00-11:00am or 2:30-3:30pm	Archaeology +	9:00-10:00am or 1:30-2:30pm
Kayaking +	9:00-10:00am or 1:30-2:30pm	Camping +	9:00-10:00am or 1:30-2:30pm
Lifesaving +	9:00-10:00am or 10:00-11:00am or 1:30-2:30pm or 2:30-3:30pm	Cooking +	10:00am-12:00 noon or 2:30-4:30pm
Motor Boating +	9:00-10:00am or 1:30-2:30pm	Exploration +	11:00-12:00am
Rowing +	10:00-11:00am	Fishing	11:00-12:00 noon or 3:30-4:30pm
Small Boat Sailing +	10:00-12:00 noon or 1:30-3:30pm	Geocaching +	10:00-11:00am or 2:30-3:30pm
Swimming +	10:00-11:00am or 11:00-12:00pm or 1:30-2:30pm or 2:30-3:30pm	Orienteering	9:00-10:00am
		Pioneering	1:30-3:30pm
		Search and Rescue +	10:00-11:00am
		Wilderness Survival	7:00-9:00pm M, TU, TH (also includes overnighter on TH)
Swimming & Water Rescue	10am – Noon, & 1:30-3:30pm, TU		
Paddle Craft Safety	10am – Noon, & 1:30-3:30pm, TH (Must attend all sessions to complete)		
BSA Stand-up Paddleboard Award	11:00-12:00 noon M, TU, W	Shooting Sports	
Snorkeling BSA	11:00-12:00 noon M, TU, W	Archery	9:00-10:00am or 10:00-11:00 or 11:00-12:00noon or 1:30-2:30pm
Mile Swim	3:30-4:30pm M, TU, W, TH	Rifle Shooting	9:00-10:00am or 10:00-11:00 or 11:00-12:00noon or 1:30-2:30pm
Open Swim	7:00-9:00pm M, TU, TH	Shotgun Shooting	9:00-10:00am or 10:00-11:00 or 11:00-12:00noon or 1:30-2:30pm
Instructional Swim	3:30-4:30pm & by appointment		
Open Boating	3:30pm-4:30pm M, TU, W 7:00pm-9:00pm M, TU, TH		
Canopstacle	Monday @ 7:00pm	Merit Badge participates needing to qualify will be allowed to shoot before all others	
Aquatics Ninja Warrior	Tuesday @ 7:30pm	Open Shooting/Archery	2:30-4:30pm TU-F 7:00-9:00pm M, TU, TH
Cardboard Boat Race	Thursday @ 7:15pm	Open Shooting/Rifle \$	2:30-4:30pm TU-F 7:00-9:00pm M, TU, TH
Wet Wednesday Plunge	Wednesday @ 6:30am	Open Shooting/Shotgun \$	2:30-4:30pm TU-F 7:00-9:00pm M, TU, TH
COPE/Climbing		Trading Post	
Climbing Merit Badge	10:00-12:00pm	Entrepreneurship	10:00-11:00am
COPE	1:30-4:30pm M, TU, W	Salesmanship	2:30-3:30pm
Crate Stacking	1:30-4:30pm TH		
Open Climbing/Rappelling	7:00-9:00pm M, TH	IOLS Training	9:00-12:00 noon and 1:30-3:30pm M-F
Open Zip Line	1:30-4:30pm F	(Will shadow PATH Program)	7:00-8:00pm M (Must attend all sessions to complete)
Climb on Safely	9:00-10:00am M		
Night Crawler \$	8:00pm TU		
Health Office			
Emergency Preparedness +	2:30-3:30pm		
First Aid +	10:00-11:00am		
Handicraft			
Animation	10:00-11:00am or 2:30-3:30pm		
Art	9:00-10:00am or 1:30-2:30pm		
Basketry	10:00-11:00am or 2:30-3:30pm		
Coin Collecting +	7:00-9:00pm M		
Collections +	7:00-9:00pm TU		
Fingerprinting	7:00-9:00pm TH		
Indian Lore	9:00-10:00am or 1:30-2:30pm		
Leatherwork	11:00-12:00 noon or 3:30-4:30pm		
Model Design & Building	10:00-11:00am or 2:30-3:30pm		
Sculpture	9:00-10:00am or 1:30-2:30pm		
Textile	11:00-12:00noon		
Wood Carving	11:00-12:00 noon or 3:30-4:30pm		
M.A.D.E.			
Chess	11:00-12:00 noon or 3:30-4:30pm		
Citizenship/Nation +	9:00-10:00am or 1:30-2:30pm		
Citizenship/World +	10:00-11:00 noon or 2:30-3:30pm		
Communications +	9:00-10:00am or 1:30-2:30pm		
Electronics	1:30-2:30pm		
Game Design +	10:00-11:00am or 2:30-3:30pm		
Movie Making	10:00-11:00am or 2:30-3:30pm		
Photography	11:00-12:00 noon		
Programming +	3:30-4:30pm		
Robotics	11:00-12:00 noon		
Theater	9:00-10:00		
Nature			
Astronomy	7:00pm-9:00pm M,TU,TH (with stargazing TH right)		
Bird Study +	10:00-11:00am or 2:30-3:30pm		
Environmental Science +	9:00-11:00am or 1:30-3:30pm		
Fish & Wildlife Management +	10:00-11:00am or 2:30-3:30pm		
Forestry	9:00-10:00am or 1:30-2:30pm		
Geology	7:00-9:00pm M, TU, TH		
Mammal Study	11:00-12:00 noon or 3:30-4:30pm		
Nature +	11:00-12:00 noon or 3:30-4:30pm		
Reptile & Amphibian Study +	9:00-10:00am or 1:30-2:30pm		
Soil & Water Conservation	9:00-10:00am or 1:30-2:30pm		
Space Exploration	11:00-12:00 noon or 3:30-4:30pm		
Sustainability +	11:00-12:00 noon or 3:30-4:30pm		
Weather	10:00-11:00am or 2:30-3:30pm		
Industrial Arts			
Automotive Maintenance	11:00-12:00 noon or 3:30-4:30pm		
Electricity	10:00-11:00am or 2:30-3:30pm		
Plumbing	7:00-9:00pm M, Tu		
Welding	9:00-10:00 am or 1:30-2:30pm		
Open Welding	7:00-9:00pm Th		
		Camp Services	
		Quartermaster	Open as posted
		Trading Post	8:30am - 12:00 noon } M, TU, TH 1:15 - 5:00pm } 6:45 - 9:15pm } 1:15 - 6:00pm WED 6:45 - 9:15pm FRI 9:30 - 11:00am SAT 1:00 - 5:00pm, 7:15-8:30pm SUN
		Mealtimes	8:00am Breakfast 12:15pm Lunch 6:00pm Dinner 4:45pm Friday Carnival – Games Start 6:00pm Friday Carnival – Dinner
		Flag Ceremonies	7:40am Flag Raising 5:40pm Flag Lowering
		Camp Office	9:00am-12:00 noon } M-F 1:00-5:00pm } 7:00-9:00pm } 9:30am-12:00 noon SAT 12:30-5:00pm SUN
		Lost & Found	First check the tote on the office porch just under the sign-out book. For items of value, please check with the Camp Clerk. For items lost at the Aquatics Area – check with the Aquatics Staff.
		Closing Ceremony – 9:15am Saturday Morning	
		All Program Areas will be closed on Wednesday & Friday Evenings	
		\$ Denotes additional program fee required + Denotes pre-requisite required	
		*Camper Fee includes all Merit Badge related program costs. Non-Merit Badge Activities (i.e. Open Rifle Shoot) require a Program Ticket to be purchased at the Trading Post or Camp Office	
		All times and information are subject to change	

PATH SCHEDULE

	Monday	Tuesday	Wednesday	Thursday	Friday
9:00 - 9:10	Flag Ceremony Tenderfoot #7a 2nd class #8a	Flag Ceremony Tenderfoot #7a 2nd class #8a	Flag Ceremony Tenderfoot #7a 2nd class #8a	Flag Ceremony Tenderfoot #7a 2nd class #8a	Flag Ceremony Tenderfoot #7a 2nd class #8a
9:10 - 10:00	Opening/Welcome Patrol Method Scout #2a-d #3a-b Tenderfoot #5a,#8 *	Orienteering MB/ will also cover 2nd class #3a-d, 1st class #1b, #4 Nature MB/ will also cover Tenderfoot #4b, 2nd class #1b, #4, 1st class #5a *			Hike to PATH the Showers *
10:00 - 11:00					
11:00 - 12:00				Tent Pitching, Prepare For Overnighter & Load Trailer	
1:30 - 2:30	First Aid 2nd Class # 6a-e Class # 7a-c *	Citizenship Scout #1f 2nd Class #8a-b 1st Class # 9a *	Safe Swim Defense Safety Afloat Lifesaving Skills (Waterfront) 2nd Class #5a, 5c-d 1st Class #6b-e *	Depart for Overnighter @ 2:00 *	Pioneering Scout #4a-b, Tenderfoot #3a-c,#8 2nd Class #2f-g *
2:30 - 3:30	Rifle and Archery Range	First Aid Tenderfoot #4a-c *		Overnighter (North Camp) Scout # 1e Tenderfoot #1a-c,#2a-c, 2nd Class #2a-c #4 1st Class #1b *	
3:30 - 4:30		Totin' Chip Scout #5 Tenderfoot #3d *	Fingerprinting MB	Firem'n Chit *	Closing Ceremony *
Evening	I.O.L.S. Supplemental Adult Training	OPEN	OPEN	PATH Campfire Program at North Camp *	OPEN

* Indicates that this activity is required to receive the PATH Patch

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

If your Unit is sending Scouts to the PATH Program, your Unit is required to provide adult leadership at PATH while your Unit is present.

Introduction to Outdoor Leadership Skills (IOLS) Training

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

It is STRONGLY recommended that Scouts participating in the PATH Program do not take evening merit badges due to the Thursday overnight program.

PATH PROGRAM

The PATH Program is designed to be a “drop-in” style program. Scouts have the opportunity to complete the entire program, or may simply “drop-in” for the requirements that they need to complete. All advancement requirements covered during each session are listed on the PATH Schedule.

ADULT LEADER REQUIREMENT

Adult leaders help deliver the promise of Scouting to all of their Scouts. They work directly with the Scouts to provide direction, coaching, and support. They provide the junior leaders with the tools and skills so they can run a unit; they make sure rules of the BSA and their chartered partner are followed; they serve as a good mentor and a positive role model.

Adult leaders KNOW their Scouts. The design of the PATH Program requires additional adult supervision in order to be successful.

If your Unit is sending Scouts to the PATH Program, your Unit is required to provide adult leadership at PATH while your Unit is present.

If your Unit is not able to provide adult leadership for its Scouts while utilizing the PATH Program, prior arrangements MUST be made with the Camp Rotary Program Director.

PATH OVERNIGHT PROGRAM

The PATH Overnighter is designed to let young, new Scouts experience first hand how to prepare for a campout. It focuses on self-reliance & is a learning experience that will cover many rank advancement segments.

PATH participants will depart the PATH Pavilion at 2pm on Thursday - it is approximately a 1.75 mile hike to the PATH Outpost Camp.

When packing for their overnight experience, PATH participants should bring the following:

- Backpack
- Change of Clothing / Sleeping Clothes
- Water Bottle
- Toiletries (no showers available)
- Two-man Tent
- Sleeping Bag/Pillow
- Raingear
- Good hiking shoes and socks

PATH participants will be allowed to put their tent and camping chair into the baggage wagon provided at the PATH Pavilion. These will be transported to the outpost site by a member of the camp staff. **All other gear is to be carried in a day pack (or similar) by the PATH participant.**

As part of the overnight program, PATH participants will cook their Thursday dinner and Friday breakfast. PATH participants will also participate in a special First-Year Camper bon fire program.

PATH PATCH REQUIREMENTS

Participants who complete the PATH Program will receive a special PATH Patch in addition to their summer camp participation patch. Not all PATH activities are required to earn the PATH Patch. Required activities are indicated by a “*” on the PATH Schedule.

ADULT LEADERS ACTIVITIES

Just as your Scouts come to camp to have a great time, we want to make sure that our Adult Leaders, who have taken time off from their busy schedules, can have just as much fun! Below are the activities and awards that are geared towards our Adult Leaders in camp.

Camp Rotary Extreme Adult Leader Award (a weeks worth of activities)

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



Iron Man (a weeks worth of activities)

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



Shooting Sports Top Shot Competition (Monday, Tuesday, Wednesday)

You have a chance to prove that you are the ultimate marksman, come on down and prove that you are the best shot in camp. You must make every shot count! That's right, you only have 7 shots to try for a perfect score. So make those 2 shotgun, 2 rifle, 2 archery, and 1 tomahawk shots worth it!

Staff vs. Adult Leader Volleyball Game (Tuesday)

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

Big Daddy Bass Fishing Tournament (Thursday Evening)

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



Adult Leader Stress Reliever Shoot (Thursday Afternoon)

An event that combines skill with the pressure of competition to provide a spirited encounter that is as much fun to watch as it is to experience. 2:30 – 4:30 pm at the Shotgun Range. Open to adult leaders in camp only.

Adult Leader "Cast Iron Chef" Cook Off (Friday)

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



MERIT BADGE INFORMATION










The merit badge program is the cornerstone of the Summer Camp program and Camp Rotary offers a wide selection. Most merit badges can be completed at camp however, there are a few that need some additional work at home because of time requirements, special projects, or other considerations. These “prerequisites” must be completed outside camp, before your arrival. Please refer to page 36 for a list of prerequisites and class capacities.

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


All Merit Badge classes are subject to change. Changes to the merit badge program - including additions, requirement changes, or deletions, will be updated in this guide AND on the reservation system. Please refer to page 2 of the Camp Rotary Leader’s Guide for the revision date and make sure that you are looking at the most up-to-date revision.

Program Icon Key:

-  Recommended for all Scouts
-  Eagle Required
-  Recommended for younger Scouts
-  Badge will require work outside of class time
-  Recommended for Scouts 13+
-  Badge has prerequisites

	ANIMATION	
	Times Offered:	10:00am-11:00am or 2:30pm-3:30pm
	Location:	Handicraft (Deer Lodge)
	Prerequisites:	None
	Materials Needed:	Animation MB Book
	Other Info:	None
	ARCHAEOLOGY	  
	Times Offered:	9:00am-10:00am or 1:30pm-2:30pm
	Location:	Scoutcraft
	Prerequisites:	#7c (bring list to camp); #9
	Materials Needed:	Archaeology MB Book; Notebook; Pen/Pencil
	Other Info:	None
	ARCHERY	 
	Times Offered:	9:00am-10:00am or 10:00am-11:00am or 11:00am-12:00pm or 1:30pm-2:30pm
	Location:	Archery Range
	Prerequisites:	None
	Materials Needed:	Archery MB Book
	Other Info:	May need to shoot outside of class time to complete badge

	ART	 
	Times Offered:	9:00am-10:00am or 1:30pm-2:30pm
	Location:	Handicraft (Deer Lodge)
	Prerequisites:	#6, #7
	Materials Needed:	Art MB Book
	Other Info:	None
	ASTRONOMY	  
	Times Offered:	7:00pm-9:00pm (M, Tu, Th)
	Location:	Nature Center
	Prerequisites:	#5b
	Materials Needed:	Astronomy MB Book
	Other Info:	Required star-gazing session on Thursday evening
	AUTOMOTIVE MAINTENANCE	
	Times Offered:	11:00am-12:00pm or 3:30pm-4:30pm
	Location:	Industrial Arts (Maintenance Area)
	Prerequisites:	None
	Materials Needed:	Automotive Maintenance MB Book
	Other Info:	None
	BASKETRY	 
	Times Offered:	10:00am-11:00am or 2:30pm-3:30pm
	Location:	Handicraft (Deer Lodge)
	Prerequisites:	None
	Materials Needed:	Basketry MB Book
	Other Info:	Basketry kits will be provided as part of the camp fee
	BIRD STUDY	  
	Times Offered:	10:00am-11:00am or 2:30pm-3:30pm
	Location:	Nature
	Prerequisites:	#8
	Materials Needed:	Bird Study MB Book; Notebook; Bird Field Guide
	Other Info:	None
	CAMPING	  
	Times Offered:	9:00am-10:00am or 1:30pm-2:30pm
	Location:	Scoutcraft
	Prerequisites:	#4b, #7b, #8d, #9a, #9b
	Materials Needed:	Camping MB Book
	Other Info:	None

	CANOEING	 (P)
	Times Offered:	10:00am-11:00am or 2:30pm-3:30pm
	Location:	Aquatics
	Prerequisites:	#2, #7a, #7b
	Materials Needed:	Canoeing MB Book; Swimsuit
	Other Info:	Must pass the BSA swim test
	CHESS	
	Times Offered:	11:00am-12:00pm or 3:30pm-4:30pm
	Location:	MADE (Kepayshowink Lodge)
	Prerequisites:	None
	Materials Needed:	Chess MB Book; Notebook; Chess Set
	Other Info:	None
	CITIZENSHIP IN THE NATION	 (P)
	Times Offered:	9:00am-10:00am or 1:30pm-2:30pm
	Location:	MADE (Kepayshowink Lodge)
	Prerequisites:	#2a, #2b or #2c, #3, #8
	Materials Needed:	Citizenship in the Nation MB Book
	Other Info:	None
	CITIZENSHIP IN THE WORLD	
	Times Offered:	10:00am-11:00am or 2:30pm-3:30pm
	Location:	MADE (Kepayshowink Lodge)
	Prerequisites:	None
	Materials Needed:	Citizenship in the World MB Book
	Other Info:	None
	CLIMBING	
	Times Offered:	10:00am-12:00pm
	Location:	Climbing Tower
	Prerequisites:	None
	Materials Needed:	Climbing MB Book
	Other Info:	May need to climb outside of class time to complete badge
	COIN COLLECTING	 (P)
	Times Offered:	7:00pm-9:00pm (M)
	Location:	Handicraft (Deer Lodge)
	Prerequisites:	#6, #7, #9
	Materials Needed:	Coin Collecting MB Book; Coin Collection (or photo of)
	Other Info:	None

	COLLECTIONS	 (P)
	Times Offered:	7:00pm–9:00pm (Tu)
	Location:	Handicraft (Deer Lodge)
	Prerequisites:	#5b
	Materials Needed:	Collections MB Book; Collection (or photo of)
	Other Info:	Stamp & coin collections cannot be used for this badge
	COMMUNICATIONS	   (P)
	Times Offered:	9:00am–10:00am or 1:30pm–2:30pm
	Location:	MADE (Kepayshowink Lodge)
	Prerequisites:	#3, #5, #7, #8
	Materials Needed:	Communications MB Book; Notebook; Pen/Pencil
	Other Info:	None
	COOKING	  (P)
	Times Offered:	10:00am–12:00pm or 2:30pm–4:30pm
	Location:	Scoutcraft
	Prerequisites:	#4, #6, #7
	Materials Needed:	Cooking MB Book
	Other Info:	Scouts will participate in cooking demonstrations
	ELECTRICITY	 (P)
	Times Offered:	10:00am–11:00am or 2:30pm–3:30pm
	Location:	Industrial Arts (Maintenance Area)
	Prerequisites:	#2, #8, #9
	Materials Needed:	Electricity MB Book; Notebook; Pen/Pencil
	Other Info:	None
	ELECTRONICS	
	Times Offered:	1:30pm–2:30pm
	Location:	MADE (Kepayshowink Lodge)
	Prerequisites:	None
	Materials Needed:	Electronics MB Book; Notebook
	Other Info:	None
	EMERGENCY PREPAREDNESS	   (P)
	Times Offered:	2:30pm–3:30pm
	Location:	Health Lodge
	Prerequisites:	#1, #2c, #6c, #8b
	Materials Needed:	Emergency Preparedness MB Book; Notebook; Pen/Pencil
	Other Info:	Scouts must have earned the First Aid Merit Badge first

	ENTREPRENEURSHIP	
	Times Offered:	10:00am-11:00am
	Location:	Trading Post
	Prerequisites:	#3
	Materials Needed:	Entrepreneurship MB Book; Notebook; Pen/Pencil
	Other Info:	None
	ENVIRONMENTAL SCIENCE	
	Times Offered:	9:00am-11:00am or 1:30pm-3:30pm
	Location:	Nature Center
	Prerequisites:	#6
	Materials Needed:	Environmental Science MB Book; Notebook; Pen/Pencil
	Other Info:	None
	EXPLORATION	
	Times Offered:	11:00am-12:00pm
	Location:	Scoutcraft
	Prerequisites:	#4, #5
	Materials Needed:	Exploration MB Book; Notebook; Pen/Pencil
	Other Info:	None
	FINGERPRINTING	
	Times Offered:	7:00pm-9:00pm (Th)
	Location:	Handicraft (Deer Lodge)
	Prerequisites:	None
	Materials Needed:	Fingerprinting MB Book
	Other Info:	PATH Scouts will earn this MB as part of the PATH Program
	FIRST AID	
	Times Offered:	10:00am-11:00am
	Location:	Health Lodge
	Prerequisites:	#1
	Materials Needed:	First Aid MB Book; Notebook; Pen/Pencil
	Other Info:	None
	FISH & WILDLIFE MANAGEMENT	
	Times Offered:	10:00am-11:00am or 2:30pm-3:30pm
	Location:	Nature Center
	Prerequisites:	#5
	Materials Needed:	Fish & Wildlife MB Book; Notebook; Pen/Pencil
	Other Info:	None











	FISHING	
	Times Offered:	11:00am-12:00pm or 3:30pm-4:30pm
	Location:	Scoutcraft
	Prerequisites:	None
	Materials Needed:	Fishing MB Book; Fishing Pole, Lures/Bait; Tackle Box
	Other Info:	Camp has a limited supply of fishing materials
	FORESTRY	
	Times Offered:	9:00am-10:00am or 1:30pm-2:30pm
	Location:	Nature Center
	Prerequisites:	None
	Materials Needed:	Forestry MB Book
	Other Info:	None
	GAME DESIGN	
	Times Offered:	10:00am-11:00am or 2:30pm-3:30pm
	Location:	MADE (Kepayshowink Lodge)
	Prerequisites:	#5, #6, #7
	Materials Needed:	Game Design MB Book
	Other Info:	None
	GEOCACHING	
	Times Offered:	10:00am-11:00am or 2:30pm-3:30pm
	Location:	Scoutcraft
	Prerequisites:	#8, #9
	Materials Needed:	Geocaching MB Book; GPS Unit
	Other Info:	Earning the Orienteering MB first would prove helpful
	GEOLOGY	
	Times Offered:	7:00pm-9:00pm (M, Tu, Th)
	Location:	Nature Center
	Prerequisites:	None
	Materials Needed:	Geology MB Book
	Other Info:	None
	INDIAN LORE	
	Times Offered:	9:00am-10:00am or 1:30pm-2:30pm
	Location:	Handicraft (Deer Lodge)
	Prerequisites:	None
	Materials Needed:	Indian Lore MB Book
	Other Info:	Indian Lore kits will be provided as part of the camp fee





	KAYAKING	 (P)
	Times Offered:	9:00am-10:00am or 1:30pm-2:30pm
	Location:	Aquatics
	Prerequisites:	#2
	Materials Needed:	Kayaking MB Book; Swimsuit
	Other Info:	Must pass the BSA swim test
	LEATHERWORK	
	Times Offered:	11:00am-12:00pm or 3:30pm-4:30pm
	Location:	Handicraft (Deer Lodge)
	Prerequisites:	None
	Materials Needed:	Leatherwork MB Book
	Other Info:	Leatherwork kits will be provided as part of the camp fee
	LIFESAVING	 (P)
	Times Offered:	9:00am-10:00am or 10:00am-11:00am or 1:30pm-2:30pm or 2:30pm-3:30pm
	Location:	Aquatics
	Prerequisites:	#2a
	Materials Needed:	Lifesaving MB Book; Long pants; Long sleeve shirt (no buttons)
	Other Info:	Must pass the BSA swim test; must be able to swim 400 yds
	MAMMAL STUDY	
	Times Offered:	11:00am-12:00pm or 3:30pm-4:30pm
	Location:	Nature Center
	Prerequisites:	None
	Materials Needed:	Mammal Study MB Book
	Other Info:	Great choice for First Year Campers
	MODEL DESIGN & BUILDING	
	Times Offered:	10:00am-11:00am or 2:30pm-3:30pm
	Location:	Handicraft (Deer Lodge)
	Prerequisites:	None
	Materials Needed:	Model Design & Building MB Book
	Other Info:	None
	MOTORBOATING	 (P)
	Times Offered:	9:00am-10:00am or 1:30pm-2:30pm
	Location:	Aquatics
	Prerequisites:	#2a
	Materials Needed:	Motorboating MB Book
	Other Info:	Must pass the BSA swim test

	MOVIE MAKING	
	Times Offered:	10:00am-11:00am or 2:30pm-3:30pm
	Location:	MADE (Kepayshowink Lodge)
	Prerequisites:	None
	Materials Needed:	Movie Making MB Book; Video camera
	Other Info:	None
	NATURE	
	Times Offered:	11:00am-12:00pm or 3:30pm-4:30pm
	Location:	Nature Center
	Prerequisites:	#4(a)(2), #4(d)(2)
	Materials Needed:	Nature MB Book
	Other Info:	None
	ORIENTEERING	
	Times Offered:	9:00am-10:00am
	Location:	Scoutcraft
	Prerequisites:	None
	Materials Needed:	Orienteering MB Book; Notebook; Pen/Pencil; Compass
	Other Info:	None
	PHOTOGRAPHY	
	Times Offered:	11:00am-12:00pm
	Location:	MADE (Kepayshowink Lodge)
	Prerequisites:	None
	Materials Needed:	Photography MB Book; Digital camera
	Other Info:	Camp has a limited number of cameras available
	PIONEERING	
	Times Offered:	1:30pm-3:30pm
	Location:	Scoutcraft
	Prerequisites:	None
	Materials Needed:	Scoutcraft MB Book
	Other Info:	None
	PLUMBING	
	Times Offered:	7:00pm-9:00pm (M, Tu)
	Location:	Industrial Arts (Maintenance Area)
	Prerequisites:	None
	Materials Needed:	Plumbing MB Book
	Other Info:	None

	PROGRAMMING	 
	Times Offered:	3:30pm-4:30pm
	Location:	MADE (Kipayshowink Lodge)
	Prerequisites:	#1a
	Materials Needed:	Programming MB Book
	Other Info:	None
	REPTILE & AMPHIBIAN STUDY	  
	Times Offered:	9:00am-10:00am or 1:30pm-2:30pm
	Location:	Nature Center
	Prerequisites:	#8
	Materials Needed:	Reptile & Amphibian Study MB Book
	Other Info:	None
	RIFLE SHOOTING	 
	Times Offered:	9:00am-10:00am or 10:00am-11:00am or 11:00am-12:00pm or 1:30pm-2:30pm
	Location:	Rifle Range
	Prerequisites:	None
	Materials Needed:	Rifle Shooting MB Book
	Other Info:	May need to shoot outside of class time to complete badge
	ROBOTICS	 
	Times Offered:	11:00am-12:00pm
	Location:	MADE (Kipayshowink Lodge)
	Prerequisites:	#6a or #6b
	Materials Needed:	Robotics MB Book
	Other Info:	None
	ROWING	 
	Times Offered:	10:00am-11:00am
	Location:	Aquatics
	Prerequisites:	#2
	Materials Needed:	Rowing MB Book; Swimsuit
	Other Info:	Must pass the BSA swim test
	SALESMANSHIP	 
	Times Offered:	2:30pm-3:30pm
	Location:	Trading Post
	Prerequisites:	None
	Materials Needed:	Salesmanship MB Book; Notebook; Pen/Pencil
	Other Info:	None

	SCULPTURE	
	Times Offered:	9:00am-10:00am or 1:30pm-2:30pm
	Location:	Handicraft (Deer Lodge)
	Prerequisites:	None
	Materials Needed:	Sculpture MB Book
	Other Info:	None
	SEARCH & RESCUE	
	Times Offered:	10:00am-11:00am
	Location:	Scoutcraft
	Prerequisites:	None
	Materials Needed:	Search & Rescue MB Book; Notebook; GPS Unit; Compass
	Other Info:	None
	SHOTGUN SHOOTING	
	Times Offered:	9:00am-10:00am or 10:00am-11:00am or 11:00am-12:00pm or 1:30pm-2:30pm
	Location:	Shotgun Range
	Prerequisites:	Strongly recommend earning Rifle MB first
	Materials Needed:	Shotgun MB Book
	Other Info:	May need to shoot outside of class time to complete badge
	SMALL BOAT SAILING	
	Times Offered:	10:00am-12:00pm or 1:30pm-3:30pm
	Location:	Aquatics
	Prerequisites:	#2
	Materials Needed:	Small Boat Sailing MB Book
	Other Info:	Must pass the BSA swim test
	SOIL & WATER CONSERVATION	
	Times Offered:	9:00am-10:00am or 1:30pm-2:30pm
	Location:	Nature Center
	Prerequisites:	None
	Materials Needed:	Soil & Water Conservation MB Book
	Other Info:	None
	SPACE EXPLORATION	
	Times Offered:	11:00am-12:00pm or 3:30pm-4:30pm
	Location:	Nature Center
	Prerequisites:	None
	Materials Needed:	Space Exploration MB Book
	Other Info:	Rocket kits will be provided as part of the camp fee

	SUSTAINABILITY	
	Times Offered:	11:00am-12:00pm or 3:30pm-4:30pm
	Location:	Nature Center
	Prerequisites:	#1, #2-Water-A, #2-Food-A, #2-Community-B or C, #2-Energy-B or C, #2-Stuff-A, #4, #5a
	Materials Needed:	Sustainability MB Book; Notebook; Pen/Pencil
	Other Info:	None
	SWIMMING	
	Times Offered:	10:00am-11:00am or 11:00am-12:00pm or 1:30pm-2:30pm or 2:30pm-3:30pm
	Location:	Aquatics
	Prerequisites:	#2
	Materials Needed:	Swimming MB Book; Swimsuit
	Other Info:	Must pass the BSA swim test
	TEXTILE	
	Times Offered:	11:00am-12:00pm
	Location:	Handicraft (Deer Lodge)
	Prerequisites:	None
	Materials Needed:	Textile MB Book
	Other Info:	None
	THEATER	
	Times Offered:	9:00am-10:00am
	Location:	MADE (Kepayshowink Lodge)
	Prerequisites:	#1
	Materials Needed:	Theater MB Book
	Other Info:	None
	WEATHER	
	Times Offered:	10:00am-11:00am or 2:30pm-3:30pm
	Location:	Nature Center
	Prerequisites:	None
	Materials Needed:	Weather MB Book
	Other Info:	None
	WELDING	
	Times Offered:	9:00am-10:00am or 1:30pm-2:30pm
	Location:	Industrial Arts (Maintenance Area)
	Prerequisites:	None
	Materials Needed:	Welding MB Book; Jeans; Sturdy footwear
	Other Info:	1st & 2nd year campers strongly discouraged from taking

	WILDERNESS SURVIVAL	
	Times Offered:	7:00pm-9:00pm (M, Tu, Th) + Thursday night camp-out
	Location:	Scoutcraft
	Prerequisites:	Totin' Chip; Firem'n Chit
	Materials Needed:	Wilderness Survival MB Book; Backpack
	Other Info:	Scouts will sleep in a shelter on Thursday night
	WOODCARVING	
	Times Offered:	11:00am-12:00pm or 3:30pm-4:30pm
	Location:	Handicraft (Deer Lodge)
	Prerequisites:	Totin' Chip
	Materials Needed:	Woodcarving MB Book; Pocket knife
	Other Info:	Woodcarving kit will be provided as part of the camp fee

EARNING A PARTIAL MERIT BADGE

A Scout does not need to pass all the requirements of one merit badge with the same counselor.

There are many reasons that a partial can be given to a Scout, but typically it falls in one of the following categories:

- The Scout was absent for the class
- The Scout did not complete their pre-requisites
- The Scout did not put in enough time to complete the badge (some classes require work outside of the specified class time)
- The Scout did not turn in required outside-of-class work
- The Scout has not yet developed the skills to successfully complete the class (i.e. The Scout needs to continue to practice shooting a rifle in order to meet the shooting requirements for the badge)

It is important to note the following about partials:

- A Scout cannot be re-tested on requirements that they have already completed by another counselor - that counselor **MUST** accept the partial work that was completed under a different merit badge counselor
- A Scout may finish the badge under the requirements that they started on - if the merit badge requirements are updated after the Scout has already received a partial, they may finish the badge under the old requirements
- Partial has no expiration date, but they **MUST** be completed by the Scout's 18th birthday.
- Units, districts, or councils are not allowed to establish other expiration dates for partial merit badges per the National Council

PRE-REQUISITE VERIFICATION FORMS

In an effort to make sure that all Scouts that participate in Camp Rotary merit badge programs are actually completing the requirements as set forth in each merit badge manual - we are now requiring that ALL merit badge pre-requisites be certified by a Merit Badge Counselor or an Adult Leader approved by the Scoutmaster - and that one of the slips seen here be turned in to EACH merit badge counselor. Merit badges will not be signed off by our staff without this form being turned in.

	Merit Badge Pre-requisite Verification		<small>OFFICIAL USE ONLY</small> Scouter # _____ Program Date _____ Council # _____
	Name of Scout: _____		
	Merit Badge: _____		
	Pre-requisites completed (Requirement Number): _____		
	Scoutmaster's Signature: _____ Date: _____		

MERIT BADGE INFORMATION

COMPLETING A PARTIAL AT CAMP

Scouts that have previously started a merit badge (it doesn't matter where or when it was started) do not need to sign up for the merit badge class that they need to complete. Instead, Scouts looking to complete a partial merit badge need to do the following:

- Meet with the Camp Rotary Program Director or the Merit Badge Counselor
- Present them with the partially completed blue card
- Schedule a time with the Merit Badge Counselor to work on the requirements that still need completion

Partial merit badges completed at camp will be added to the Unit Advancement Report that you will receive at the end of the week. The original blue card will not be returned.

GENERAL MERIT BADGE CLASS INFORMATION

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

- A Merit Badge Counselor may not change, add additional, or add to any requirement(s), but they may share their knowledge or experience that will make the counseling more interesting and valuable. This ensures that all advancement standards are fair and uniform for all Scouts.
- Completing "worksheets" may suffice where a requirement calls for something in writing, but this does not work for a requirement where the Scout must discuss, tell, show, or demonstrate, etc. Scouts shall not be required to use these learning aids in order to complete a Merit Badge.
- It is the Merit Badge counselor's decision whether to accept work or activities completed prior to issuing a "complete" on a merit badge.
- The Merit Badge counselor shall choose to accept a Scout into their merit badge class once the Scout's unit leader has approved the Scout taking the merit badge.
- For classes that only have one (1) Scouts signed up - the Scout MUST bring a buddy to class with them to fulfill 2-Deep Leadership. Failure to do so will result in the class being cancelled.



MERIT BADGE CAPACITIES & PREREQUISITES

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

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

CAMP AWARDS

Camp Rotary Award of Excellence

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

Gary Burrows Service Award

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



50 Knot Club

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



Iron Man

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

L.E.A.F. Award

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



Manidoowi

Manidoowi is Camp Rotary's spirit award. Scouts will complete "Spirit Challenges" which will test their scouting skills and expand upon their knowledge. An animal spirit pin is awarded for each level. Scouts can only earn one level each summer - so make sure to add his opportunity to your summer schedule.

For more information, please contact our Program Director.



ORDER OF THE ARROW

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



Camp Rotary works in conjunction with The Lodge to deliver the Order of the Arrow program as part of Summer Camp. Each year, The Lodge appoints an Order of the Arrow Summer Camp Chief with the approval of the Camp Director. The OA Camp Chief's responsibility is to coordinate the Order of the Arrow program and to explain the weekly events. This representative will be available at the Monday morning Leader's Meeting to assist each unit with any of its Order of the Arrow needs.

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

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

Holding an Order of the Arrow Unit Election during your Unit's stay at camp is up to the discretion of the Lodge Leadership. If allowed, OA elections for your Unit can only be conducted as long as an election has not occurred in the past 12 months.

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



BOY SCOUTS OF AMERICA®

ORDER OF THE ARROW

ADDITIONAL PROGRAM INFORMATION

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

BSA Swimming & Water Rescue training is open to any registered adult leader, Scout, Venturer, or Explorer who is age 16 or older. Offered on Tuesday at Aquatics from 10:00am - 12:00noon and 1:30 - 3:30pm. Attendance is required at both times (4 hours) to receive the certification.

BSA Paddle Craft Safety Training is open to any registered adult leader, Scout, Venturer, or Explorer who is age 16 or older. Offered Thursday at Aquatics from 10:00am - 12:00noon and 1:30 - 3:30pm each day. Attendance is required at both times (4 hours) to receive the certification.



BSA Stand Up Paddleboarding Award

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

Climb on Safely

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

Camp Wide Campfires

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

Attendance at both opening and closing campfires is REQUIRED by all units.

Suggested Unit Activities

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



RESTRICTED ACTIVITIES

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

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

www.scouting.org/filestore/pdf/34416.pdf

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

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

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

- Climbing Merit Badge
- Industrial Arts Merit Badges
- Woodcarving Merit Badge
- Shooting Sports Merit Badges
- Aquatics Ninja Warrior

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



PROJECT COPE

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

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

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

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



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

Both Scouts (at least 14 years of age) and Adult Leaders are eligible to participate in the COPE program during their stay at Camp Rotary. Those interested in participating in COPE should sign-up online during the registration process. On-site sign-up will take place on Monday after breakfast to fill any additional spaces in the program.

THERE MUST BE A MINIMUM OF 3 PEOPLE SIGNED UP IN ORDER TO CONDUCT PROJECT COPE. IF THE MINIMUM REQUIREMENT IS NOT MET THEN THE PROGRAM WILL BE CANCELLED FOR THE WEEK!



CAMPWIDE ACTIVITIES & EVENTS

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

SUNDAY ACTIVITIES/EVENTS:

Sunday Night Campfire - Attendance Required by All Units

Begin the week with fun, fellowship, and entertainment delivered by our Camp Staff! We are confident that our Sunday night campfire will get your week off to a great start! And join us at the Trading Post for our after party.

MONDAY ACTIVITIES/EVENTS:

Canopstacle Course

Join us at the Waterfront from 7-9pm for our fun and exciting Canoeing Obstacle Course! Send your best 2 canoers from your unit and you paddle, weave, bob, float, portage, and upright your canoes. The unit with the fastest time will receive ultimate bragging rights for the week! Must be 13 years of age & have Canoeing experience (i.e. the Canoeing Merit badge).

Tomahawk Throw

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

Robin Hood Contest

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

Tie Dye Night

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

Reptile Quest

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

TUESDAY ACTIVITIES/EVENTS:

Staff vs. Adult Leader Volleyball Game

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

Aquatics Ninja Warrior

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

CAMPWIDE ACTIVITIES & EVENTS

Lego Master Builder Competition

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

Lumberjack Competition

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

Muzzle Loading Rifle Shoot

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

Critter Crawl

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

Magic the Gathering Night

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

The Night Crawler - Online Sign Up

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

M.A.D.E. Movie Night

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

Action Archery Course

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

WEDNESDAY ACTIVITIES/EVENTS:

Wet Wednesday Plunge

Join our Aquatics staff at the Waterfront at 6:30am for a bone chilling experience! The water may be warm, but it is the cool morning air that will get you as you view sunrise at camp in a way no other person can - from the beautiful Lake Beebe!

Ugly Bug Contest

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

CAMPWIDE ACTIVITIES & EVENTS

Vespers Service

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

THURSDAY ACTIVITIES/EVENTS:

Ultimate Frisbee Challenge

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

Scoutcraft Highland Games

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

Sidewalk Chalk Contest

Each week from 1:30 to 4:30, your Scouts will have an opportunity to see which unit has the most creative skills when it comes to creating art with sidewalk chalk, sponsored by our Handicraft staff. Your Unit's masterpiece must be ready for judging at 5:15 pm!

Adult Leader Stress Reliever Shoot

An event that combines skill with the pressure of competition to provide a spirited encounter that is as much fun to watch as it is to experience. 2:30 – 4:30 pm at the Shotgun Range. Open to adult leaders in camp only.

Order of the Arrow Ice Cream Social

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

Cardboard Boat Race

Be sure to bring your cardboard & duct tape to build your very own cardboard boat during the week - then race your vessel against other Units on Thursday evening at 7:15 at the waterfront!

Big Daddy Bass Fishing Tournament

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

Open Welding

Want to get a feel for one of the fastest growing trades on the planet? Then join us from 7-9pm in the Industrial Arts area and try your hand at welding! Already have the Welding merit badge? Come on up and check out other types of welding not taught in the badge!

CAMPWIDE ACTIVITIES & EVENTS

FRIDAY ACTIVITIES/EVENTS:

Adult Leader "Cast Iron Chef" Cook Off

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

Camp Rotary Carnival

Inflatables, carnival games, great food & fun await every Scout & Scouter! How fast do you think you can go in our inflatable Obstacle Course? Following all the festivities will, of course, be our awesome Carnival dinner! Festivities/games begin at 4:45 pm, dinner will be served at 6:00 pm.

Friday Night Campfire - Attendance Required by All Units

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

Spirit of the Eagle

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

ALL WEEK ACTIVITIES/EVENTS:

Artemis

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

The Big Fish Contest

Calling all Scouts! Each week we put out the challenge to see who can bring in the biggest fish & receive the prize. Competition begins at 7 pm Monday and runs until 12noon Friday.

50-Knot Club

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

Shooting Sports Top Shot Competition (Monday, Tuesday, Wednesday)

You have a chance to prove that you are the ultimate marksman, come on down and prove that you are the best shot in camp. You must make every shot count! That's right, you only have 7 shots to try for a perfect score. So make those 2 shotgun, 2 rifle, 2 archery, and 1 tomahawk shots worth it!

TRADING POST

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

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

Methods of payment accepted at the Trading Post:

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

See page 103 for the Camp Rotary policy on knife sales.



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

CAMP EQUIPMENT & QUARTERMASTER

The following items are available for check-out from the Quartermaster, at no additional cost to your unit. The Quartermaster will be open for **45 minutes** after each meal. Please note that all equipment checked out from the Quartermaster must be returned no later than 5:45pm on Friday! Equipment not returned or returned damaged will be charged to the Unit upon their checkout on Saturday!

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



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

TRASH REMOVAL

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

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

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



FIRE PROTECTION

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

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

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

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

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



FIREWORKS AND AMMUNITION

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

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

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

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

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

CAMP MAIL

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

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

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

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

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



CAMP PHONE

Routine phone messages will be placed in your unit mailbox. Urgent messages will be delivered as soon as we can locate you. If you have reason to believe you may be receiving an urgent call, please notify us and keep us advised of your whereabouts.

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

Campers needing charging services for their mobile devices may charge them in the Camp Office or (adults only) in the charging station provided in the Adult Leader Lounge.

Emergency 911 Calls

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

WI-FI

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

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

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

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

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



CAMPSITE ELECTRICITY

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

Extension Cords:

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

Campers with Electric Needs:

Campers that have special electric needs **MUST** make arrangements with the camp office at least 2 weeks prior to your arrival. If a camper requires electricity but does not have portable power – Camp Rotary has limited sites available. Please note – campers that require use of camp power will not be housed with their unit in their campsite.

CPAP Machines:

Individuals requiring the use of a CPAP or similar machine will need to have a rechargeable battery and power converter. These are not provided by Camp Rotary. Vehicles will NOT be allowed in the campsite to serve as a power source. Arrangements can be made with our Ranger Staff to pick up, charge, and deliver your battery as needed.

An alternative option for campers is to bring a small, quiet generator. Camp Rotary does not supply fuel to its campers.

Charging stations for smaller batteries are available to you in the Adult Leader Lounge at the Dining Hall.

Charging Your Electronic Devices:

Unit leaders that need to charge their portable electronic devices (such as cell phones, laptops, etc.) can do so in the Camp Office where several power strips are available to charge your devices in a secure location.

Leaders may also charge their electronics in the charging lockers provided in the Adult Leader Lounge. Leaders wishing to lock their electronics must provide their own locks; locks will be removed by the camp management if they have not been removed by the owner after 24 hours. Electric plugs are very limited elsewhere in camp!

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

FISHING & LAKE FRONT ACCESS

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



CAMP ROTARY FISHING RULES

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

BIKES IN CAMP

For units attending Camp Rotary, we allow the use of bicycles on camp property. Please carefully read and understand our rules for safe operation of bikes within the camp below. Camp Rotary is not responsible for lost, stolen, or damaged bicycles, so please make sure to bring the proper equipment to secure your bike!

1. Bikes must be operated on the camp roads **ONLY!** No riding or walking on paths, hills, in water, or any place other than the roads that are meant for vehicle traffic.
2. While riding on roads, if a vehicle approaches from either direction, the bike and rider must come to a complete stop and move five (5) feet off to one side of the road until the vehicle has passed. Riders will **not** chase down vehicles on their bikes.
3. Helmets are **required** to be worn at all times! A helmet must be worn properly - fitted snugly to the head and buckled under the chin. Your unit number must be displayed on your helmet!
4. Bikes will be operated safely. No stunts, wheelies, or reckless usage. All riders **must remain seated** while riding - and must maintain control of the handlebars with at least one hand.
5. No bikes will be allowed anywhere in program areas, Dining Hall, Parade Field, or any area designated as off-limits by the camp administration. When visiting a program area, please ask the staff present where the designated parking area is.
6. Please leave bikes parked in the campsite for Parade Field formations, meals, and campfires. You may park bikes in the campsite out of the way of any service road. Bikes may also be parked at the designated racks near the Trading Post & Dining Hall.
7. No bikes will be operated after sunset or before sunrise (bikes should be locked up or stored away in the unit trailer for the night).
8. Scouts and leaders who bring bikes to camp are required to check the bike in at the Camp Office and sign up for a bicycle operating license. Your license tag is to be displayed on your handlebars.

Failure to follow the rules of bike safety and rules of the Camp will result in forfeiture of the bicycle operating license and/or the impoundment of the bicycle by the Camp Ranger - impounded bikes will be available for pick-up at the Camp Office during Saturday check-out.

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



CHAPLAIN SERVICES & RELIGIOUS PROGRAM

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

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

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

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

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

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

The Role of the Camp Chaplain

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

Vespers Service

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

Duty to God Award

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

HEALTH & SAFETY

CAMP HEALTH DIRECTOR

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

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

HEALTH FORMS & TETANUS SHOTS

Please refer to the MCC Administrative Program Guide on specific details regarding Health Forms and Tetanus Shots.

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

CAMP ROTARY RELEASE OF CAMPER FORM

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

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

MEDICATIONS

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

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

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



DISPENSING MEDICATIONS

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

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

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

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

HOSPITAL VISITS

Any injury or illness requiring additional skills outside of the capability of the Camp Health Director will be attended to by a doctor. Typically this requires a trip to the local clinic or Emergency Room. *All accidents or injuries should be reported to the Health and/or Camp Director immediately!*

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

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

Directions to Urgent Care - Clare, MI:

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

Directions to Emergency Room - Clare, MI:

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

CAMP ADMINISTRATION

CAMP MANAGEMENT

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

CAMP VISITATIONS

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

The NCAP achieves this purpose through the following:

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

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

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

COUNSELOR IN TRAINING PROGRAM (CIT)

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

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

To apply to be a CIT please visit: www.michiganscouting.org/campstaffapp

CAMP SECURITY

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

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

VISITOR POLICY

1. Visitors must check in at the office and sign in (Visitor Check In/Out Log) EACH time they visit. If you have visitors at your site, please escort them immediately to the Camp Office so that they may check in.
2. **ALL** visitors to camp over the age of 21 **MUST** have a **Michigan DHS Clearance Form**.
3. Visitors must receive a Visitor's Wristband from the office and they must wear it while on Camp Rotary property.
4. No pets are allowed anywhere in camp beyond the parking lot. Registered service animals are welcome on the property with accompanying paperwork.
5. Visitors must sign out in the Visitor's Log before departing Camp Rotary EACH time they visit.
6. Meals are available for visitors at Camp Rotary. Visitors must notify the Camp Office at least 24 hours before the meal they plan to attend. **NO WALK-INS**. Meal tickets can be purchased at the Camp Office: Breakfast \$5.00, Lunch \$6.00, Dinner \$7.00, Friday night Carnival \$8.00 (children under 5 are free). No one will be allowed to enter the Dining Hall without a meal ticket. Depending on camper reservations and seating availability, visitors may not be able to be seated with the unit they are in camp to visit. Visitors who eat with a unit and fail to purchase a meal ticket will have their meal(s) charged to the unit's statement at the end of the week - no exceptions!
7. If anyone should encounter a suspicious person or intruder in camp, please contact the Camp Director, the Program Director, the Camp Ranger, or a Camp Staff member immediately.
8. All Scouts wishing to check in or check out from camp must do so at the camp office. Only the person(s) whose names appear on the "Release of Campers" form can check a camper out of camp - **NO EXCEPTIONS!** If any of your Scouts will be leaving camp early, please be sure the adult picking up your Scout is listed in the Release of Campers form.
9. No family members or guests can stay overnight at Camp Rotary unless they are registered with the Boy Scouts of America and are listed on your unit roster.
10. Please remind your unit families that the camp vehicle policy prohibits vehicles in campsites. Individuals needing special assistance can get a special vehicle permit at the camp office.

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

CHECK-IN PROCEDURES

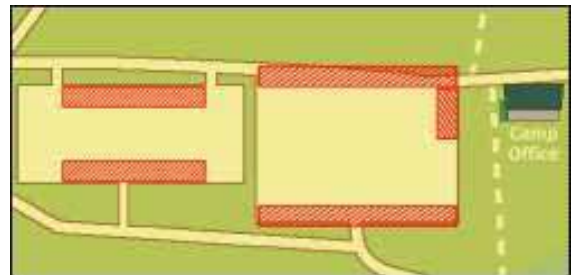
The management and staff of Camp Rotary pledges to do everything possible to ensure that you and your Scouts pass through the check-in process as efficiently as possible. Immediately upon arrival at camp, your unit will be assigned a Unit Host, a member of the camp staff, who will assist your unit throughout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

- **Arrive on time:** Units will be assigned an arrival time by the camp AT LEAST 2 weeks prior to their schedule session - Units should select which time(s) work best for them to arrive at camp on their Unit Registration. *NOTE: this does not guarantee that this will be the time of your arrival - your official arrival time will be assigned to you by the Camp at least 2-weeks prior to your arrival.* Please plan to arrive as close to your assigned arrival time as possible - doing so will help ensure that you have enough time to unpack and make your health and swim checks, etc. before dinner.

Your Unit Host will greet your unit in the parking lot and help you find your campsite - they will then guide your unit through the whole check-in process. Due to state licensing restrictions, early arrivals are not available at Camp Rotary. If you have an issue with your arrival time, please contact the Camp Director.

- **NO VEHICLES ARE ALLOWED IN THE CAMPSITES:** Units that have carpooled to camp will have the option of hiking their gear in, or may put their gear into one of our camp provided baggage wagons, which our ranger staff will take back to your campsite for you. If your unit has a trailer, the tow vehicle will be allowed back to the campsite where they must drop the trailer; they must then return the tow vehicle to the parking lot.

- **Parking:** All unit trailers should proceed directly to the camp gateway for access to their campsite. Please DO NOT park your unit trailer in the parking lot as space is limited. All other vehicles will be directed to a parking spot in our lot. Please note the parking (tan) and no parking (red) areas highlighted below. Vehicles parked in "No Parking" are subject to being towed at the owner's expense.



- **Have the following items ready with you BEFORE check-in:**

- ☐ 3 copies of your completed Unit Roster
- ☐ Your Scout & Adult Leader Health Forms - in alphabetical order
- ☐ Your Camper Release Forms
- ☐ Your Adult DHS Registry Clearance Forms
- ☐ Proof of Adult Registration for ALL Adult Leaders attending camp during the week

- **Have 3 copies of your complete Unit Roster ready:** Two copies are needed by the camp for check-in and the other is for you. Valuable time is often lost by having to fill out a roster during your check-in at the camp office. Units will not be allowed to check in without a complete (youth & adult) roster. Don't delay the check-in process; please have your rosters ready! Please use only the MCC Camp Roster Form available online.

CHECK-IN PROCEDURES

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

CHECK-IN PROCEDURES

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

Friday Check-out Procedures

Please make sure that ALL monies due to your unit are all in the system by 4:30pm on Friday! It is EXTREMELY difficult to issue refunds once camp has closed for your session.

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

Have your campers pack up all of their personal gear, with the exception of their sleeping bag, the clothes they are going to wear the next day, and their pajamas. This will allow for quick and easy loading of the trailer or baggage wagon the next morning.

Drop your unit’s dining/rain fly and pack it and any patrol boxes, tables, lanterns, & other unnecessary items into the unit trailer.

Return any rented tools from Camp Rotary to the Quartermaster building.

Saturday Check-out Procedures

1. Removal of unit trailers / camp baggage wagons: Starting at 7:30am, members of the camp ranger staff will begin pulling camp baggage wagons to the parking lot. The signal to the ranger that your wagon is ready to be towed is that the rear gate is secured in place. Please do not secure the rear gate until you are ready to have your baggage wagon pulled. All units are asked to keep their personal trailers in the campsites until the tow vehicle & trailer are physically ready to leave camp. Please DO NOT park unit trailers in the parking lot. Units will be allowed to let their tow vehicle drive back and hook up during dinner on Friday night.
2. Closing Ceremonies: The week’s closing ceremony will take place on the Parade Field immediately following Saturday breakfast. All units will be dismissed at the conclusion of the ceremony.
3. Campsite Check-out: Your Unit Host will meet up with your unit on the Parade Field immediately following closing ceremonies. Your campsite will be inspected – any damage to camp equipment will need to be paid in full prior to your departure. *Camp provided tents are not to be put away until the Unit Host has had a chance to inspect them!*
4. Office Check-out: Your last stop before leaving camp will be at the Camp Office. At this time your fire extinguisher will need to be turned in. After your Unit Host has completed the checkout sheet, you will receive your unit packet containing: your unit’s Merit Badge Report, Buddy Tags, NRA targets & certificates, etc. Don’t forget to check your mailbox! *Remember, health forms are not returned to the unit per State of Michigan Policy.*
5. Departure: After everything listed above is complete your unit will be dismissed from camp.

FOOD SERVICE

TABLE ASSIGNMENT

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

DINING HALL DRESS CODE

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

ADULT SUPERVISION

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

TABLE MANNERS & GRACE

Mealtime is the time for Scouts to be on their best behavior. It should be a time of relaxation, good manners, and pleasant conversation. "Please" and "Thank You" should be the order of the day. We suggest that this is an opportunity to teach Scouts how to set a table properly. A neat appearing dining table can help make the meal taste better. A Scout is Reverent - Units will assist in saying grace before each meal during the week.

The Camp Rotary Grace

As we gather on this day
We take time to bow our heads to pray.
Bless this food from God above
Keep us safe with your love.
Amen.

The Philmont Grace

For food, for raiment,
For life, for opportunity,
For Friendship & Fellowship
We thank thee O, Lord.
Amen.

HOSTS

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

FOOD SERVICE

MEAL TIMES

Meals are offered three times daily and they are as follows:

Breakfast:	8:00 am
Lunch:	12:15 pm
Dinner:	6:00 pm

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

MENU

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

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

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

MEAL SET-UP AND CLEAN-UP

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

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

FOOD SERVICE

SPECIAL DIETARY NEEDS

The Michigan Crossroads Council defines a special dietary need as one of the following:

1. A known food allergy
2. A diet based on a pre-existing medical condition
3. A diet based on religious principles

Persons with diets that do not fall under the above categories do not qualify for special diet services while at camp. Please consult with the Camp Director for further information & guidance.

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

However there are also people who require special attention to their diet. We make it a practice to accommodate as best we can those who have special dietary needs. This can be done by contacting the Camp Director at 989-386-7943 at least **2 weeks** prior to your arrival at camp.

While every effort will be made to accommodate the special dietary needs of you and your Scouts, you may need to bring supplemental food items to camp that we cannot provide locally.

Campers who require special diets should note so on their registration. In order to make your final payment for camp, you will need to list any dietary restrictions on each camper's registration.

 Dietary Restrictions ?

If the camper has no dietary restriction, simply type "NONE" in the box.

If the camper does have dietary restrictions, type them here. Dietary restrictions include:

- Food allergies (i.e. eggs, milk, soy, banana, etc.)
- Diets based on a medical condition (i.e. gluten free, vegetarian, vegan, etc.)
- Diets based on religious principles (i.e. Kosher, Halal, etc.)

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

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

The Camp Rotary Dining Hall is a "nut free" facility.

FIREGUARD PLAN & CHEMICAL FUEL POLICY

FIREGUARD PLAN

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

CHEMICAL FUEL POLICY

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

CAMP POLICIES

TRADING POST POLICY ON THE SALE OF KNIVES

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

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

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

DINING FLY NOTICE

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

UNIT TRAILER NOTICE

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

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

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

CAMPSITE GATEWAYS

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

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

FINAL REMINDERS

- All persons who wish to attend Michigan Crossroads Council camps must be registered with the Boy Scouts of America.
- The person in charge of your unit must be currently registered as a Scouter who has been approved by the unit's Chartering Organization and be at least 21 years old.
- Units must have 2 deep leadership at all times.
- Camp Rotary maintains 11 campsites and all unit reservations are made to best accommodate our customers and the space available in each campsite. Depending on the Unit reservations for your week at camp, your campsite may be home to more than one unit. Sharing a campsite can provide your Scouts with an excellent opportunity to make new friends and share in the many duties and activities available at camp during your week at camp. **Camp Rotary reserves the right to make final campsite assignments or re-assignments.**
- **No pets** are allowed in any area of camp beyond the parking lot - Please make sure your visitors are aware of this policy. This rule does not pertain to registered service animals with accompanying paperwork. At our MCC camps, a service animal is a dog that is trained to do work for, and to assist, and individual with a disability. Emotional support and other therapy animals are not considered service animals under ADA Title II and Title III.
- Closed-toe footwear must be worn in camp at all times except while in the lake, shower, or bed. This includes traveling to or from the Aquatics area or a shower house.
- Anyone arriving at or leaving camp must sign in or out at the Camp Office.
- No flames or open fires are permitted in tents at any time.
- It is a violation of law to tamper with smoke detectors in camp buildings and structures.
- The Scout uniform is the proper dress for dinner & evening flag. It is strongly encouraged at all other times.
- Scoutmasters are responsible for discipline of the Scouts in their units.
- Scouts are not allowed in restricted areas without permission of the staff member on duty. Restricted areas include the Aquatics, COPE, Climbing, and Shooting Sports program areas.
- Flammable liquid stoves and lanterns must be used and filled only by adult leaders. Liquid fuels must be stored in accordance with the Chemical Fuel Policy, found on page 100.
- Personal vehicles will remain parked in the camp's parking lot as per council policy. Those in violation may be towed at the owner's expense.
- Other rules deemed necessary by the Camp Director.



VEHICLES

PERSONAL AND CAMP VEHICLES

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

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

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

VEHICLE PARKING SLIPS

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

A yellow rectangular form titled "CAMP ROTARY VEHICLE PARKING SLIP". It contains fields for "Name:", "Unit/Group:", "Counselor/Captain:", and "Phone #:". At the bottom, there is a small illustration of a white car.

VEHICLE USE PERMITS

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

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

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

- Permit must be displayed hanging from the rear-view mirror at all times.
- Permit holder is the only person allowed to occupy the vehicle at any time. Vehicle is not to be used as a taxi for others.
- Permit holder is not to use the vehicle to run errands in camp.
- Permit holder must wear a seatbelt & follow the camp speed limit of 5 mph.
- Vehicle head lights must be on any time the vehicle is in use.
- Permit must be turned in to the camp office at the end of the event.
- Failure to follow these rules will result in loss of your permit.



VEHICLE VIOLATIONS

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

EMERGENCY PROCEDURES

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

Please stress the importance of these procedures with your Scouts & adult leaders in camp to make sure they all know what to do in the event of an emergency. Please be advised that all camp phones have 911 calling capability. In the event that a 911 call is made from any camp phone, we will sound the general alarm and Clare County emergency services will be activated and dispatched to camp. Anyone making a false 911/hang-up call will be immediately removed from camp and will be subject to possible fines/imprisonment subject to the laws of the State of Michigan.

ALL EMERGENCIES EXCEPT A TORNADO

Signal: General Alarm - up and down “whoop”

Backup signal: repeated honking from a vehicle horn

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

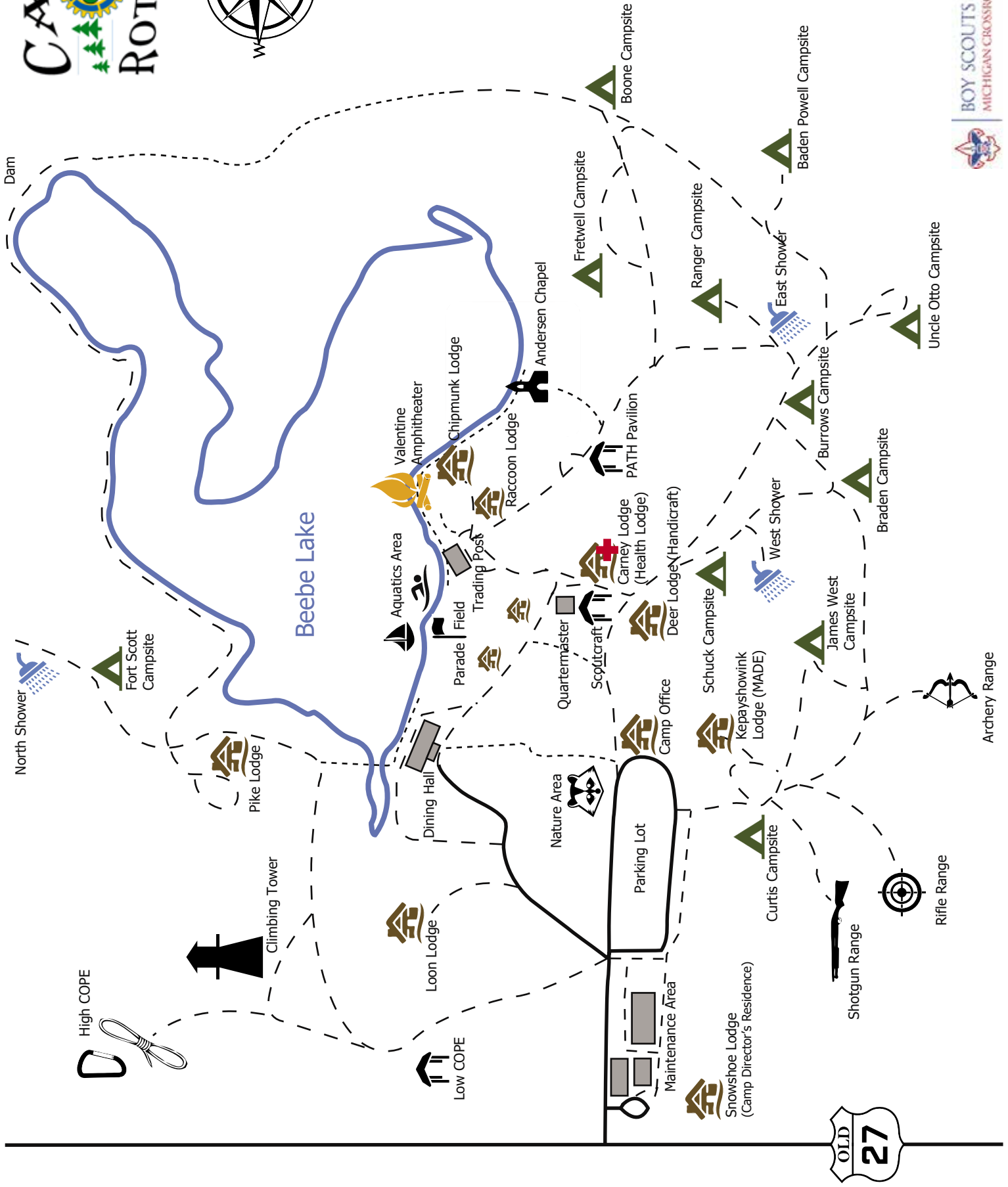
TORNADO

Signal: Continuous Tone followed by PA announcement

Backup alarm: solid tone from a vehicle horn

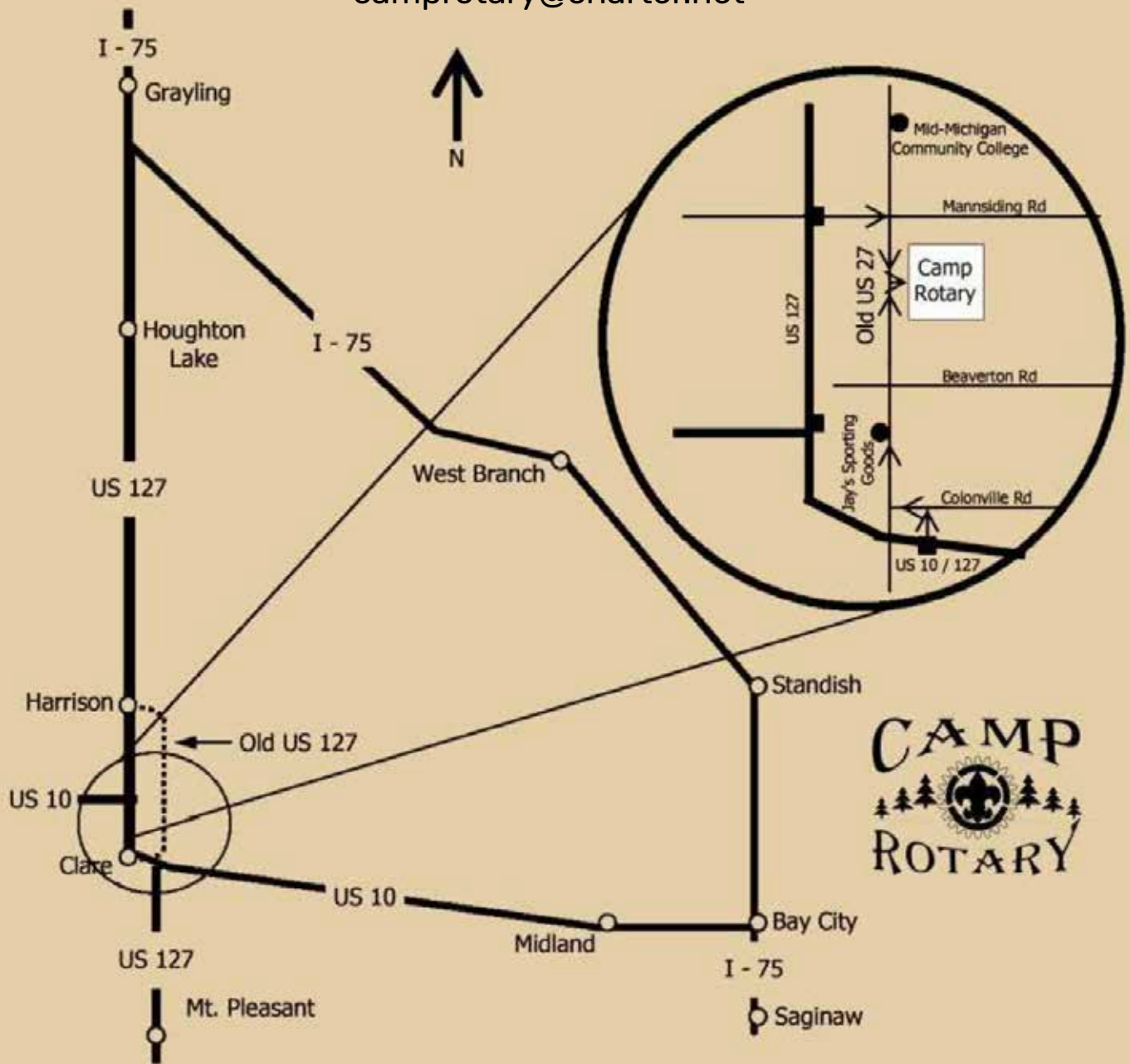
1. This signal will only sound if a tornado has been sighted in the area.
2. All campers will immediately lie down as flat as possible in the nearest ground depression and cover their head - campers near a concrete building (i.e. shower house, basement of Dining Hall, bunk wings of Kipayshowink Lodge)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

[illegible]



How To Get To **CAMP ROTARY**

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



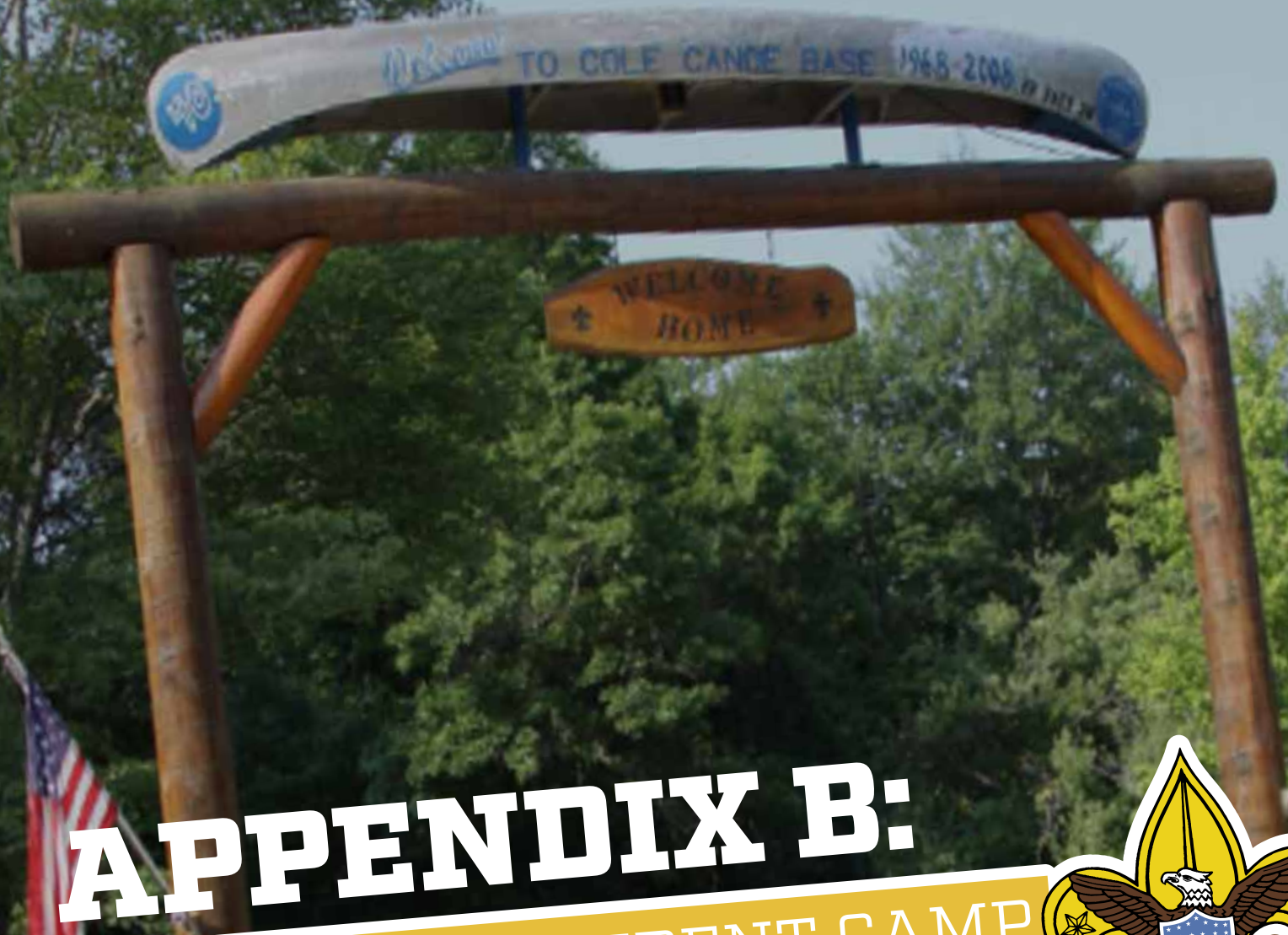
From the South and East

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

From the North

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

EDWARD N. COLE CANOE BASE



APPENDIX B:

SCOUTS BSA RESIDENT CAMP

LEADERS GUIDE



**OVER 50 YEARS OF SAFE,
QUALITY, FUN FILLED PROGRAM**

Michigan Crossroads Council | Boy Scouts of America | www.michiganscouting.org

WHAT IS EDWARD N. COLE CANOE BASE?

- Edward N. Cole Canoe Base offers a High Adventure type program normally offered only at the National High Adventure Bases. In addition, Cole Canoe Base also offers a full service traditional summer camp program, and is completely equipped to assist you and your unit with all of your in-camp needs for advancement, merit badge, and other program needs.
- Cole Canoe Base differs from the program you may have experienced at any other summer camp, in that, it is a less structured program. The emphasis at Cole Canoe Base is on canoeing and camping skills that are part of the foundation of the scouting program. Our staff will do everything possible to provide your unit with an outstanding program both on and off the river.
- Your unit has the option to arrive early at camp Saturday afternoon between 2:00 - 5:00 p.m. for no additional fee. Limited staff may be available to check your unit into camp Saturday, conducting health checks and swim checks. No camp meals are provided until Sunday dinner, so your unit must bring their own food.
- The Rifle River is one of a very few large rivers in Michigan that is without dams and is protected by the Department of Natural Resource's "Wild River Act". It is not deep, but clean and also fast. There are no real "bad" spots in the river, but it does have a few riffles. No problems for even the beginner canoeist. You will travel through beautiful country with wildlife often seen. Fishing (including trout) is considered good. Wildlife sightings are an everyday experience.
- The Rifle River, which flows through Cole Canoe Base, is often considered to be one of the safest canoeing rivers in Michigan. Due to it's shallow depth, even if one tips over they are normally able to stand up.
- Cole Canoe Base has over 130 canoes equipped with new paddles and US Coast Guard approved Personal Floatation Devices. Cole Canoe Base will provide transportation and canoes for each unit. Voyager tents with floors and mosquito netting are available in a limited supply on a first come first serve basis for a nominal fee. Protection from insects is a must on the river. Canoeists must have closed toed shoes that secure to the feet at all times while on the river. We recommend old tennis shoes. No sandals or water shoes.
- Your camp fee includes a free canoe river trip. Please schedule your trip time with the High Adventure staff at the Sunday night Program Expo.
- The First Year Camper Program is extremely popular! Your New Scouts will be hooked on Scouting!

CHECK-IN AND FIRST DAY OUTLINE

IT IS REQUIRED THAT EVERYONE STAYING IN CAMP HAVE A MEDICAL FORM PROPERLY FILLED OUT AND SIGNED BY A DOCTOR AND A PARENT.

NOTE: Camper Release Section on the medical form **MUST** be filled out by parents

Please join the Cole Canoe Base staff for our Pre-Camp Webinars! We will cover all the information you'll need to prepare for your Summer Camp adventure, and our staff will be available to answer any questions. Register at <https://michiganscouting.org/outdooradventures/> and send questions to colecaneobase@michiganscouting.org

WELCOME HOME!

Early Arrival

Early arrival on Saturday is recommended. The camp office will be open until 6PM. Arrival is not allowed prior to 2pm, as campsite cleanup/ prep is needed for your arrival. Food is available at an extra cost for units that arrive early. The first meal that is provided as part of your summer camp fee is Sunday dinner.

Saturday Check-in

Please check in Saturday between 2:00 - 5:00pm. **Please report to the camp office** when you arrive.

Your unit can **save time on Sunday** by conducting swim tests before arriving. **Further information will be provided in the spring on how to coordinate pre-camp swim checks with the Council Aquatics Committee.**

The Sunday Program

- Move into your campsite and start setting up camp no later than 2:30pm
- Turn in your camp roster to your staff host when they come to your campsite.
- Your staff host will take your unit through the check-in process. At this time, campers and leaders will need to be in bathing suits and have their medical forms properly filled out and SIGNED by a parent AND medical doctor. Having BOTH signatures is REQUIRED.
- Your check-in process will include: a medical check, a swim check in Bosco Lake and a tour of the camp.
- At 5:00 p.m., there will be a meeting with all leaders while your Scouts and Ventures will be taken on a camp tour by a staff member. At the meeting, leaders will hear a presentation from each of the Camp Director and Camp Program Director.
- There will be a camp wide Flag Retreat ceremony at 8:15 p.m.
- Dinner will be prepared for the entire camp and served at the Dumas Pavilion. Paper plates and utensils will be provided by the camp. Please help us keep the camp clean by encouraging scouts to use trash receptacles.
- The Program Expo begins at 8:30pm near the Dumas Pavilion. This is the best opportunity for your unit to sign up for river trips, Honor Troop service projects, Adult Leader Trainings, final merit badge schedule changes, and much more. Program Area Directors and Staff will be available for questions and to meet your Scouts.

THE PROGRAMS AT COLE CANOE BASE

COLE CANOE BASE OFFERS OVER 100 MERIT BADGES BETWEEN 12 PROGRAM AREAS:

Aquatics	Climbing / High Adventure
Outdoor Skills	First Year Camper Program
Ecology-Conservation	Shooting Sports (Rifle, Shotgun, and Archery)
Crafts	Cosgro Production Company (Digital Tech and Fine Arts)
Skilled Trades	Main Street U.S.A. (Eagle Emphasis and Independent Study Merit Badges)
	Health Lodge (First Aid Merit Badge Instruction)

CCB HONOR UNIT AWARD

Earning the CCB Honor Unit Award

In upcoming webinars the CCB Staff will announce the requirements for the “Honor Unit Award.” This optional program provides your unit’s youth leadership an opportunity to LEAD the unit and be recognized for what they accomplished during their week at CCB. The unit SPL should take the lead with planning and fulfilling Honor Unit requirements, but adult guidance is always helpful. Requirements of the “Honor Unit Award” will include:

- A daily flag raising and lowering ceremony
- Gateway Contest
- Campsite Inspection
- One or more dishes served at the Beast Feast Monday night
- Participation in Leave No Trace Training
- Performing a Service Project or Conservation Project while in camp (see Commissioner staff or Eco-Con staff for details)

Service Projects and Conservation Projects

Performing service and conservation projects around camp is an excellent opportunity for Scouts to take ownership of their camp. Having an opportunity to work on a project, be it maintaining a trail, or helping repaint a building, CCB Scouts return the next year, or even the next decade, and see a project they helped improve.

The staff will find projects that fit your unit’s individual needs. Some large troops with many older Scouts may want to tackle more challenging projects, like removing an invasive species of plant from the Lake, reinforcing erosion control along a hiking trail, or building a new axe yard near a campsite. While younger units may be interested in simpler projects, like raking leaves in a program area or building brush piles for wildlife habitat. We have many opportunities for your Scouts to get involved.

Please note: Because service projects require supplies, equipment, and staff coordination, your unit must schedule their service project or conservation project with the staff by Tuesday dinner. Historically, units have waited until Thursday or Friday evening to express interest in service projects, and the staff runs out of time to support multiple projects that late in the week.

ORDER OF THE ARROW

“Scouting’s Honor Society”

What is the Order of the Arrow?

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

Our staff Order of the Arrow Camp Chief can assist your unit learning more about joining the OA and conducting ceremonies for the Mishigami Lodge, or from out of council with written permission from your home Lodge leadership. More information will be available during pre-camp webinars and at the Sunday Leaders Meetings

THE MERIT BADGE PROGRAM

One of the unique features of Cole Canoe Base is our Independent Study Program, enabling us to offer over 100 merit badges to our campers.

If a Scout wishes to enroll in an Independent Study merit badge, they should carefully read through the current merit badge requirements (available at <https://www.scouting.org/programs/scouts-bsa/advancement-and-awards/merit-badges/>) and the CCB Prerequisite list. Parents or Adult Leaders should provide guidance on which badges a scout is best positioned to work on at camp, especially with the more challenging Independent Study badges.

The Scout should come to camp prepared with completed projects, or be ready to discuss and demonstrate an understanding of concepts for each requirement *as written in the current merit badge requirements*.

Sunday night at camp, immediately after the campwide flag ceremony, the Program Expo will be held in the Dumas Pavilion. During the Expo Scouts will have an opportunity to meet with the staff and arrange a time to discuss their Independent Study badges with an approved Merit Badge Counselor.

The Independent Study merit badge process will be discussed in greater detail during the informational webinars hosted by the CCB Staff.

ADULT LEADER TRAINING

The CCB Training Committee is proud to offer adult leaders an opportunity to complete BSA training programs to improve leadership skills and deliver a quality program to their Scouts. Training course will vary by year, but in 2021 we offered:

- Scoutmaster / Assistant Scoutmaster Specific Training
- Troop Committee Challenge
- Merit Badge Counselor
- Introduction to Outdoor Leader Skills

Adults can register for these training sessions at camp during the Sunday night Program Expo. More information will be available during the pre-camp webinars.



WEEKLY PROGRAM HIGHLIGHTS

(check the [Schedule of Events](#) [available in the spring] and [Cole Chronicle](#) for program locations and times)

Beast Feast

Featured in [Scouting Magazine](#), Cole Canoe Base is home to “the largest outdoor cooking demonstration in Scouting.” A ginormous potluck of everyone in camp, Monday dinner at Outdoor Skills is a staple CCB tradition and one of our highest rated programs. Each unit is asked to bring at least one dish for the Cooking Contest to provide samples to at least 25+ people. We encourage units to bring multiple dishes for the other judged categories, including Main Entrees, Appetizers, Side Dishes, Drinks, Special Diet Dishes, and (most importantly) Deserts. Creativity with dishes is encouraged, and adds to the fun! There is even a contest for the best decorated table theme. More information will be provided in the pre-camp webinars.

Waterfront Event

Our Friday afternoon water carnival on Bosco Lake. One of the most exciting events of the week; canoe events, rowboat events, war canoe races, rump bumping. Your week at Cole prepares your unit for the rodeo.

Rump Bumping/Tubing

For a super experience, try our river tubes. Trips are 45 min. and 2 hours. Quiet, relaxing, gentle, float down the river Mark Twain style – about 45 minutes in length. Longer trips available. **Closed toe shoes are required for all river trips.**

Bosco Lake Marina

Swimming, boating, sailing, and canoeing activities on the Base’s Bosco Lake. Don’t forget the war canoe, a real test of troop teamwork. The Cole Canoe Base aquatics staff are expert instructors in the use of all types of self-propelled watercraft. Try out our canoe slalom course or learn a power paddling technique.

Fishing

The Rifle River has trout, coho, small mouth bass, and even northern pike. Bosco Lake is catch and release only. Scouts must first obtain a “CCB Fishing License” from the Eco-Con Staff, detailing fishing and safety rules, before fishing on camp property. Try your hand at a real lunger. Bosco Lake is a catch and release lake. Scouts under age 17 may also fish in the Rifle River with a “CCB Fishing License”, and must observe all State of Michigan fishing rules and regulations. State law requires individuals age 17 or older to purchase a fishing license while fishing public waters like the Rifle River. More information on State regulations can be found at michigan.gov/dnr. Take a picture of a fish you catch against a ruler, or show it to the Aquatics staff [while transporting it a bucket of water] and be entered into the weekly Fishing Contest! See the Eco-Con Staff for more information.

Broken Paddle Hiking Trail

Hike the Broken Paddle Trail, which has an eight-mile loop and two shorter loops. How about an overnight hike? Try out a low impact camping overnight in Whispering Pines area. The Broken Paddle Trail is a true hiking experience.

Warren K. Wells Nature Trail

This scenic, self-guided nature trail wraps around Silver Creek and the Rifle River. Scouts often see deer, eagles, fish, and beavers. Trail information pamphlets are available at the head of the trail and can be recycled for reuse.

Eco-Con Event

A special exhibition of nature, forestry, conservation, and wildlife. Specialists in these subjects present this Tuesday evening program. Different and informative, you won’t be bored! Not a lecture but a show and do. A Scouting extra available ONLY at Cole Canoe Base!

“The Friday Night Campfire”

The closing campfire wraps an amazing week of camp. If permitted with COVID-19 protocols, invite family members to this celebration of skits, award recognition, and patriotism. During larger weeks of summer camp seating may be limited, so we encourage adults and visitors to bring folding camp chairs.

Indian Village

Visit one of our special program areas and spend the night in a teepee, or help carve a totem pole in our Indian Village.

Crafts On Fire

A great way to end Monday and wind down after the Beast Feast. Come and try your hand at a variety of skills from art to woodcarving and even some tie dying in the mix. A great time is had by all. Don’t miss out – see you there. This is an ideal First Year Camper activity.

Lumberjack Festival

Participate in the camp-wide Paul Bunyan Lumberjack Festival featuring lumber camp events. Fun and challenging and everyone wins, more free fun at Cole Canoe Base. This event is held on Thursday evening and is unique, fun, and something you’ll talk about all year.

Ice Cream Social

Don’t forget our popular Ice Cream Social. Bring your friends and chow down on a Paul Bunyan helping of real ice cream and don’t spare the toppings. Leaders, try out the “Scoutmaster’s Special”. We dare you!

WEEKLY PROGRAM HIGHLIGHTS

(check the **Schedule of Events** [available in the spring] and **Cole Chronicle** for program locations and times)

Nature Scavenger Hunt

Will your patrol find all the things on the “list” this week? That’s right! Our Scavenger Hunt is no longer just a “one nighter”, but the whole week long. IF you really need it. Come and see us at Claycomb Ecology / Conservation Center, to pick up your “list” and get scavengering.

Climbing / Rappelling and Bouldering

Come on down and test your skill “On the wall.”

Did We Forget Something?

- ATV Training
- Night at the Movies
- Rifle Range Best Shot
- 12 Gauge Auto Load Shotgun Skeet Range
- Star Hike and Bird Hike
- Muzzleloader Rifles
- 285 foot Zipline
- Sporting Clays Round for the “Big Kids”
- Leave No Trace training
- Orienteering Course (Land Navigation)
- Teddy Bear Swim
- *Snork Hike!*
- **The Amazing Race**
- Vespers Service
- Night Climbing and Night Zip
- 3-D Archery
- Action Archery Challenge
- Archery Poker Shoot
- Cosgro Online
- Game Night
- Camp Hikes
- Movie Night under the Stars
- Staff vs. Campers Euchre Tournament
- Teddy Bear Swim
- Muzzleloader Shooting
- War Canoe
- Low Impact No Trace Camping Training Program

**Start packing now for summer camp and see for yourself,
what fun and adventure over 100 years of Scouting has in store for you!!!!**



CCB HIGH ADVENTURE

HIGH ADVENTURE

The Cole Canoe Base High Adventure Summer Program is designed to provide High Adventure opportunities to experienced Scouts and Scouters prepared to handle the demanding schedule and physical requirements of some of the treks. The Unit's Scoutmaster should determine each participant's ability to handle the High Adventure activity, and deem them fit to participate. The Cole Canoe Base High Adventure Staff reserves the right to disqualify any participant if not deemed physically or emotionally fit enough to have a successful High Adventure Trek. Our program includes Pictured Rocks National Lakeshore 50 mile hike, 100 mile canoe trek on the Fox and Manistique Rivers in Michigan's Upper Peninsula, 50 mile on the Rifle River, 75 mile on the AuSable, and 35 Mile Grand Island Adventure.

Take advantage of the opportunities to earn the BSA 50 miler award. Conquer Michigan's northern adventures and complete the Tri-River Challenge. Camp has the River Ranger Program designed as an educational program for Scouts 16 and older attending Camp. This will teach Scouts about river safety, etiquette, and basic rescue techniques with swift water emphasis. The MCC offers The Great Lakes Sailing Program right out of Mackinaw City. Week 8 offers the Great Lakes Kayak Adventure.

ATV COURSE

Cole Canoe Base is pleased to offer a certified ATV Course. The program will feature a classroom of knowledge for the participants and then a hands-on field course. Minimum age is 14, with additional cost for class, and required 2 hours per day. Upon completion, you will receive a Safe Rider certificate and would be eligible for any experience rider treks held at camp.



THE RIVER PROGRAMS



With the Rifle River flowing through camp, Cole Canoe Base is able to offer many treks on the Rifle River. Current trek offerings include ½ day, 1-day, 2-day, 3-day, and the 4-Day 50-miler Canoe trek. In addition, CCB also offers its units the chance to “Rump Bump” down the Rifle River. Each trek is unique and exciting by offering varying skill difficulty to accommodate the youngest to oldest members of your unit. Following the “General Information”, you will find an outline of the various Rifle River Treks offered at Cole Canoe Base.

General Information

- The available River Treks charts with mileage, put-in, and take-out points are available in this guide and at michiganscouting.org/outdooradventures/forms/.
- Most units provide their own tents and equipment, however there are a limited number of, tents, tarps, cook kits, chef tool kits, Dutch ovens and reflector ovens are available for rent from the Base. Many items are available free of charge in our complete Quartermaster facility. There is a small rental charge for tents, propane stoves and cots, all for your convenience. Be sure to inform us of your early arrival so that your equipment can be ready. We will deliver your needs to your campsite.
- You may want to set up your camp at the Base and use trail tarps or other tents for your nights on the river. However, the Base will not be responsible for materials left in camp and we recommend that valuables be locked up when your campsite is not occupied.
- Each unit **MUST** provide its OWN FIRST AID KIT to take with them on the river. Our Camp Health Officer will inspect your first aid kit. Please bring a cell phone.
- Canoe Trips are designed to give about four to six hours of river time between camping locations or take-out points. This is enough for the normal Scout to canoe in one day and still be enjoyable. Don't try to see how fast you can go or try to cover a two-day trip in one day.
- It is extremely important that your group stays together on the river in case of injury or other medical problem. Don't leave any canoes behind and alone. Keep within normal sight of each other and wait if a canoe falls behind. There could be medical reason why they are lagging behind! COLE CANOE BASE MANDATES an adult be in the lead and end canoes. You will be charged for all lost or broken equipment. As well as search and rescue.
- **Closed Toe Shoes capable of securing to the feet are REQUIRED. NO SLIP ONS. NO SANDALS**

The short distance trips can be arranged at the Sunday Program Expo. Overnight treks need to be made in advance, prior to coming to camp. All units looking to take part in the 100-miler canoe trek should contact camp at: colecaneobase@michiganscouting.org by May 1

THE RIVER PROGRAMS

- Insects are normally a problem on canoe trips and long sleeve shirt and long pants are important for a comfortable evening. Insect repellent is a must. You may want to consider tents with insect screening to ensure a good nights sleep.
- Rain should always be considered and rain gear and tarps can turn the trick towards a successful and fun trip. Plastic or rubberized bags for packing clothing and equipment will keep things dry in case of rain or a tip-over.
- River water is not suitable for drinking so canteens and water jugs should be provided. Fresh water is available at the North Landing campsite. The Quartermaster has water jugs available.
- The Buddy System is required both in camp and on the river.
- Conservation is important. While on the river all burn-able trash, including garbage, should be burned. All other trash should be put in a plastic trash bag and brought back to Base for proper disposal. Be a good camper and always leave your campsite better than you found it.
- Do not cut live trees or brush at any time.
- All fish caught should either be returned to the river alive or properly prepared and eaten. All fishing on the Rifle River must follow State Fishing laws. Visit michigan.gov/dnr for more information
- Be very sure that your group is not responsible for a fire that can burn hundreds of acres and destroy timber and wildlife. Put out all fires that are not attended. Be sure that your fire is out cold.
- Each canoe will be equipped with two paddles and two personal flotation devices (PFDs). All canoeists must wear a PFD at all times. One or two extra paddles can be provided for each group. Units will be required to pay for equipment that is lost or damaged beyond normal usage. One main cause of damage is ripped PFDs and broken paddles. Paddles are not made for water fights. If you need to push off with your paddle, don't push off with the blade, use the handle. The handle is thicker and sturdier than the blade.
- All equipment should be lashed in the canoe to prevent being lost in case of a tip-over. Valuables should be placed in waterproof containers.
- The River Store has waterproof wallets, rain ponchos, and dry bags available for purchase.



COLE CANOE BASE RIVER TREK OPTIONS

1-Day Canoe Treks: (moderate)

Fishing Site to Base (~5.5 miles)

This exciting trip is perfect for those younger members of your unit looking for added excitement during their week of summer camp. This trek normally takes between 1 and 2 hours to complete, though some units may take longer or shorter depending on current skill level. This is perfect to expose the Scouts of your unit to the experience of High Adventure canoeing.

High Banks to Base (~9 miles)

This is one of our most popular day trips. It offers more of a challenge than the "Fishing Site" trip, however it is still within the grasp of most Scouts experience levels. The nine mile float plan usually takes about 5 hours to arrive you back at the CCB Main landing.

North Landing to Base (~11.2 miles)

This is our most popular canoe trek. This is perfect for units looking for a High Adventure activity to break up the week of merit badges and in-camp activities. Perfect for the young members of the unit, as well as the older Scouts looking for a challenge. In addition, lunch takes place on the river at one of the many beautiful resting areas and beaches along the way.

2-Day Canoe Treks: (moderate to difficult)

Grousehaven Lake to Base (~27.5 miles)

An extremely popular canoe trek. Ideal for those Scouts already familiar with canoeing, looking to challenge themselves by adding a High Adventure overnight camping excursion to the canoe trek. All meals take place on the river. This is the MOST popular 2-day canoe trek Cole Canoe Base offers. The first night, the unit will camp at Cole Canoe Base's own North Landing. From there, they will depart for day two of the canoe trip before ending at Cole Canoe Base's canoe landing.

Sage Lake Road to Base (~21.1 miles)

This trip is very similar to the above trek, minus the 6 miles of wilderness within the Rifle River Recreational Area. Unlike the trip above, the unit is dropped just after the unique wetlands and headwaters of the Rifle River. Again these units will camp at North Landing before departing the following day to canoe back to base camp.

3-Day Canoe Treks: (moderate to difficult)

Grousehaven Lake to M-70 (~38.3 miles)

This trip combines the 2-day Grousehaven to Base trek, with an added day of canoeing south of the base camp. During this third leg of the journey, the Scouts will see a slower current, but wider parts of the rifle river before ending their trek at Whites Canoe Livery, just west of the M-70 bridge.

North Landing to Omer (~35.6 miles)

This trip combines the 1 day canoe trek from North Landing to base and couples it with 2 days of paddling south of the base camp. The first night the unit will spend in base camp after a day of paddling. The second day the unit will paddle from Cole Canoe Base to M-70 and spend the night.

4-Day Canoe Trek: (difficult)

Rifle River 50-miler (~51.9 miles)

During this trek your unit will be able to experience 4 days of canoeing on the Rifle River. Starting at Grousehaven Lake the unit will spend the day paddling before reaching North Landing for their first night on the river. Here your unit will set up camp and cook their evening meal. The following day your unit will continue with their trek back to base camp. While at Cole Canoe Base, your unit can refresh their supplies and shower. The next day your unit will continue its paddle before resting for the night at Riverview Camp. While there, your unit can relax and set up camp for the night after checking in with the main office. The following morning your unit will complete its last leg of the trip. It is recommended to start this last leg no later than 8:30am. This will allow your unit to be on the river and arrive at Omer Fishing Site in time to head back to base camp for the evening activities. At the Friday night campfire your unit will be recognized as having completed the 50-mile trek.

Au Sable Trek (~75 miles)

This trek offers even more of a challenge to those experienced canoeists in your unit. This trek offers more mileage, more challenge and more adventure. Packed into 4 days on the Au Sable River, your unit will grow and develop as a unit as it is challenged on a different river with different currents, challenges, scenery and wildlife. This trip begins just outside the city of Roscommon before ending just outside the city of Mio.

5-Day Canoe Trek: (difficult)

Fox-Manistique (~100 miles)

Developed to be the most challenging of all our High Adventure River Treks. The 100-miler will challenge your unit's ability to work together and survive 5 days on the wild Fox-Manistique Rivers in Michigan's Upper Peninsula. Unlike previous river trips, the 100-miler offers the unit to experience the outdoors almost completely independent from outside influence. This provides even the most experienced canoeist a challenge. In addition, the 100-miler takes more out of camp planning, and is only available with pre-camp arrangements. All units looking to take part in the 100-miler canoe trek should contact camp at: colecaneobase@michiganscouting.org by May 1.

River Ranger

This program is designed with a custom syllabus to fit the needs and expectations of each participant. Inquire with the High Adventure Director at the Sunday Expo,



MICHIGAN'S UPPER PENINSULA HIGH ADVENTURE

Pictured Rocks National Lakeshore

(Trek must be planned by February 1st)

Do your Scouts want to hike the great trails of Philmont? See more of what nature holds? If so Cole Canoe Base offers a high adventure backpacking trip designed for the Scouts of your unit to begin venturing into the world of High Adventure backpacking, with an additional fee.

Scouts and Leaders from your unit will hike 50 miles along the scenic Pictured Rocks National Seashore in Michigan's Upper Peninsula. On this trek, your unit will hike 9-11 miles per day, and camp along the shoreline of Lake Superior. This trek is an excellent platform to prepare your unit for high adventure activities.

This trek must be planned far in advance of your unit's arrival in camp, and is dependent upon tour permits issued by the National Park Service. The more advanced notice Cole Canoe Base receives, the greater probability your unit will be able to obtain a tour permit. Cole Canoe Base has built reputations over past dealings with the National Park Service, however, advanced notice is still required to obtain permits that are issued on a first come first service basis. The National Park Service limits how many people may be on the trail at any time, and the number of people that may camp per campsite.

Great Lakes Kayak Adventure

This trip was designed to offer an adventure where you kayak the pictured rocks in Lake Superior, camping in the straights of Mackinaw, and number of side trips between. This 5 day provisional trip that is staff guided and offered one time a summer at week 8. It will challenge you both mentally and physically, while proving to be The Time of Your Life. For more information email colecaneobase@michiganscouting.org.

Grand Island Trek

This trip was designed to offer your unit the hiking high adventure experience. It combines the challenges of a multiple level of treks, carry in and out experience, all with a outstanding view. In 3 - 4 days and will prove a challenge and to be The Time of Your Life. Includes additional fees. Contact Cole Canoe Base at 989-873-1516 for more information.

The Great Lakes Sailing Program

An exciting adventure for older Scouts and Ventures to learn how to sail the Great Lakes. This trip starts at Mackinaw City and you can have a 5 day trip to remember. Visit www.michiganscouting.org for more information.



FREQUENTLY ASKED RESPONSES

This is the collection of what experience has taught us regarding merit badges, advancement, and other items:

1. Summer camp is NOT a merit badge mill where you pay a fee and get badges automatically. Instead, camp offers merit badges as one portion of the overall program.
2. The first year Scout camper should not try more than two or three merit badges.
3. No Scout should plan to earn more than three merit badges in one week, unless he has completed most of the work required prior to camp.
4. The most difficult merit badges to earn are those requiring a great deal of physical skill, coordination and stamina. These are Lifesaving, Rifle Shooting, Shotgun Shooting, Environmental Science Canoeing, Rowing, and Archery.
5. Complete advance written work at home. Camp is not an ideal classroom for written work and the prepared Scout will arrive at camp with all written work already done.
6. Each Scout should try doing something new at camp and get a well-rounded experience. Try a Crafts, Aquatics, and or Outdoor Skill merit badge combination.
7. Plan time for your Scouts and leaders to enjoy Cole Canoe Base's wilderness lake and river areas.
8. You should come to camp prepared! Have patrols already organized. Work on ideas as patrols and have the patrol leaders represent the group at camp. Elect or appoint a special Senior Patrol Leader for the camp program if your regular SPL cannot attend. Come with some of your own activities planned.
9. Your campsite is your home for the week, so work at making it comfortable. Bring banners and flags to dress it up.
10. Schedule time for rest. That's right, rest. Too often, Scouts and leaders don't take time to sit and enjoy the beauty of camp around you. Don't maintain such a feverish pace that you miss the trees, the nature, and the clean fresh air.
11. A top troop shows spirit! The troop that comes to camp with ideas, spirit and challenges will make the rest of camp come alive. Bring your troop cheer to camp and show everyone that you're Number One. Proper wearing of the complete Scout uniform shows Scout spirit and is encouraged. Troop/camp t-shirts look neat and make a great daytime activity uniform.
12. Be flexible. Each week, more than 300 Scouts attend camp. While the staff is here to meet everyone's needs, we all must practice the Scout Law in camp when dealing with others.
13. Communicate. If you have a special need or want to do something spectacular, tell us about it and we'll give it our best shot.
14. Advise Scouts to leave valuables with a leader. Watches, spending money, and other items of value should not be left in the shower building, waterfront, or in an unattended campsite.
15. Scoutmasters should bring a footlocker or other lockable container to protect both Scout and leader valuables.
16. When in camp, if you need something/anything, let us know how we can help. If you don't know, we can answer or solve most anything.
17. Campership Assistance—No Scout should miss camp because a Scout or family can't afford to. If any Scout cannot afford the full camp fee, he may apply for a campership. Visit the Council Website to complete requirements. <http://michiganscouting.org/outdooradventures/camperships/>

One last thing. We want to make this the best camp in the country. If you have any suggestions, we'll gladly listen to you and your ideas.

Maps, Forms, and Information

All maps and forms for the Michigan Crossroads Council can be found by going to: www.michiganscouting.org

All Forms and guides : Summer Camp Leader's Guide, Emergency Procedures, Scout Roster, Campership Forms, Equipment Order Form, Annual Health and Medical Record *NEW*, DHS Form <https://michiganscouting.org/outdooradventures/forms/> or visit the Camp Office.

OTHER IMPORTANT CAMP INFORMATION

Camp Telephone/ email/ fax:

Incoming calls are for emergencies only. Parents can reach leaders and Scouts through this phone, but this will require camp officials to notify the unit leader, and the return call may require 30 minutes or more.

The Cole Canoe Base telephone number is: (989) 873-1516 Fax number: (989) 873-1517

Make sure the caller knows:

Scout's Name
Troop Number
Campsite

Camp Address:

Proper addressing and troop number will speed mail delivery. Please instruct parents to address mail in the following manner:

Scout _____, Troop # _____
Cole Canoe Base
Campsite _____
1356 Greenwood Road
Alger, MI 48610

Transportation

Plan well in advance to assure adequate transportation for your Scouts. Encourage the parents of your Scouts to give themselves an opportunity to see the camp by bringing a carload of Scouts to camp or taking a carload home. **PLEASE CAR POOL!** Parking is limited... thank you.

NATIONAL POLICY FORBIDS TRANSPORTING SCOUTS IN THE BACK OF TRUCKS OR CAMPERS. ALL PASSENGERS IN THE VEHICLE MUST WEAR A SEAT BELT. Michigan State Law also prohibits this and there is a hefty fine. Safety comes first!

5 M.P.H. within all areas of Cole Canoe Base. If you can see a dust trail behind your vehicle, you are going too fast.

Rest at Camp

The amount of sleep a Scout gets can make the difference between a great camping experience and a poor one. Everyone needs an adequate amount of sleep to function in a cheerful and positive manner. The Scoutmaster is responsible for seeing that each Scout has the opportunity to get at least eight to ten hours of restful sleep each day. This means that each troop should respect the quiet time period from 11:00 p.m. to 7:00 a.m.

Homesickness

Coming to camp for the first time, and occasionally the second time, may sometimes lead to a case of homesickness. We regard this as a normal, healthy occurrence in a Scout. After all, leaving home and having to fend for one's self can be a jolt. The staff is instructed to be aware of the campers' moods and emotional adjustment. If a Scout is homesick, they will encourage them to talk it out and will try to help them understand the emotions they are feeling. But they also make an effort to involve the camper in all camp activities. Experience tells us that within a few days the camper is busy having fun and feeling secure with the staff, newfound friends, and the outdoors.

Camp Wide Flag Ceremonies

Cole Canoe Base has three formal retreats during your stay at camp. On Sunday evening is the first formal retreat of the week. The second retreat is for the Scout Leaders and Staff prior to the Scout Leaders appreciation dinner. The Friday evening retreat is a formal event preceding the campfire and family are invited, starting at 8:15pm. The BSA Field uniform is requested for these ceremonies.

OTHER IMPORTANT CAMP INFORMATION

Uniforming

Why do the Scouts have a uniform? For the same reason a football or baseball team wears a uniform: a uniform gives a standard to be met, promotes group spirit, and designates equality from the start among members within the group. We encourage units to wear their uniforms during chapel services, and request all Scouts and leaders to be in full uniform for the flag retreats. A troop or camp T-shirt and official Scout shorts make a great uniform for daytime activities.

Shower Building

A SCOUT IS CLEAN. All Scouts and leaders in camp are encouraged to make use of the camp's hot water showers located behind the Outdoor Adventure Area. Leaders, please give attention to the cleanliness of your Scouts. They should get up in time to wash, brush their teeth and clean up before breakfast. Adults must shower separately from youth. The camp shower building is available 24 hours per day.

The RIVER STORE (Trading Post)

The RIVER STORE is attached to the Dumas Pavilion. The STORE carries a wide range of items, including pamphlets, candy, craft projects, camp T-shirts, jackets, fleeces, blankets, towels, variety of cold drinks, camp hats, patches, pins, ice cream, snacks, ladies apparel, personal items, Scout equipment and mugs.

***** Don't forget Troop Specific shirts are available to order—contact: colecaneobase@michiganscouting.org
Please notify the camp in advance to have them ready when you arrive.**

Personal Flotation Devices

All persons using watercraft must properly wear a U.S. Coast Guard approved personal flotation device (PFD), supplied by the camp. This includes all adults as well.

Litter

The appearance of the entire camp is everyone's responsibility. Help keep it clean. Urge your Scouts to pick up someone else's thoughtlessness each day. Maintaining a clean, litter-free camp is a matter of pride, not penalty. Teach this to your Scouts. Don't assume that everyone understands this fact.

Lost and Found

All "found" items are to be turned in to the camp office. If an item is "lost" be sure to check the camp office before you depart. Because of the high number of lost and found items, we will hold all items turned in for a period of one week. After that, they will be given to a local charity.

Buddy System

The buddy system is the rule of camp and is used in all camp activities, at all times. This is the rule of 3.

Totin' Chip

A Totin' Chip will be required of all Scouts who wish to do any carving in an area supervised by camp staff. Scouts must also have Totin' Chip in order to check out woods tools or to purchase woods tools in the River Store. We suggest that all Scouts earn their Totin' Chip before they come to camp. Please see the First Year Camper staff for opportunities to earn the Totin' Chip or if Scoutmasters need extra cards.

OTHER IMPORTANT CAMP INFORMATION

Fire Prevention

- Fire prevention is important. The unit is to use the following guidelines.
- You will be provided with a Unit Fire Guard Chart, which will be explained at time of registration or orientation. It must be filled out and posted on your campsite bulletin board. It is to be signed daily by the Scout on duty.
- Fires must never be left unattended.
- The unit leader should give instructions to all Scouts and adults on the proper procedure for putting out fires.
- Fires should only be started with natural materials. No liquid fuels may be used to start fires.
- In case of uncontrollable or wild fire, notify your camp office at once.
- You will be given the fire alarm signal and response instructions at the Leader's Orientation meeting held the first day of camp.
- There will be no flames of any kind in tents at any time!!

Religious Program in Camp

The twelfth point of the Scout law is "A Scout is Reverent." The religious program in camp will be provided by the camp religious coordinator. Opportunities for daily "quiet period", individual counseling, a vesper service and information regarding the various religious awards will be available. Cole Canoe Base offers services on Wednesday evening, starting at 9:00pm (check schedule). The services begin with a nondenominational service for all to attend. Units can reserve the chapel for services of a particular religion. Just inquire at the camp office.

Lost Scout

Quick action at the time a Scout is thought to be "lost" is critical. Please use the following guidelines when there is a "Lost Scout".

- Check tents and bunk to see if the Scout is in camp.
- Find out if the Scout is out of camp with his "camp buddy"
- Check camp and unit program areas.
- Notify the Camp Office and a Lost Scout Search will be enacted
- Always use the buddy system when out of camp. The rule of 3 ... it works!

The summer camp forms can be found on the summer camp home page www.michiganscouting.org/Camping/ColeCanoeBase



ROLES AND RESPONSIBILITIES

Scoutmaster / Adult Leader Responsibilities for Summer Camp

******All Adults 18 or older, Must have completed Youth Protection******

(including visiting adults) any adult staying overnight must be registered

- Review the merit badge and advancement programs being offered at Summer Camp with your Scouts, enabling them to effectively schedule their advancement program.
- Review each Scouts planned program, to ensure that he is not reaching beyond his capabilities, helping to minimizing the chance of a disappointing experience.
- Review the required prerequisites for each of the merit badges being offered, with your Scouts.
- Please ensure Scouts ensure Scouts review the Merit Badge Prerequisite List and are using the current version of the merit badge requirements available at <https://www.scouting.org/programs/scouts-bsa/advancement-and-awards/merit-badges/>. Contact our staff at colecaonebase@michiganscouting.org if a Scout needs any advancement questions clarified before camp
- Monitor daily, each Scout's advancement progress and provide support as needed.
- Communicate with the Program Directors, as soon as possible, should a problem arise between a Scout and any advancement program staff personal.
- Share both positive and negative comments about the advancement program and staff with the Camp Administration, prior to the end of your Summer Camp experience.
- Advise your Scouts that any merit badge that was partially completed must be fully completed prior to their 18th birthday.
- Scouts are required to attend all scheduled merit badge sessions until they complete the badge. We recommend each Scout to verify completion with the counselor again Friday morning. This ensures there is no miscommunication.
- Scouts may sign up for additional merit badges at camp. Just see the program Director or the director of the appropriate program area. This can be done at merit badge expo Sunday night.
- Each Scout should review his progress with their unit leaders or merit badge counselor, on a daily basis, asking for help and guidance as necessary

Advise the Program Directors or merit badge counselors of the areas of assistance that can be provided by your Unit's adult leaders. The adult leaders should expect to contribute to the overall success of each camp program area. Adult leaders should also be available to assist the Scouts from their unit while at their campsite.



FIRST YEAR CAMPER SCHEDULE

Please note; CCB Staff do not sign off requirements as 'complete' in a participant's Scout Book. Rather, at the end of the week, your unit will receive a list of all the requirements your Scouts attended at the First Year Camper program. This allows the adult leadership to review the materials with your Scout to ensure requirements are completed to your unit's satisfaction. If you have any questions, feel free to speak to our FYC Staff. If your Unit has adult leaders interested in assisting our program, it really helps the staff to have the additional help!

All times and programs are subject to change due to weather or BSA advancement updates

Monday AM

1. Recite the Scout Oath, Law, Outdoor Code, Motto, Slogan
2. Review and understand the Scout Law, Oath, Slogan, Motto, and Outdoor Code (**Scout 1a, & 1e**)
3. Explain how a troop is run by its Scouts (**Scout 2a**)
4. Review the patrol method (**Scout 3a**)
5. Explain Scout Sign, Salute, Handshake, Spirit (**Scout 1b, & 1c**)
6. Review/Explain Scouts BSA Ranks, and review the symbolism of the First Class Scout Badge (**Scout 1d, & 2c**)
7. Explain the Four Steps of Advancement (**Scout 2b**)
8. Review Merit Badges (**Scout 2d**)

Monday PM

1. Teach Timber Hitch and Clove Hitch (**First Class 3b**)
2. Teach Diagonal, Square, and Shear Lashings (**First Class 3c**)
3. Review the appropriate uses of each lashing (**First Class 3a**)
4. Weather Forecasts, Indicators, and Risk (**First Class 5b-d**)

Tuesday AM

1. Safe hiking rules (Tenderfoot 5a-c)
 - a. Explain the importance of the buddy system as it relates to your personal safety on outings and in your neighborhood.
 - b. Describe what to do if you become lost on a hike or campout.
 - c. Explain the rules of safe hiking, both on the highway and cross country, during the day and at night.
2. Show first aid for the following: (**Tenderfoot 4a-c**)
 - a. Simple cuts and scrapes; blisters on the hand and foot; minor (thermal/heat) burns or scalds (superficial, or first-degree); serious burns (partial thickness, or second-degree); bites or stings of insects and ticks; venomous snakebite; nosebleed; frostbite and sunburn; choking.
 - b. Describe common poisonous or hazardous plants; identify any that grow in your local area or campsite location. Tell how to treat exposure to them.
 - c. Describe some hazards or injuries that you might encounter on your hike and what you can do to help prevent them.

Tuesday PM

1. Show first aid for the following: (**Second Class 6a**)
 - a. object in the eye; bite of a warm-blooded animal; puncture wounds from a splinter, nail, and fishhook; heat exhaustion; shock; heatstroke, dehydration, hypothermia, and hyperventilation.
2. Show what to do for "hurry" cases of stopped breathing, stroke, severe bleeding, and ingested poisoning. (**Second Class 6b**)
3. Describe some hazards or injuries that you might encounter on your hike and what you can do to help prevent them. (**Second Class 3c**)
4. Tell the five most common signals of a heart attack. Explain the steps (procedures) in cardiopulmonary resuscitation (CPR) (**First Class 7c**)

FIRST YEAR CAMPER SCHEDULE

5. TREAD: Travel responsibly, Respect the Rights of others, Educate yourself, Avoid sensitive areas, and Do your part (**First Class 1b**)
6. How a compass works, how to orient a map, and explain five map symbols (**Second Class 3a**)
7. Finding directions day and night (without compass and electronic device) (**Second Class 3d**)
8. GPS explanation and use (**First Class 4b**)

Wednesday AM & PM

1. 5 mile hike over both periods.
 - a. Please arrive no later than 10:10AM to be included on the hike.
 - b. We should arrive back before 3:30PM.
2. Identify or show evidence of 10 Animals and 10 Plants after the hike (**Second Class 4, First Class 5a**)

Thursday AM

1. Explain EDGE Method (**Tenderfoot 8**)
2. Scouts teach each other the square knot with the EDGE Method (**Tenderfoot 8**)
3. Teach square knot, 2 half-hitch, taut-line hitch (while explaining each knots practical use and what situation to associate each knot with) (**Scout 4a, Tenderfoot 3a, b, c**)
4. Teach sheet bend, and bowline (**Second Class 2f, & g**)
 - a. While explaining each knots practical use and what situation to associate each knot with.
5. Make a camp gadget using lashings (**First Class 3d**)

Thursday PM

1. Aquatics Safety and Knowledge (Second Class 5a, c, d, First Class 6b-e)

Friday AM

9:00-12:00 Make up Day

1. Scouts will be able to make up any of the requirements they missed, except for the 5- mile hike from Wednesday.
2. Weather permitting, we should be able to make up any requirements missed at Aquatics, but it is encouraged the scouts attend the Thursday afternoon session.

OTHER OPPORTUNITIES

Wednesday:

1. At 3:30PM Scouts will have the opportunity to earn their Firem'n Chit and/or Totin' Chip.
 - a. The Firem'n Chit will take place at the Firebowl.
 - b. The Totin' Chip will take place at the First Year Camper Pavillion.
2. At 8:00PM is our First Year Camper S'mores night, open to all first year campers including those not in the program.

Thursday:

1. During the Lumberjack Festival, your scouts will have another opportunity to earn their Firem'n Chit and/or Totin' Chip.
 - a. The Firem'n Chit will take place at the Firebowl.
 - b. The Totin' Chip will take place at the First Year Camper Pavillion.

MERIT BADGES

Requirements to be fulfilled prior to arrival at camp. Independent Study program structure is the same as "By Appointment" merit badge program in prior years.

AMERICAN BUSINESS

(Independent Study)

Scouts must arrive at camp prepared to demonstrate 6 (careers or interview a business leader). This badge requires intensive research and preparation prior to arriving at camp.

AMERICAN CULTURES

(Independent Study)

1 (cultural research) and 5 (presentation).

AMERICAN HERITAGE

(Independent Study)

3c (family history), 4a (local historic places) OR 4b (local historic event) OR 4c (town history) OR 4d (American History Program) OR 4e (Historic Trail).

AMERICAN RED CROSS STANDARD CPR

(Adults Only)

None. Cost for course is \$25.00. Sign up at the Sunday Night Program Expo near the Dumas Pavilion

ARCHAEOLOGY

(Independent Study)

4 (five archaeological site research), 7 (museum, heirloom, or trash), 10 (assist an archaeologist or project), and 11 (exhibit or report). It is recommended that research is done to prepare for requirement 8.

ARCHERY

None. This badge is not recommended for first year scouts. Scouts should be familiar with local and state laws regarding Archery equipment, ownership, and usage. Arrow Kits are available for purchase in the River Store for approximately \$5.00.

ART

6 (visit a museum, art exhibit, art gallery, artists' co-op, or artist's workshop).

ASTRONOMY

8 (observation). It is recommended that scouts complete 4c (Big Dipper), 5b (visible planets), and 6b (moon phases) prior to arrival.

ATHLETICS

(Independent Study)

2a (part C of BSA Health Form), 3 (participation), 5 (assessment), and 6b (volunteer).

ATV PROGRAM

Participants must be 14 years old by the first day of the course and have an ATV Hold-Harmless form (<https://michiganscouting.org/wpcontent/uploads/2019/03/ATV-Hold-Harmless.pdf>) signed by a parent or guardian. They also must have long sleeve shirt, long pants, and boots that cover the ankle. A bandana is recommended. Gloves, helmets and goggles will be provided.

[Link to ATV Hold-Harmless Form](#)

AUTOMOTIVE MAINTENANCE

None. Scouts should be at least 14 years old.

BACKPACKING

(Independent Study)

6b (map positions), 8c (Backpacking meals), 8d (meal sanitation), 9b (pre-hike inspection), 9e (2 mile hike), 10 (three 15 mile treks), and 11 (30 mile trek).

BASKETRY

One round basket kit and one square basket kit are needed. The correct kits contain a pre-measured piece for the base of the basket. They are available at camp from the River Store for approximately \$7.00 each.

BIRD STUDY

(Independent Study)

5 (observe and identify 20 birds). It is recommended that scouts complete 2 (bird terms) and 6 (bird characteristics).

BSA LIFEGUARD

Participants must be at least 15 years old and be able to pass the precourse test administered by the Instructor. The course runs Monday through Thursday 9:00AM - 12:00PM and 1:30PM - 5:30PM, and Friday 9:00AM - 12:00PM. Course includes American Red Cross CPR/AED for the Professional Rescuer and costs \$25.00

BSA PADDLE CRAFT SAFETY

Independent Study. Participants must have passed the BSA Swimmer Test, be 15 years of age or older, and physically fit. Participants must also have experience with basic water rescue techniques.

BSA SWIMMING AND WATER RESCUE

(Independent Study)

Participants must have passed the BSA Swimmer Test, be 15 years of age or older, and physically fit. Participants must also be able to recover a 10-pound weight from eight feet of water.

MERIT BADGES

BUGLING

(Independent Study)

6 (serve as Troop Bugler for three months). Bring Bugle, Trumpet or Cornet to camp. Scouts should have experience and some proficiency in using brass instruments.

CAMPING

(Eagle Req.)

4 (Patrol campout), 5e (pack inspection), 7 (pack for campout), 8c (camp menu), 8d (cook menu), 9a (camp 20 days and 20 nights), and 9b (camping activities).

CANOEING

Depending on COVID-19 procedures, companion in the canoe requirements may necessitate another member of the Scout's unit or cohort. 2 (BSA Swimmer test) will be conducted at the start of camp. Scouts should be First Class rank and at least 13 years old due to the physical demands of this badge.

CHEMISTRY

(Independent Study)

2a ($\text{Fe} + \text{CuSO}_4$) and 3 (Cartesian diver). 7 is suggested to be completed prior to camp. This badge entails a level of scientific knowledge recommended for high school students, since a majority of the requirements are completed independently.

CHESS

Depending on COVID-19 procedures, Scouts may be limited to only playing Chess with other members of their unit. It is suggested that scouts bring a chess set. If this is not possible, a limited amount of equipment is available at camp.

CITIZENSHIP IN THE COMMUNITY

(Eagle Req.)

2 (map and govt. chart), 3 (meeting), 4 (community issue), and 7 (research and volunteer). Scouts are also expected begin preparations for requirement 8 (presentation) prior to coming to camp.

CITIZENSHIP IN THE NATION

(Eagle Req.)

2a (visit landmark) OR 2b (visit state capitol) OR 2c (visit federal facility), 3 (evening news or newspaper for 5 days). It is suggested scouts bring a speech to discuss for 6. If scouts have already written the letter for requirement 8, please bring response (if any) to camp.

CITIZENSHIP IN THE WORLD

(Eagle Req.)

None. It is suggested that scouts research current world events for requirement 3 to be prepared for discussion.

CLIMBING

None. Scouts need appropriate clothing and footwear (closed-toed shoes). Participants should be at least First Class Rank and fit to belay.

COIN COLLECTING

(Independent Study)

9 (collect and identify) and 10 (tour, attend, talk, or draw). Scouts should come to camp with all requirements already complete and ready to discuss their work with the counselor.

COLLECTIONS

(Independent Study)

Bring collection to camp, with research for requirement 5.

COMMUNICATIONS

(Eagle Req.)

5 (meeting). Scouts are encouraged to do requirement 3 & 8 prior to arrival, but it can be done in campsite with unit leadership approval.

COMPOSITE MATERIALS

(Independent Study)

4a (visit company that uses composites) OR 4b (3 composites-related websites). It is recommended that scouts research and bring MSDS sheets for requirement 3 to camp.

COOKING

(Eagle Req.)

4 (3 day menu, shop, cook), 5 (2 day camping menu for patrol), and 6 (hiking menu). From the BSA Advancement Team: Cooking requirements for Tenderfoot, Second Class, and First Class do not count toward Cooking Merit Badge Requirements. You must not repeat any menus for meals actually prepared or cooked in requirements 4, 5, and 6.

CRIME PREVENTION

4 (neighborhood checklist), 6 (raise awareness), and 7a (Neighborhood Watch) OR 7b (jail visit). It may be easier to complete requirements 2, 5, and 7e before arriving. Crime Prevention and Fingerprinting are instructed at the same time on different days. If the Scout is not attempting both badges they can make an appointment with the instructor to take just one of the two badges.

MERIT BADGES

CYCLING

(Eagle Req.)

(Independent Study)

6 (cycling laws), 7a (road biking) OR 7b (trail biking).

DIGITAL TECHNOLOGY

1 (completed/updated BSA Cyber Chip) and do internet research for 8 (recycling) & 9 (careers or visit). It is recommended that scouts begin working on some of Req. 6 options prior to camp, or that can be completed during free time. Scouts complete/update the BSA Cyber Chip program at: <https://www.scouting.org/Training/Youth-Protection/Cyber-Chip/>.

DISABILITIES AWARENESS

(Independent Study)

4 (visit second location outside of camp).

DOG CARE

(Independent Study)

4 (two month dog care log), 5 (dog commands), 6a (vaccination schedule), 8 (visit report), and 9 (laws and ordinances). Scouts should come to camp with all requirements already complete and ready to discuss their work with the counselor.

ELECTRICITY

2 (home safety inspection), 8 (electrical floor plan), and 9a (electric meter and bill). Recommended for second year scouts.

EMERGENCY PREPAREDNESS

(Eagle Req.)

1 (First Aid Merit Badge), 2c (family meeting), 6c (community emergency management director info), 7b (troop mobilization plan), 8b (personal emergency service pack).

ENERGY

(Independent Study)

4 (energy audit) and 6 (pie charts). It is recommended that scouts complete 1 (conservation of energy) prior to camp.

ENTREPRENEURSHIP

(Independent Study)

3 (interview an entrepreneur).

ENVIRONMENTAL SCIENCE

(Eagle Req.)

Scouts are encouraged to complete 3c (water pollution), 3d (land pollution), 3e (endangered species), 3f (pollution), 3g (pollination), and 4 (observations) prior to camp.

FAMILY LIFE

(Eagle Req.)

(Independent Study)

2 (family discussion), 3 (90 days of chores), 4 (project for family), 5 (project with family), and 6 (family meeting). With these requirements completed prior to camp, this merit badge may be completed in one meeting with a counselor.

FINGERPRINTING

None. Crime Prevention and Fingerprinting are instructed at the same time on different days. If the scout is not attempting both badges, they can make an appointment with the instructor to take just one of the two badges.

FIRE SAFETY

(Independent Study)

6a (home evacuation plan), 11 (fire station visit), 12 (smoke detector requirements), and 13 (research a career).

FIRST AID

(Eagle Req.)

1 (basic first aid knowledge from Tenderfoot, Second Class and First Class), and 5a (home first aid kit). This is a two hour session per day merit badge.

FIRST YEAR CAMPER

(First Class Emphasis Program)

None. This class is intended to teach young scouts some of the skills required for rank advancement through First Class. Camp staff will not sign off requirements in a scout's handbook, but documentation of the skills covered will be provided. It is at the discretion of the unit leader to sign off requirements. This course is instructed in two daily two-hour blocks. Scouts should sign up and attend both sessions (total 4 hours per day) to cover the maximum available requirements.

FISH AND WILDLIFE MANAGEMENT

7 (Fish age, census, stomach contents, or aquarium). Scouts are encouraged to complete requirements 5 (construct or design). Recommended for second year scouts.

FISHING

Scouts are encouraged to attempt requirements 9 and 10 prior to camp. Please bring your state's fishing regulations. It is recommended that scouts bring fishing gear to camp. If this is not possible, a limited amount of camp equipment is available.

MERIT BADGES

FLY-FISHING

Recommended for second year scouts. Scouts are encouraged to attempt requirements 10 and 11 prior to camp. It is suggested that scouts have some casting experience, and bring fishing gear to camp. If this is not possible, a limited amount of camp equipment is available.

FORESTRY

(Independent Study)

It is recommended that 1 (15 species), 2 (10 species), and 5 (forest manager, logging, or forest-fire prevention) be completed prior to camp.

GAME DESIGN

None. It is suggested that scouts complete 5a (design), 6 (prototype), and 7a (instruction sheet) prior to arrival, but this can be completed at camp.

GENEALOGY

(Independent Study)

2b (six week journal), 3 (family interview), 4b (genealogical document), and 5 (genealogical services). Scouts should come to camp with all requirements already complete and ready to discuss their work with the counselor.

GEOCACHING

(Independent Study)

7 (local caches), 8a (cache to eagle) OR 8b (travel bug) OR 8c (public geocache) OR 8d (CITO), and 9 (geohunt). It is suggested that scouts bring a GPS. If this is not possible, a limited amount of equipment is available.

GEOLOGY

None. Recommended for first year scouts. It is suggested that scouts complete requirements 4 (geology careers) and 5 (resource / history options) prior to camp.

GRAPHIC ARTS

6 (visit options).

HEALTH CARE PROFESSIONS

(Independent Study)

5 (visit professional workplace) and 9 (volunteer). Scouts are encouraged to come to camp prepared to discuss requirements 1 - 4 (health professions).

HIKING

(Eagle Req.)

(Independent Study)

4 (five hikes), 5 (20 mile hike), 6 (hiking reports).

HOME REPAIRS

None. Home Repairs and Painting are instructed at the same time on different days. If the scout is not attempting both badges, they can make an appointment with the instructor to take just one of the two.

INDIAN LORE

None. If scouts decided to use 2a or 2b, kits are available in the River Store for approximately \$12.00.

INSECT STUDY

(Independent Study)

5 (scrapbook), 9 (metamorphosis), and 10 (ant colony or beehive). This badge is recommended for scouts with advanced knowledge of insects.

INVENTING

(Independent Study)

8a (club/ team) OR 8b (museum/ exhibit). It is recommended that scouts complete 2a (interview), 3c (patent search), 6 (prototype), and 7 (invention) prior to camp.

JOURNALISM

(Independent Study)

2a (print journalism/visits) OR 2b (radio and television/ visits). 3b is suggested to be completed before camp.

KAYAKING

2 (BSA Swimmer Test, can be completed at camp).

LAW

(Independent Study)

6 (attend a civil or criminal court, or mock trial) and 7 (lawyer).

LEATHERWORK

5a (commercial tanning process) OR 5b (tan a skin) OR 5d (visit leather related business). If none of these options have been done, scout may complete 4 (a vinyl or leather braid) at camp. This badge is not recommended for first year scouts due to skill level. Kit(s) for requirement 3 are available in the River Store for approximately \$8.00.

LIFESAVING

(Eagle Req.)

2a (earn the Swimming merit badge). Scouts will need to pass the 400 yard lifesaving pre-test administered by the camp instructor. Young scouts often find that this badge is more physically demanding than they anticipate.

MERIT BADGES

MAMMAL STUDY

None. It is suggested scouts research for requirements 3c (nongame mammal), unless they choose to do 3a at camp OR 3b prior to camp. Recommended for first year scouts.

METALWORK

(Independent Study)

None. Scouts must be at least 14 years old and have close-fitting long sleeve shirt and long pants made of natural fibers. Leather work boots are also required (steel toe preferred). This badge has a materials cost of approximately \$10.00.

MINING IN SOCIETY

(Independent Study)

It is recommended that scouts complete requirement 5 (tour a mine) prior to camp.

MODEL DESIGN AND BUILDING

(Independent Study)

None. This badge is not recommended for first year scouts due to required skill level. Scouts can work on requirements 3 (plans), 4 (scale model), and 5 (special effects model) before camp or during the merit badge session. Models built prior to camp are acceptable.

MOTORBOATING

2a (BSA Swimmer Test, which can be completed at Aquatics) and, for requirement 4b, complete the online DNR Boating Safety course (cost of \$29.50, more information at https://www.michigan.gov/dnr/0,4570,7-350-79119_79144_79642---.00.html). Participants must be at least 14 years old. This merit badge may included a supervised trip out of camp. It is recommended that scouts have an approved form of CPR Training prior to arrival.

MOVIEMAKING

None. It is suggested scouts bring their own camera. If this is not possible, a limited amount of camp equipment may be available.

MUSIC

3a (attend a concert) OR 3b (interview a family member) OR 3c (member of band, choir, or music group for 6 months). Scouts must do two of the four (3a-d). 3d can be completed at camp. If a scout does not complete 4b (compose music) the scout must complete 4a (teach 3 songs) OR 4c (make an instrument). Please bring a non wind instrument to camp, or be prepared to use the voice option for Req.1.

NATURE

4a (birds) OR 4d (insects and spiders) OR 4f (mollusks and crustaceans). Scouts may find it easier for requirement 4 to collect items or identify species prior to camp. Recommended for second or third year scouts.

NUCLEAR SCIENCE

(Independent Study)

2b (3-D model isotopes), 4a-c (electroscope, cloud chamber, or irradiated food), and 5 (radiation meter, radon, or x-rays). This badge requires advanced high school level scientific knowledge, and is recommended for scouts who have completed 10th grade science.

OCEANOGRAPHY

(Independent Study)

7 (plankton net, model, temperature, wave generator, or satellite imagery). It is suggested 8b (visit) be completed before camp. If the scout has not completed it, 8a (essay) OR 8c (presentation) can be done at camp.

ORIENTEERING

(Independent Study)

7 (events), 8 (set up course), and 9 (officiating). 2013 3/2015 Painting None. Home Repairs and Painting are instructed at the same time on different days. If the scout is not attempting both badges, they can make an appointment with the instructor to take just one of the two.

PERSONAL FITNESS

(Eagle Req.)

1b (dental exam), 6 (initial tests and eating log), 7 (12 week fitness program), and 8 (execute program for 12 weeks). Please note religious exemption for requirements.

SCHOLARSHIP

(Independent Study)

1 (school grades), 3 (principal), 4 (activity or project), and 5 (report). 2 (places, interview, planner, or research) can be completed in camp or prior to arrival.

SCOUTING HERITAGE

(Independent Study)

4 (jambo, scouting museum, or exhibit) and 5 (local scouting history).

SCULPTURE

Do two of the following: 2a (head), 2b (mold), or 2c (art exhibit).

MERIT BADGES

SEARCH AND RESCUE

Requirement 8 occurs at camp outside of scheduled time. First Aid merit badge is highly recommended. This badge is not recommended for first year scouts.

SHOTGUN SHOOTING

First-Year scouts are strongly discouraged from taking this badge due to difficulty of handling shotguns and aiming. Bring a copy of your State's hunting laws.

SIGNS, SIGNALS, & CODES

Scouts should work on requirement 7 prior to camp. Recommended for second year scouts.

SMALL-BOAT SAILING

2 (BSA Swimmer Test). This is a two-hours per day badge. Scouts must be at least 12 years old.

SOIL AND WATER CONSERVATION

(Independent Study)

None. Scouts are encouraged to work on their 500 word report (requirement 7) prior to camp, if choosing that option.

SPACE EXPLORATION

Please bring rockets and engines for two launches to complete requirement 3, ensuring they are stored safely with an adult. If scouts cannot bring rockets to camp, Rocket Kits are available in the River Store for approximately \$7.00

SPORTS

(Independent Study)

2a (part C of BSA Health Form), 4 (four months on a sports team), and 5 (personal training program for four months).

STAMP COLLECTING

(Independent Study)

3 (show), 4a (catalog), 5 (demonstrate), 6a (album), 7 (design, visit, report, and/or describe), and 8 (show). Scouts are expected to arrive at camp prepared to review requirements with their counselor.

SUSTAINABILITY

(Eagle Req.)

(Independent Study)

1 (family meeting), 2: Water A; Food A; Community B or C; Energy B or C; and "Stuff" A and B or C, 4 (family meeting), 5a (family meeting). This merit badge requires that a majority of the work be completed outside of camp. This badge will only be offered Independent Study and with unit leader approval.

SWIMMING

(Eagle Req.)

2 (BSA Swimmer Test) and 3 (150 yard swim) need to be completed at camp. Young scouts often find that this badge is more physically demanding than they anticipate.

THEATER

1 (review 3 plays) and 3 (theater participation).

TRAFFIC SAFETY

(Independent Study)

5 (interview, research, organize, or observe). Scouts are expected to arrive to camp prepared to review their completed requirements with the counselor.

TRUCK TRANSPORTATION

(Independent Study)

1 (truck lines) and 4 (visit). Scouts are expected to arrive to camp prepared to review all requirements with their counselor.

WATER SPORTS

(Independent Study)

2b (CPR) and 3 (BSA Swimmer test). Scouts should be at least 14 years old. Scouts should be prepared to go on Motorboating off-site trip.

WEATHER

9 (weather log or weather professional). If scout does not complete this, it may be possible to complete 9b at camp.

WELDING

None. Scouts must be at least 14 and have close-fitting long sleeve shirt and long pants made of natural fibers. Leather work boots are also required (steel toe preferred). This badge also has a materials cost of approximately \$10.00

WILDERNESS SURVIVAL

5 (survival kit). Scouts must be 13 years old or older. This badge requires an on-site low impact overnight trip.

WOOD CARVING

2a (Totin' Chip). This badge is not recommended for first year scouts due to skill level required. Wood carving kits are recommended and available in the River Store for approximately \$4.00, or scrap pieces are available at the Crafts Pavilion.

WOODWORK

(Independent Study)

1b (Totin' Chip) and 7 (talk with a cabinet maker or carpenter).

HOW TO GET TO COLE CANOE BASE

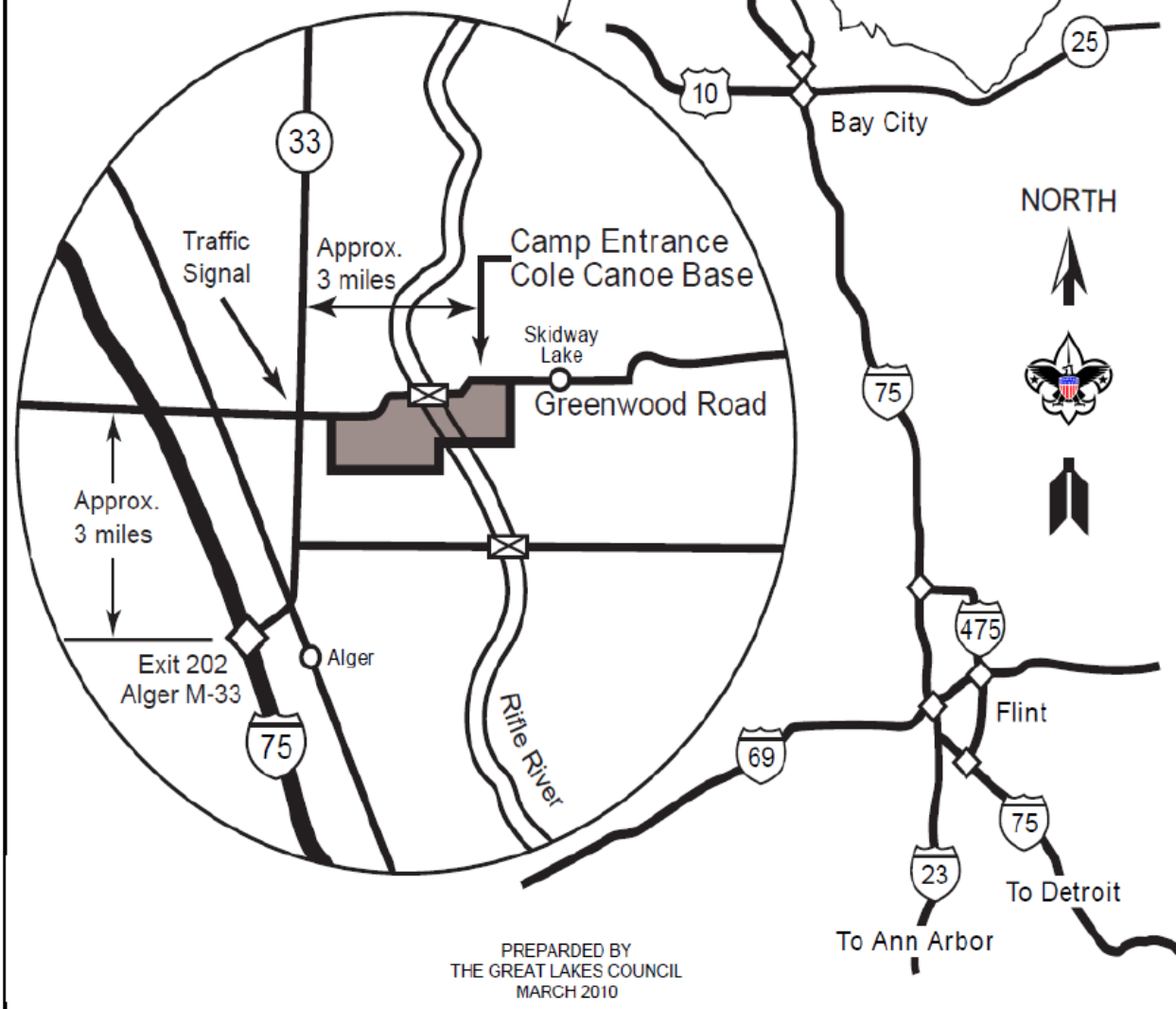
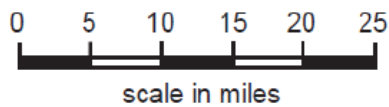


- Boy Scouts of America

COLE CANOE BASE

1356 Greenwood Road
Alger, MI 48610

989-873-1516

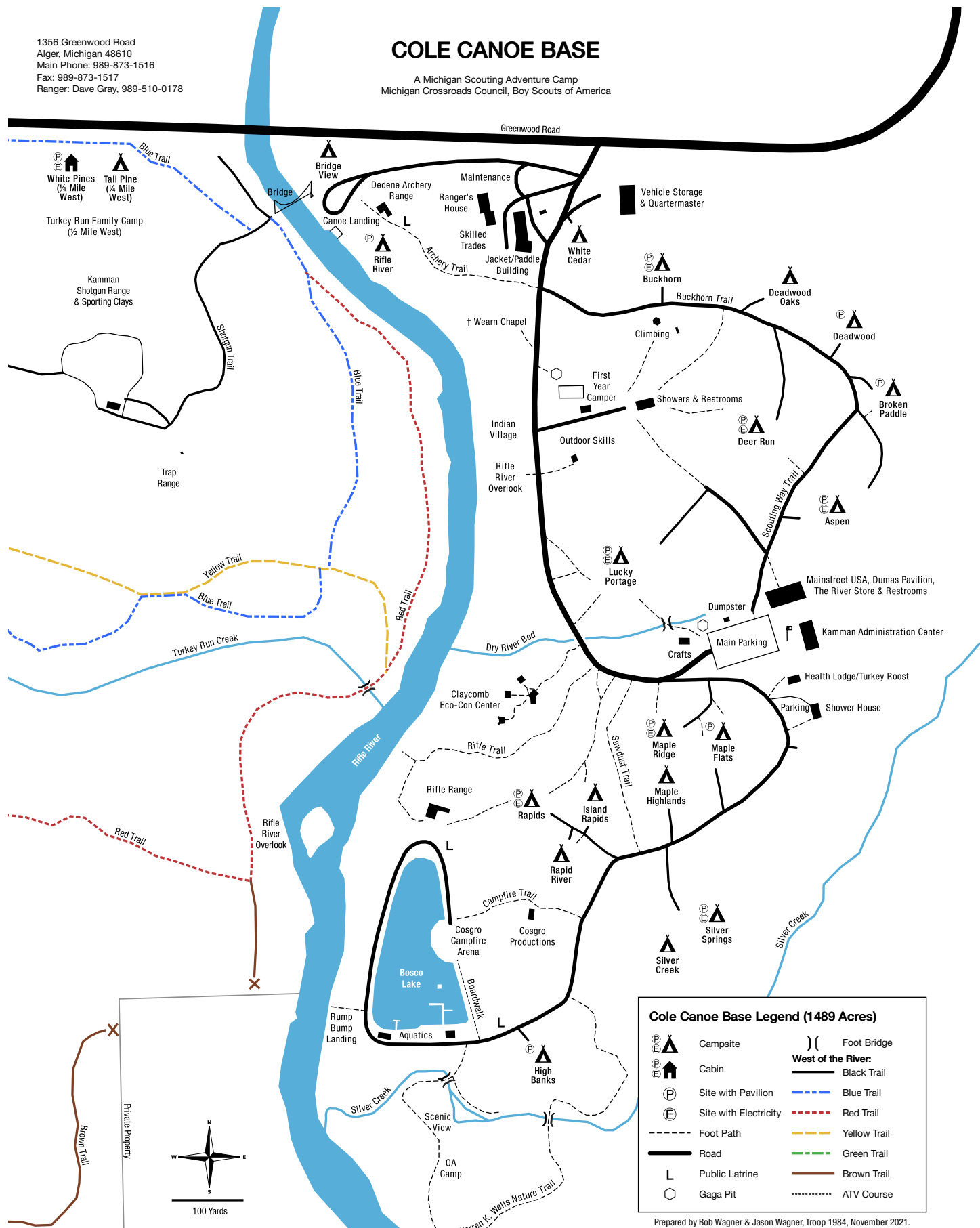


MAP OF COLE CANOE BASE

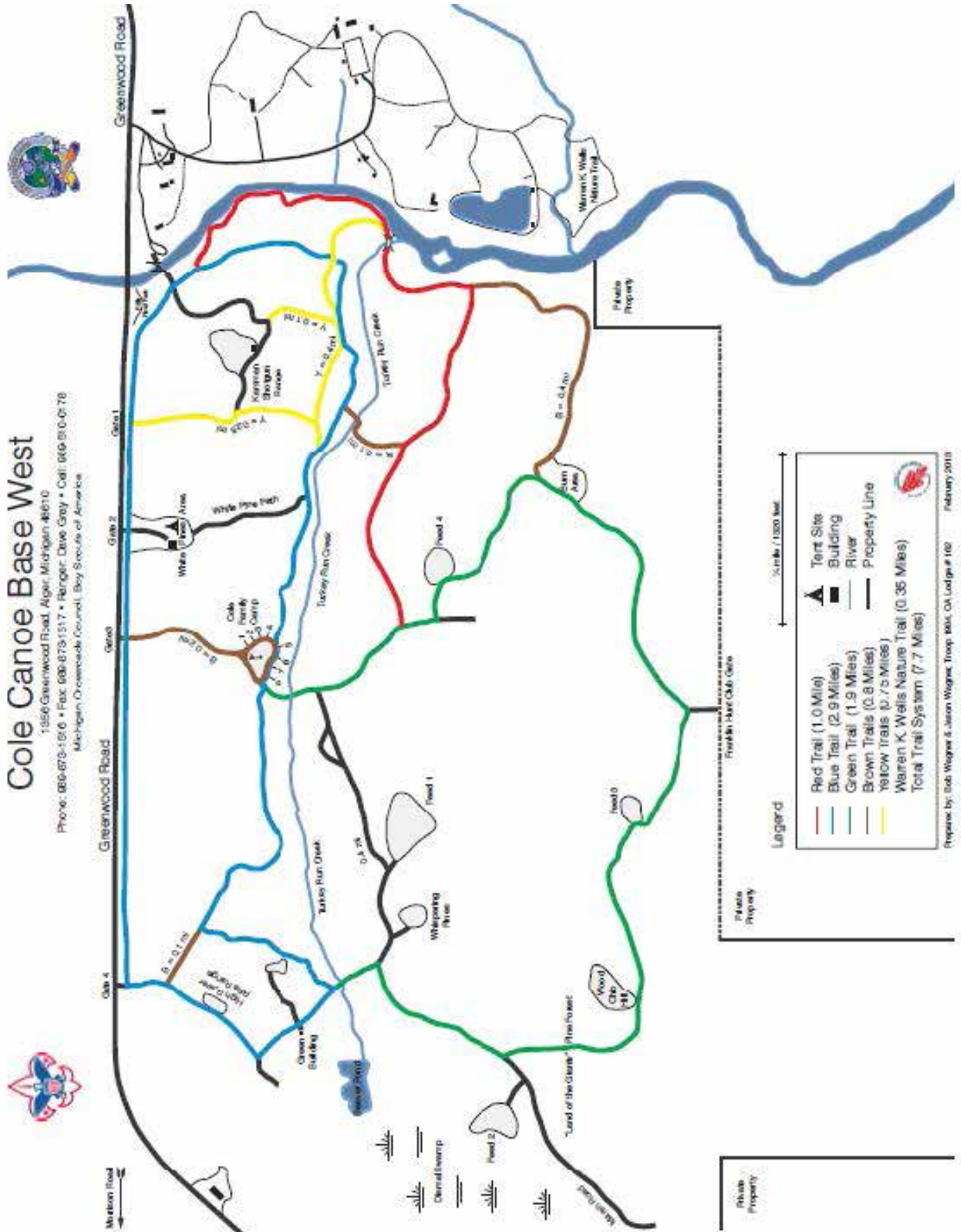
1356 Greenwood Road
Alger, Michigan 48610
Main Phone: 989-873-1516
Fax: 989-873-1517
Ranger: Dave Gray, 989-510-0178

COLE CANOE BASE

A Michigan Scouting Adventure Camp
Michigan Crossroads Council, Boy Scouts of America



MAP OF COLE CANOE BASE NATURE TRAILS

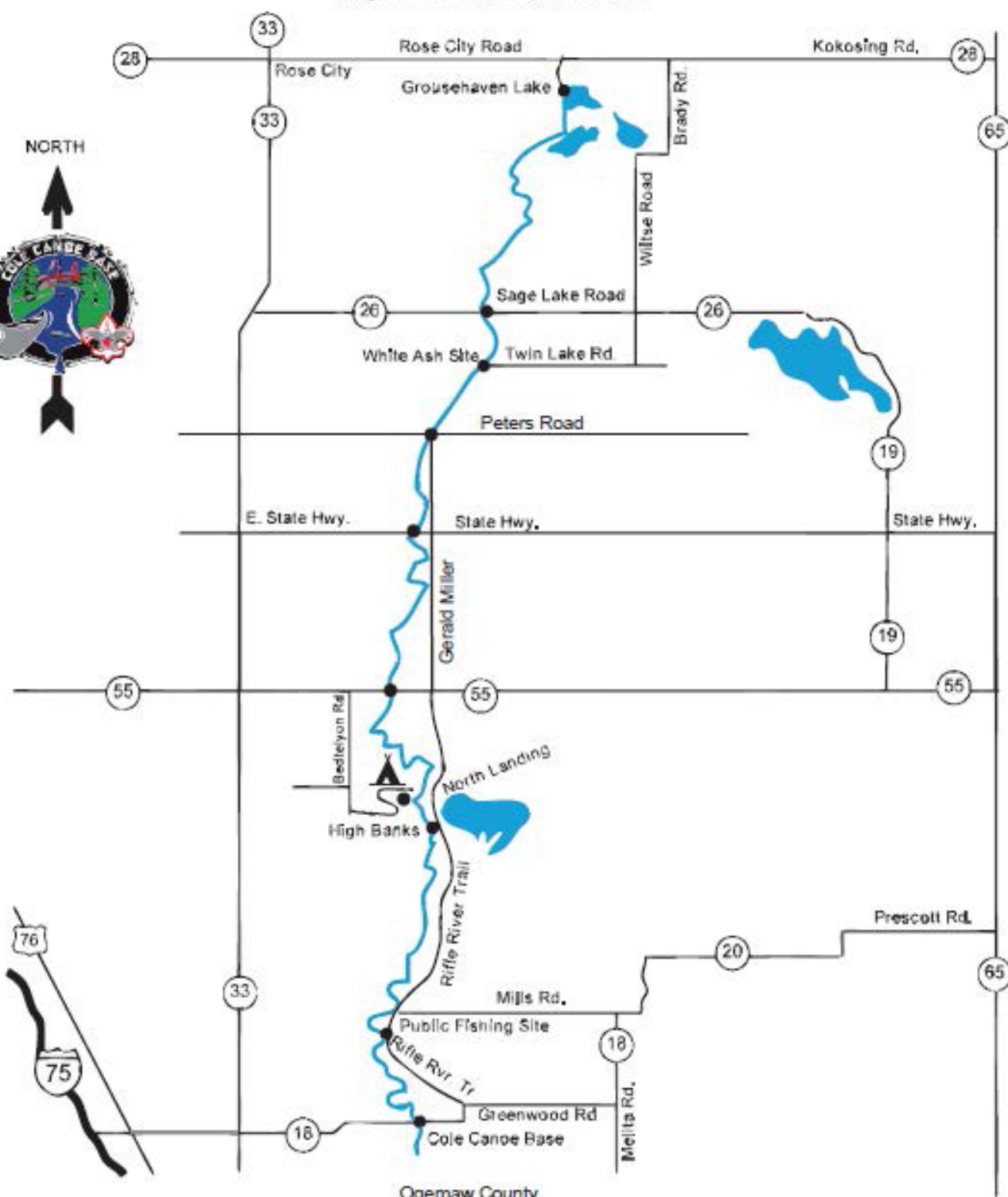


RIFLE RIVER UPPER RUN

Cole Canoe Base Upper Run

1305 Greenwood Road, Alger, Michigan 48610

Phone: 989-873-1516 • Fax: 989-873-1517 • Ranger: Dave Gray • Cell: 989-510-0178
Michigan Crossroads Council, Boy Scouts of America



Access Point

Last Updated: February 2013



RIFLE RIVER LOWER RUN



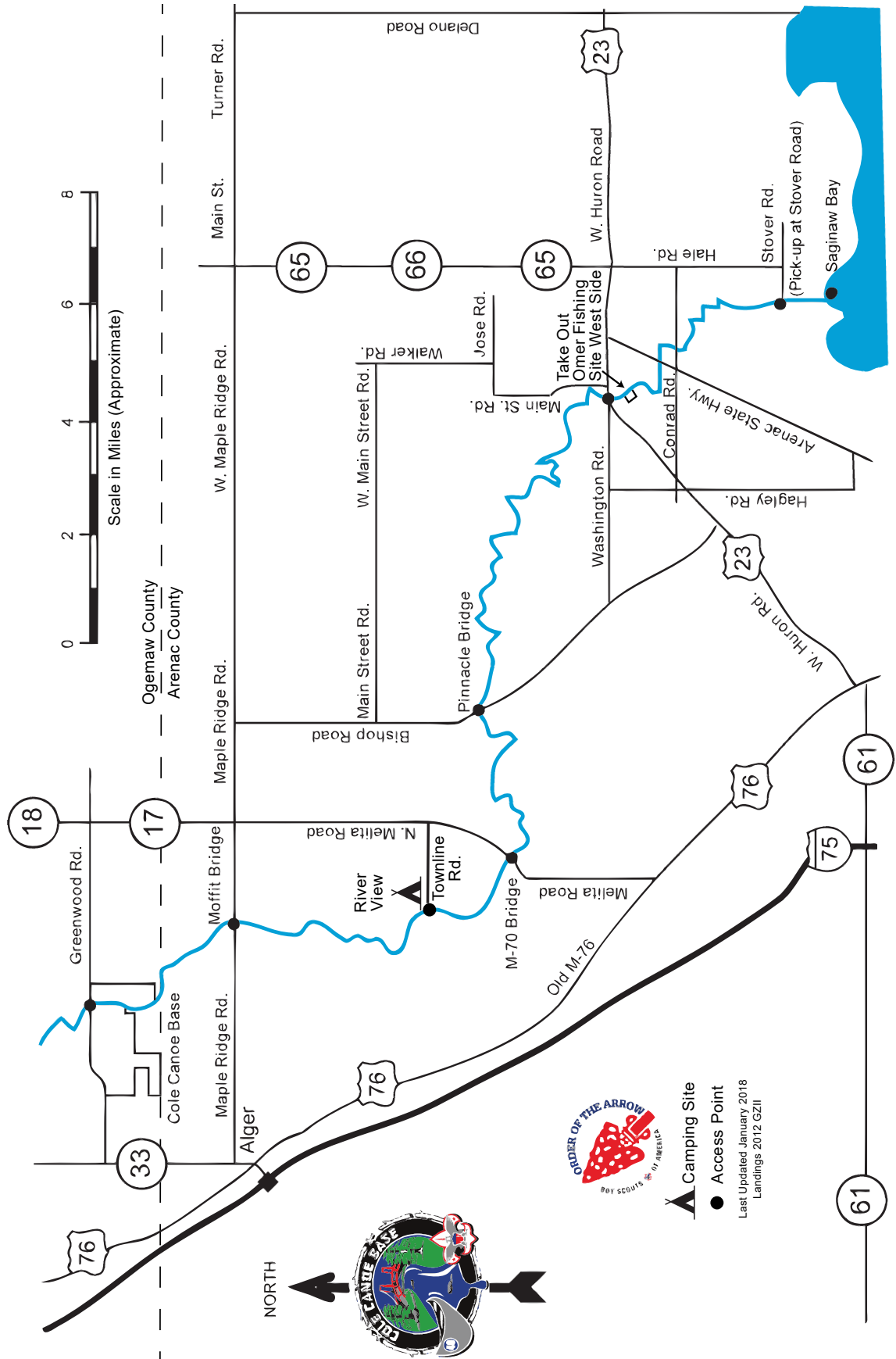
COLE CANOE BASE

A Michigan Scouting Adventure Camp

1356 Greenwood Road, Alger, Michigan 48610 • 989-873-1516

Camp Director: Gus Chutorash, 810-571-0725 • Ranger: Dave Gray, 989-510-0178

Michigan Crossroads Council, Boy Scouts of America



D-BAR-A SCOUT RANCH



APPENDIX C: SCOUTS BSA RESIDENT CAMP LEADERS GUIDE



**OVER 50 YEARS OF SAFE,
QUALITY, FUN FILLED PROGRAM**

Michigan Crossroads Council | Boy Scouts of America | www.michiganscouting.org

DEAR ADULT LEADERS & PARENTS,

Howdy Y'all,

We are extremely humbled that you have chosen D-Bar-A Scout Ranch to further your unit's Scouting Experience! For those who have not made the commitment yet, read on and let the benefits of our program sell itself!

D-Bar-A Scout Ranch is the only operating Scout Ranch this side of the Mississippi, meaning we have plenty of horses and other livestock to make a truly memorable experience for your Scouts. Over the past few years, we have improved much of our program and camp to ensure that our Scouts and Leaders have a great experience! As we look forward to the summer of 2022, we continue to focus on improving our camp, programs, and food to ensure you have a truly great stay with us!

Merit badges are an incredibly important part of the summer camp experience, but here at The Ranch we make sure it's not the only reason you'll be coming here. We will have an incredible amount of fun doing all sorts of activities, but your Scouts will also be faced with several challenges. Not all of these challenges may be met, but the opportunity to fail in a controlled environment is an unforgettable learning experience. Not everything at camp is going to be sugar coated, but it will be memorable!

Whether you're a new unit to The Ranch, or your unit has been coming here since 1950, this Leader's Guide will serve as a foundation for making the most of your experience during the 2022 season! So, please make sure you're familiar with the entirety of the content so you can best equip your unit and parents. As you page through this leader guide, remember that you are not alone, each of our staff is happy to help you understand what our program is, and all the different programs we offer!

For both those who have attended in the past, or are completely new to Scouting, we want to extend a warm welcome home!

See you at The Ranch,

Joe Lewis

Camp Director

810-515-4511

joseph.lewis2@scouting.org

Operations Director

dbara.operations@michiganscouting.org

Program Director

dbara.program@michiganscouting.org

BSA MISSION STATEMENT

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

Scout Oath

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

Scout Law A Scout is:

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

TABLE OF CONTENTS

Welcome to D-bar-A Scout Ranch	141
Campsites	141
Program Areas	143
Ranch Hand	147
First-Year Camper Pedro Patrol	148
Western Cup/Family Night	149
Program Opportunities	150
Food Service	151
Camp Administration	152
Camp Facilities & Services	155
Camp Map	156



WELCOME TO D-BAR-A SCOUT RANCH

The Michigan Crossroads Council, Boy Scouts of America, prides itself in operating D-bar- A Scout Ranch. Since 1950, D-bar-A-Scout Ranch has been providing quality Scouting experiences for Scouts, Schools, and Churches from Southeast Michigan and around the Midwest. D-bar-A Scout Ranch is located about an hour North of Detroit, MI. The Ranch consists of over 1,700 acres of wilderness, 3 lakes, a herd of horses, long horn steer, and other livestock, 28 heated cabins, and 11 tent sites. Program facilities include a 32-foot-tall climbing tower, two shooting sports areas for Scout needs, several Nature Centers, 2 Bouldering Walls, and over 11 miles of hiking and horse trails. D-bar- A Scout Ranch is open year-round.

The Ranch is one of the few camps in the world that is also a fully functioning horse and cattle ranch. What makes The Ranch unique is but the opportunity for Scouts to experience all that The Ranch life has to offer. Scouts can learn to rope, ride, and brand. All of this can take place during a week of summer camp where Scouts are earning merit badges, swimming, shooting, climbing, and working on rank advancement and most importantly having FUN!

Acceptance and participation in the camping programs at D-bar-A Scout Ranch are the same for everyone without regard to race, color, sex, age, handicap, or national origin.

CAMPSITES

The Ranch map (page 159) shows where all the campsites are located, and a list of available sites can be obtained on our website when you register. Units can reserve the same campsite for the same week at the end of their camp stay for the upcoming year. Campsites can be reserved by multiple units. This means units should be prepared to share their campsite with other units. If this is a concern, please make sure to contact the Ranch Administration prior to arrival at camp so that arrangements can be made.

Some campsites have cabins on them, the unit is welcome to use the cabin as they see fit but will be charged a cleaning fee if left a mess at the end of the week.

WHAT'S NEW TO THE RANCH?

As you go throughout this leader's guide, anything marked with a red star ★ is something new to camp this summer!

To highlight some of the major things coming to The Ranch in 2022:

- A STEM area located at The Dan Beard cabin
- An Eagle Quest area located across the road from the Jack Lord Trading Post
- There are now 5 sessions of Ranch Hand available throughout the summer, you can participate either as a Unit or as an individual
- Walk-In/Out lunches to better serve the units by offering them more time to do things together in their campsites
- Check-In procedures have been updated to better serve the units by giving them more opportunities to manage their time
- Several exciting new merit badge opportunities
- Revised Western Cup & Family Night
- Open Program Opportunities & A Sunday Midway

INDEPENDENT STUDY/OPEN PROGRAM



Our Merit Badge Program is now split between “Closed” and “Open” program, this means that in the afternoon Scouts have the ability to do a variety of fun activities and Merit Badges without having to schedule them. Scouts will have the ability to jump in, and out of, program areas anytime that they are open. This unique approach allows the Scouts the ability to build their own adventure and have the opportunity to mix in fun activities amongst the Merit Badge programs.

Our “Closed” and “Open” program model has been proven to allow Scouts the opportunity for Scouts to go at their own pace. This means that a Scout that wants to fill their week with our non-merit badge opportunities will likely earn 4 badges, while Scouts that come prepared with their pre-requisites and workbooks done are likely to earn 9 badges.

To help Scouts accomplish this, we provide a program called “The Sunday Midway”. This program occurs right after the Leader’s Meeting on Sunday, and is a fair based around the Hay Pavilion where each program area and their staff are available to discuss the great program that they offer. Each Scout has the opportunity to print a scheduling card at home that they are encouraged to bring to this event to help them build their time at camp as they visit each area’s staff. Counselors will also be able to coach the Scouts on how much time/dedication each badge requires and train the Scouts in time management. Before attending the Sunday Midway, it’s a great idea for each Scout to come up with 3-4 goals for their week, this will help them build a great plan for their week. Trainings can be done during afternoon program as a part of Open Program.

* Merit Badges in Regular Font require two days to complete*

**** All Merit Badges in Red are Open Program****

***** All Merit Badges in BOLD require a full week to complete*****

MERIT BADGE LEVEL SYSTEM

Listed in parentheses after each merit badge/activity is a letter that indicates its difficulty. This is rating should be used to help guide Scouts to make choices appropriate to their age and familiarity with the Scouting program.

A - Easier merit badge/activity, appropriate for beginning Scouts.

B - Appropriate for advancing Scouts with 2 or more years in Scouting.

C - Difficult merit badge/activity, appropriate for older scouts with 3 or more years in Scouting.

PRE-REQUISITES & PRE-REQUISITE FORM

These are requirements that the Scout needs to complete before camp if they want to complete the merit badge/activity while at camp. Prerequisites with (SR) noting, are requirements a Scout needs to complete before taking the badge. For example, a Scout must be classified as a swimmer before starting Swimming Merit Badge or they cannot participate.

A Complete list of pre-work will be posted at <https://scoutingevent.com/272-dasrsbsarc2022>

PROGRAM AREAS

AQUATICS

Our aquatics area is located on Lockwood lake which is the largest of our three lakes at The Ranch! Make sure you bring a buddy!

MERIT BADGE OFFERINGS

- Canoeing (B)
- Kayaking (A)
- Motor Boating (C)
- Small Boat Sailing (C)
- **Lifesaving** (C)
- **Swimming** (A)

AWARDS/TRAINING

- Polar Bear Swim
- Mile Swim
- ★ D-Bar-A Aquatics Award
- ★ Safe Swim Defense
- ★ Safety Afloat

SPECIAL PROGRAM

- Stand Up Paddleboarding
- Iceberg Inflatable
- ★ Rave Trampoline Inflatable



EAGLE QUEST

The Eagle Quest area offers badges to help you along your way to the rank of Eagle! It is located in the "Triangle" across from the Handicraft/Trading Post building!

Eagle Quest is only open in the mornings, it is closed during afternoon program.

MERIT BADGE OFFERINGS

- Citizenship in the Nation (B)
- Citizenship in the World (B)
- Emergency Preparedness (C)
- Communication (A)

AWARDS/TRAINING

- ★ Eagle Feather Award

SPECIAL PROGRAM

- ★ Eagle Recognition Ceremony at Closing Firebowl

PROGRAM AREAS

ECO-CON

The Eco-Con staff are trained on our \$20,000 Observatory located in the Trout Lake sub-camp and love doing program under the stars!

MERIT BADGE OFFERINGS

- **Archaeology** (B)
- Astronomy (B)
- Bird Study (B)
- **Environmental Science** (C)
- Mammal Study (A)
- Soil and Water Conservation (C)
- ★ **Space Exploration** (A)

AWARDS/TRAINING

- ★ Leave No Trace
- ★ D-Bar-A Eco-Con Award

SPECIAL PROGRAM

- Astronomy Night at the Observatory – On Monday



HANDICRAFT

Handicraft isn't only a place where you can do awesome crafts, but they also host our Game Night which totes several card/board games including Magic the Gathering!

MERIT BADGE OFFERINGS

- **Art** (A)
- **Basketry** (A)
- ★ **Chess** (A)
- Leatherworking (A)
- Pottery (C)
- Photography (B)
- Woodcarving (B)
- ★ **Sculpture** (A)

AWARDS/TRAINING

- D-Bar-A Handicraft Award

SPECIAL PROGRAM

- ★ Euchre Tournament
- ★ Collectible Card Game Tournaments
- Tie-Dye



PROGRAM AREAS

OUTDOOR SKILLS

Wilderness Survival Merit Badge requires Scouts to go on the Overnight. Cooking Merit Badge requires Scouts to spend a few meals at the Outdoor Skills Area to complete.

MERIT BADGE OFFERINGS

- **Camping** (B)
- ★ **Cooking** (C)
- **First Aid** (C)
- **Pioneering** (B)
- **Wilderness Survival** (B)
- ★ **Search and Rescue** (B)
- **Fishing** (B)

AWARDS/TRAINING

- ★ **Camp Gadget Award**



SPECIAL PROGRAM

- **Wilderness Survival Overnight** – On Tuesday
- ★ **Michigan Search and Rescue Demonstration** – Day To Be Determined



SHOOTING SPORTS

Rifle Open Shoot – \$0.25 per five shots | Shotgun Open Shoot – \$1.00 per three shots | Archery Open Shoot – Free
Purchase tickets for open shoot at the trading post.

MERIT BADGE OFFERINGS

- **Archery** (B)
- **Rifle Shooting** (B)
- **Shotgun Shooting** (C)

AWARDS/TRAINING

- **Scoutmaster/SPL Shoot Competition**
- ★ **Top Shot**

SPECIAL PROGRAM

- **Cowboy Action Shooting**
- **Muzzle Loading** – \$1 per two shots



PROGRAM AREAS

SILVER-SPUR CORRAL

Scouts must have long pants (preferably jeans) and closed-toe shoes to ride a horse.

MERIT BADGE OFFERINGS

- **Horsemanship (B)**

SPECIAL PROGRAM

- Trail Rides are offered Tuesday & Thursday afternoon as well as Friday Morning for \$20 for 1.5 hours!



★ STEM

The Robotics Merit Badge has an extra \$50 charge as you get to take your robot you make home!

MERIT BADGE OFFERINGS

- ★ **Chemistry (B)**
- ★ **Game Design (A)**
 - **Metalworking (B)**
- ★ **Model Design & Building (B)**
- ★ **Robotics (C)**

AWARDS/TRAINING

- ★ **D-Bar-A STEM Award**



RANCH HAND - \$400



Also referred to as our Wrangler in Training program, this allows Scouts the opportunity to spend a week learning what it takes to work at The Ranch! Help the D-Bar-A Ranch Staff care for our herd of horses and burros in this once in a lifetime adventure! You will learn to bend & weld metal, work on farm machinery, learn horse care, and do repairs around The Ranch!

Participants in this full-immersion program not only get to learn to rope, ride, and spend a night under the stars with their horses. They also have the opportunity to participate in a true cattle drive as well!

Requirements: Participants should be at least 14 years of age, first class, and have some riding and camping experience. You will need to bring your own personal camping gear, but The Ranch will provide food.

This is a week-long program and has capacity for 10 campers per session, so make sure you sign-up early! There is an option to do it as a unit, or an individual Scout can sign-up as well!

SCHEDULE

Session #1 – July 10 – 16, 2022

Session #2 – July 17 – 23, 2022

Session #3 – July 24 – 30, 2022

Session #4 – July 31 – August 6, 2022

Session #5 – August 7 – 13, 2022

MERIT BADGES:

- **Veterinary Medicine** (C)
- **Farm Mechanics** (C)
- **Horsemanship** (B)
- **Welding** (C)
- **Painting** (A)



FIRST-YEAR CAMPER PEDRO PATROL



We have recently done an overhaul to our first-year program which is now being called “Pedro Patrol”, in order to best serve the First-Year Scouts. During the first-year program there will be scheduled program in the morning and optional, or open, opportunities in the afternoon that will allow them the ability to have other fun around camp if they’d like to!

During the Pedro Patrol program they will also have schedule opportunities to earn the First Aid, Music, Geology, and Fingerprinting merit badges, as well as an opportunity to visit the Silver-Spur and Shooting Sports areas as well for designated times that will allow them the ability to have their own open shooting and horse experiences!

The goal of the Pedro Patrol is to not only work on advancement, but to also expose the Scouts to the rest of camp and make life-long memories!

7:45 - 8:45	9:00 - 10:30	10:45 - 12:15	12:30 - 2:30
BREAKFAST	FIRST AID MB	NATURE HIKE & OTHER	LUNCH

DAILY SCHEDULE WEDNESDAY/THURSDAY - AM

BREAKFAST	5 MILE HIKE - WEDNESDAY SERVICE PROJECT - THURSDAY	CLOSED	LUNCH
-----------	---	--------	-------

DAILY SCHEDULE MONDAY/TUESDAY - PM

12:30 - 2:30	2:30 - 4:00	4:15 - 5:45	6:00 - 7:00
LUNCH	SWIMMING	SHARPS/FIRES - MON HORSE PROGRAM - TUES	DINNER

DAILY SCHEDULE MONDAY/TUESDAY - PM

LUNCH	OPTIONAL MERIT BADGES	KNOTS & LASHINGS	DINNER
-------	-----------------------	------------------	--------

WESTERN CUP

Yee-Haw Partner! We invite you to join us on Friday afternoon, from 2:30pm – 4:30pm, as we will be hosting our Annual Western Cup! The Western Cup is a Patrol based camp-wide competition where Scouts travel between different stations based around the Hay Pavilion. Each station has a game/activity for them to participate in and depending on how they do at the activity they earn points. Whoever has the greatest number of points at the end is the winner of The Western Cup and gets the coveted award!

Western Cup Activities Include: Roping, COPE Games, and Shooting Sports!

★ FAMILY NIGHT

We invite families to join us any time after 2:00pm on Friday for our Family Night! After the Western Cup, from 5:00pm – 7:30pm, we will have a walk-up Barbecue at the Hay Pavilion! At the same time, we will have music, dancing, and a variety of yard games/activities for the entire family to participate in!

Things to look forward to include: Tie-Dye, Corn Hole, and a Root Beer Saloon!

★ EVENING PROGRAM

Evening Program is a great time to play at The Ranch, try something new and do cool stuff! Instead of merit badge programs, we will instead be offering special programs throughout the week. Exact offerings will be presented during our webinar series! Programs we will have include: Nukem', Game Night, and a Movie!



PROGRAM OPPORTUNITIES

ALL CAMP ASSEMBLY

Flag Ceremonies are Monday through Friday, every morning at 7:45am and every evening at 5:45pm, the staff will demonstrate a flag ceremony at the main flagpole in front of the Jack Lord Administration Building on Sunday evening. Troops are encouraged to sign up to perform the flag raising or flag lowering during their week of camp. Members of color guards must be wearing complete Field Uniforms, as defined by The Boy Scouts of America.

FIRE BOWL

There will be two camp wide Firebowl programs conducted each week at camp. The Firebowl on Sunday evening will feature the D-bar-A Scout Ranch Staff performing their favorite skits, songs, stories, run-ons, and cheers. Friday's Firebowl is designed to feature the troops attending camp. Troops must submit their skit, song or run-on to the Program Director for approval prior to Friday.

ORDER OF THE ARROW

The Order of the Arrow is a National Honor Society of BSA, a society of honor campers in the Boy Scouts of America. The purpose of the "OA" is to recognize those campers and adults who best exemplify the Scout Oath and Law in their daily lives and by such recognition cause other campers to conduct themselves in the same manner. The "OA" provides a valuable service to our council camps and assists in the promotion of camping. A call out ceremony will be held on Wednesday evening after the Water Carnival during your week of camp. There will also be an OA social scheduled during the week.

MILE SWIM

Thursday afternoon, brave Scouts and leaders will swim the mile at 3:00pm. To participate in this event, Scouts and leaders must be classified as a swimmer and must complete the required practice swims. The required practice swims are 1/4 mile on Monday, 1/2 mile on Tuesday, and 3/4 mile on Wednesday, and occur at 3:00pm on their respective days. Swimmers must have two people accompany them on their mile swim.

ASTRO NIGHT

Eco-Con conducts astronomy night at D-bar-A's very own Astronomy Center on Monday at 9:00pm. It features a ginormous telescope with an electronic zeroing feature that lets scouts track stars and planets. The event is typically limited to around 30 participants so scouts taking the Astronomy Merit Badge have priority.

D-BAR-A SCOUT MUSEUM

Scouts will have the opportunity to schedule a visit at D-bar-A's Scout Museum located near the front of camp. Inside of the Museum is Scouting memorabilia from the last century of Scouting. Items include patches, uniforms, sashes, medals, magazines, and Native American exhibits. You can also find cool patches from D-bar-A camping history and Scouting in the Detroit area of Michigan. This is one unique piece of the D-bar-A Ranch experience that you must not miss out on. The Trainor Museum will also satisfy requirements for the Scouting Heritage merit badge.

LONGHORN AWARD & ADVENTURE PATROL

The D-bar-A Scout Ranch Longhorn Award was created to encourage and assist troops to become exemplary in their organization, participation, and Scout spirit at camp. Troops that wish to earn the Longhorn Award must meet the criteria set forth by the program. All troops attending camp can earn this award and are encouraged to do so. Our staff is ready to assist you in any way possible to make you successful in earning this award. Please speak with our Ranch Commissioners if you need assistance. Troops earning the Honor Awards will receive special recognition.

BICYCLES IN CAMP

D-bar-A Scout Ranch encourages both youth and adults to bring their bikes to camp. There are certain rules that will need to be followed to make bike riding safe and enjoyable for everyone on camp

- Bikes are NOT to be used during any camp wide event; Check-in, Check-out or Firebowls.
- Helmets must be worn at all times while bike riding. The unit number must be displayed on the side of the helmet.
- Helmets should be worn clipped tightly under the chin and fit snugly on the top of the head.
- Riders must keep 2 hands on the bike at all times.
- There will only be one rider on a single rider bike; No one will be allowed to stand on "pegs" thus putting two people on one bike.
- Bikes must ride on the right-hand side of the road and announce when passing a pedestrian or other bike rider.
- Riders should be cautious of vehicles and pedestrians at camp and stop to let vehicles and bikes pass.
- Bikes are not allowed to pass beyond the black fences.
- Horses do NOT like moving bikes, so please STOP AND GET OFF your bike until they pass so that you, the rider, and the horse will be safe.

FOOD SERVICE



HAY PAVILION

The Hay Pavilion is the largest Program Area at camp, and one of the most exciting! D-Bar-A provides Scouts with all mealtime utensils and dishes. The Hay Pavilion also holds sign-up sheets for several opportunities to provide service to camp such as: Flag Ceremonies, Mealtime Grace, Mealtime Servers, Shower House Cleanup, and Dining Area Clean-Up. This is also the location of the daily leader's meeting at 9:30am.

FOOD SERVICE

Breakfast and Dinner will be served cafeteria style immediately following the all-camp assembly and flag ceremony. Lunch will be an open concept and, in a bag, meaning you can get your lunch anytime between 12:30pm – 1:30pm and take it wherever you want to eat it. This is followed by a camp-wide siesta from 1:30pm – 2:30pm where all campers and staff have time to recuperate, work on camp gadgets, advancement in camp, etc...

This year we are asking each Breakfast/Dinner your unit assigns two people to be "Waiters" the role of the "Waiter" is to come 15 minutes before the meal begins to help setup your assigned table. They will also stay after the meal to ensure your space is swept and your tables have been wiped off.

If you have dietary needs, we are accommodating Vegetarian, Gluten Free, and Dairy free. If you have other food restrictions, we ask that you bring and prepare your own food and you will receive a discount of \$60 per person.

PATROL COOKING

Scouts and leaders who have chosen to patrol cook will prepare their meals within their campsite during the week. Food for the Patrol Method Cooking option will need to be provided by your unit. There is a discounted rate, \$60 off the summer camp fee per participant, for those patrol cooking and bringing their own food. Please let us know how we can assist you.

Units who are patrol cooking provide their own cooking equipment to match their individual needs. To maintain food safety standards, the kitchen cannot provide any cooking equipment to units.

If your unit would like to do the Patrol Method Cooking option, please submit a request to the Camp Director via email D-bar-A.ScoutRanch@scouting.org when you register your unit for camp, or at least a month prior to your stay at D-bar-A. Include your unit number and session attending. Schedule for camp remains the same, D-Bar-A is based around a Dining hall Experience. All announcements made at meals are a part of our Daily Newsletter that is given out at each Leader's Meeting.

CAMP ADMINISTRATION

DISCLAIMER

All troops should arrive at camp no later than 2:00 PM and Troops must arrive at camp as a unit. The Camp Director will work with unit leadership for registration and the Program Director will review the daily and weekly schedule with the Senior Patrol Leader. Please have all registration forms available. Upon check-in, unit photographs will be taken, please have field uniforms ready. The closer we keep to this schedule, the better experience we have for all. The Camp Commissioners will be making a call to your Troop the week before your arrival to schedule a Check-In time and answer any final questions.

SUNDAY SCHEDULE

12:00pm – 5:00pm

Check-In at the Jack Lord Building. A staff member will meet you at your campsite and act as your Troop Guide for the week. They will help you setup and then provide your camp tour, during the camp tour you will do your health checks and swim checks.

5:00pm

Emergency Drill (Siren Goes Off, Meet @ Flagpole in Jack Lord Field)

5:15pm – 6:30pm

Flags & Dinner @ Hay Pavilion

6:30pm – 7:15pm

Adult Leader & SPL Meeting @ The Jack Lord Trading Post

7:15pm – 7:45pm

Sunday Midway @ Hay Pavilion

8:00pm

Meet @ Jack Lord Flagpole

8:15pm – 9:00pm

Meet @ Morosky Fire Bowl



ARRIVAL AT THE RANCH

Administration Building (Jack Lord Building)

The troop Scoutmaster, or acting Scoutmaster at camp, must immediately go to the Administration Building to check in your troop. Here, the Scoutmaster will pay any final fees and submit the required unit documentation. The remainder of the unit will proceed to your campsite where the Scoutmaster will join them after completing registration.

Documents to have completed and ready for check in:

- Unit roster with proof of BSA Membership.
- DHS Clearance or out of state equivalent.
- Proof of current Youth Protection Training (for anyone over the age of 18)
- BSA Health Form (Parts A, B, and C).
- Routine Drug Administration Form (for anyone taking prescription medication).
- Out of Council units must bring proof of insurance.

Your Own Campsite

The troop will proceed to your campsite while the Scoutmaster finishes the business check in. Each campsite is fully equipped and ready to go from the moment you walk into camp. A great deal of time and money has been spent since last summer to better prepare campsites. Each campsite also has fire tools that are not to be removed from camp. A shovel and rake are the immediate fire prevention tools at your disposal. A broom is provided to keep the tents and latrines clean, along with flagpole for unit flag ceremonies. Each site provides ample space for several patrols to make camp. Every troop should feel free to improve the campsite during their stay and leave it better than when they found it.

Early Arrival at The Ranch

Troops are welcome to arrive to camp a day early on Saturday, after 2:00pm. Troops are also now welcome to arrive to camp before 12:00pm on Sunday. There will be no meal service, staff, or program activities on Saturday or Sunday morning. Troops are responsible for their own meals and are confined to their campsites until check-in begins Sunday afternoon. On Sunday afternoon, the Scoutmaster & SPL must check-in at the Jack Lord Building at their assigned time.

CAMP ADMINISTRATION

CAMP STAFF

The D-bar-A Scout Ranch summer staff is composed of highly dedicated trained young men and women who are committed to making an exemplary Scouting experience available to your Scouts. The administrative staff has professional Scouting and educational backgrounds, as well as experience in camp management. Most of the staff has significant Scouting experience. Your Scouts are in very good hands! If you or any of your Scouts are interested in becoming a part of this team, either as a Counselor in Training (14 or 15 years old) or as a D-BAR-A Scout Ranch Staff member (16 years old or older), please visit <http://michiganscouting.org/campstaffapp>

CIT PROGRAM

Counselor In Training (CIT) program is a great way for a 14 or 15yr old to get a taste of what it's like to be on summer camp staff. The program last for 2 weeks and we will provide 3 sessions during the summer. Please complete a staff application to apply.

CAMP VISITOR POLICY

Visitors are welcome in camp at any time. Visitors must check in at the Jack Lord Building. Camp facilities are primarily for the use of campers and leaders. Use of camp facilities by visitors will be restricted. Please remember pets are not allowed in camp. A parking lot is provided at the headquarters area for all visitors. Only camp vehicles are permitted on the camp service roads beyond the parking lot. Visitors must leave camp by 9 p.m.

Please Note:

Space at meals for visiting parents and other family members is limited. We ask that any visitor that may be eating with their unit while visiting make a reservation in advance by contacting their unit and making sure they inform our camp leadership that at the beginning of the week. Meal prices for visitors are: \$10 per meal or \$20 for the whole day and can be purchased in the Jack Lord trading post.

EARLY YOUTH CHECK-OUT

If a youth member is leaving camp early, they will only be dismissed to a parent or guardian that is listed on their health form as approved to take the youth. The individual picking up the youth will also need to provide identification. There will be no exceptions to this policy

HEALTH LODGE

First Aid treatment will be administered at the Health Lodge. It is the duty of all Scouts and leaders to see that all injuries or illnesses, whether minor or serious, are reported to the Health Officer. In case of an emergency; do not move the injured person; there are several ways to reach us: Send 2 runners to the Health Lodge to report the incident. The Health Lodge will be staffed with an individual who meets the State of Michigan and BSA qualifications. It is the responsibility of all adult leaders (and staff) to be aware on a daily basis, of each camper's physical condition. Any changes in appearance, appetite, activity level or health habits are to be reported to the Health Officer. Sleep can make the difference between a great and a poor week. Each person needs ~8 hours of sleep each night. Scoutmasters should see that camp is quiet from 10:30 p.m. until 7:00 a.m. each night to permit those who wish to sleep a chance to do so.

EMERGENCY PROCEDURES

The D-bar-A Scout Ranch Emergency Procedures will be reviewed Sunday upon check in and at the Leader's Meeting on Sunday evening. All personnel in camp (staff, leaders, and campers) must be familiar with the Camp Emergency Procedures. In the event of an emergency, all personnel will immediately respond to the specific situation as outlined in the D-bar-A Scout Ranch Emergency Procedures. In an emergency situation, the Camp Emergency Action Coordination Team will assemble at the camp Administration Building. The team will coordinate actions, issue orders, conduct calls as necessary, and release information to the public, following established B.S.A. and State of Michigan policies. Campers will be notified of an emergency via siren signals.

FIRE PREVENTION

Fire prevention is very important in camp. The D-bar-A Scout Ranch Fire Prevention Policy must be followed by each Unit in camp. Fire, Liquid, and Propane Fuels Fires may be built only in the designated areas and under proper supervision. Liquid or propane fuels should be used only under adult supervision. Propane cylinders and cans of liquid fuel must be stored under lock and key.

CAMP ADMINISTRATION

WILDLIFE AT D-BAR-A SCOUT RANCH

Despite its proximity to several small towns and cities, D-bar-A Scout Ranch is in a wilderness setting. Encounters with local wildlife can and may occur. All units are required to follow the principals of Leave No Trace and the Outdoor Code.

CAMPSITE MAINTENANCE

Day to day cleaning and ordinary maintenance of the campsite is the responsibility of the unit. The site should be policed regularly. Paper and other litter removed from adjacent woods and trails should be done daily. The latrine and washstand should be scrubbed daily. Major repairs, or repairs to equipment such, as pumps, machinery, and wiring, will be made by the Ranger or a member of their staff. The need for such repairs should be made known promptly to your commissioner or to the ranger's staff.

MAIL

One of the questions from parents is where their Scout will be and how they can reach them, and rightfully so! All mail should be directed to:

D-bar-A Scout Ranch
Scout's Name
Unit Number, Campsite
880 E. Sutton Road
Metamora, MI 48455

Incoming mail can be picked up by units at the Jack Lord Building in their mailbox. Please allow ample delivery time for your mail to come to your scout.

TELEPHONE

The main camp phone, 810-245-2250, is for camp business and emergencies. When we receive an incoming call, time is required to locate the individual called and bring him/her to the phone. Please remember, the camp is a large area and all activities are scattered throughout the camp. The caller should be prepared to leave a message requesting that the party to call them back. Please try to provide the unit number and campsite. We will be glad to get the message to the unit, leader, or Scout.

SHOWER FACILITIES

D-bar-A Scout Ranch has one shower facility located near the Hay Pavilion with individual shower stalls.

TRADING POST

The Trading Post, is a one stop shop for all your camp business and equipment needs. We carry a vast selection of D-bar-A souvenirs, camping gear, cold soda, candy, ice cream, refreshments, mess kits, nutritional snacks and lots of other items. The trading post is centrally located within the Jack Lord sub-camp. It is recommended to send each Scout with \$60-\$80 for the trading post. Units also are able to purchase special occasion cakes (i.e. birthday) and late-night pizza.

The Trading Post will accept cash, checks; MasterCard, Visa, American Express and Discover.

Regular hours will be posted

Trading Post is Open whenever the large flag is put up on the outside of the building

We will be offering pre-camp t-shirt sales through our black pug portal. These will be available to be picked up upon your unit's arrival to camp.



CAMP FACILITIES & SERVICES

DIRECTIONS TO CAMP

From the West & North

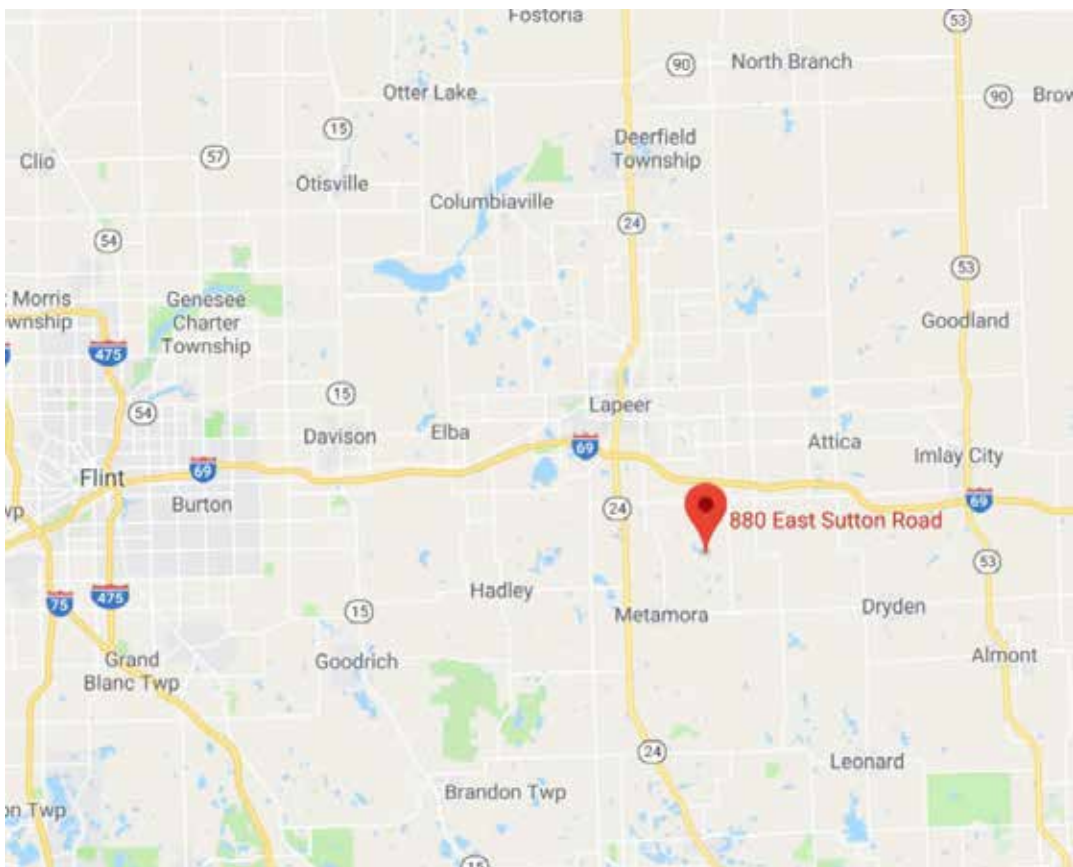
Follow I-69 East and exit on Exit 155 M24 South
Turn right and head South for 2.7 miles
At this point, make a U turn marked Hunters Creek Rd and go 1 mile
Turn right on Metamora Rd and go 1 mile
Turn left on Sutton Rd and go 1 mile, the Ranch will be on your right

From the South

Follow I-75 North and exit on Exit 81 M-24N/Lapeer Rd
Follow M-24 North for 19 miles
Turn Right on Sutton Rd and head East for 4 miles
The Ranch will be on your right

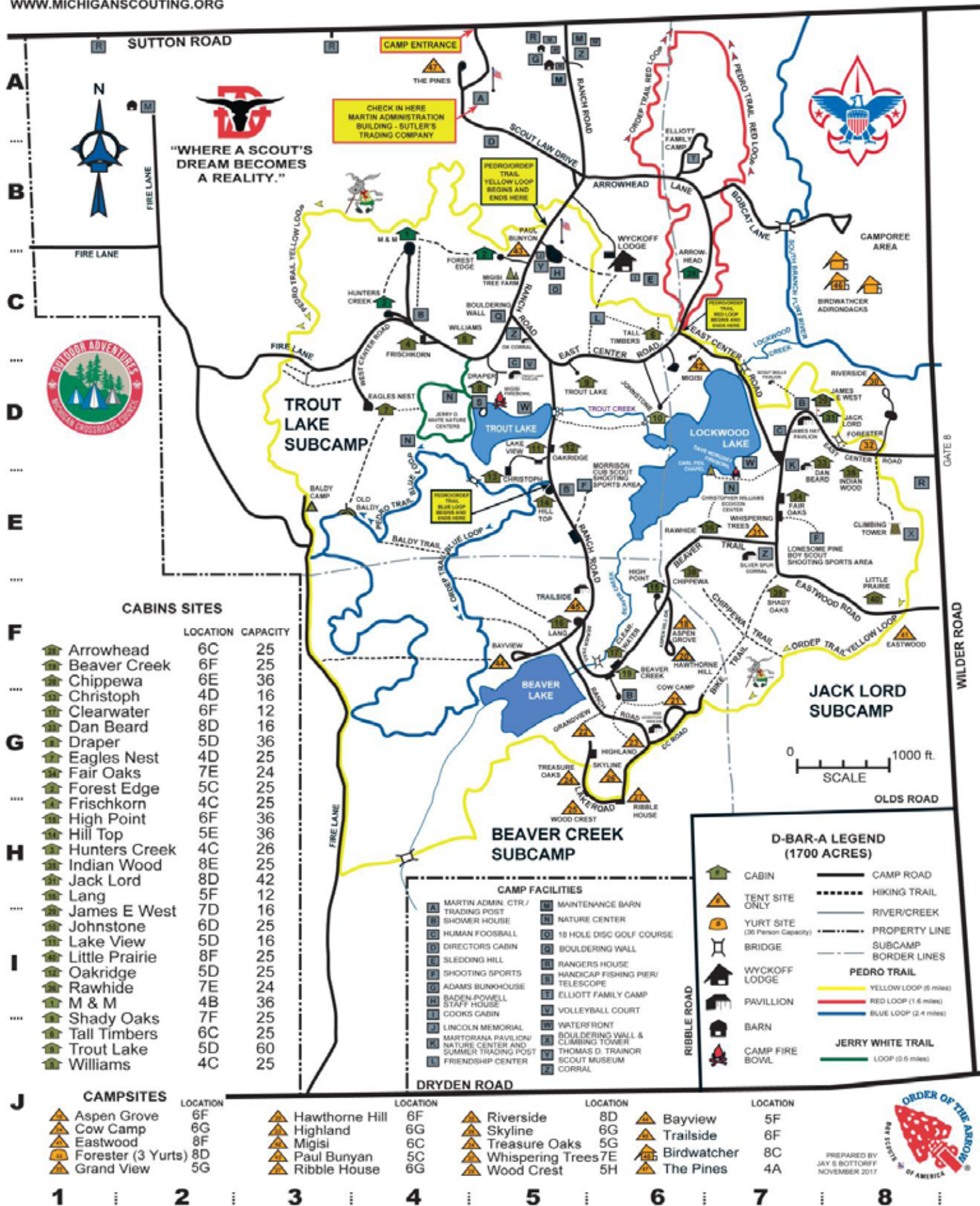
From the East

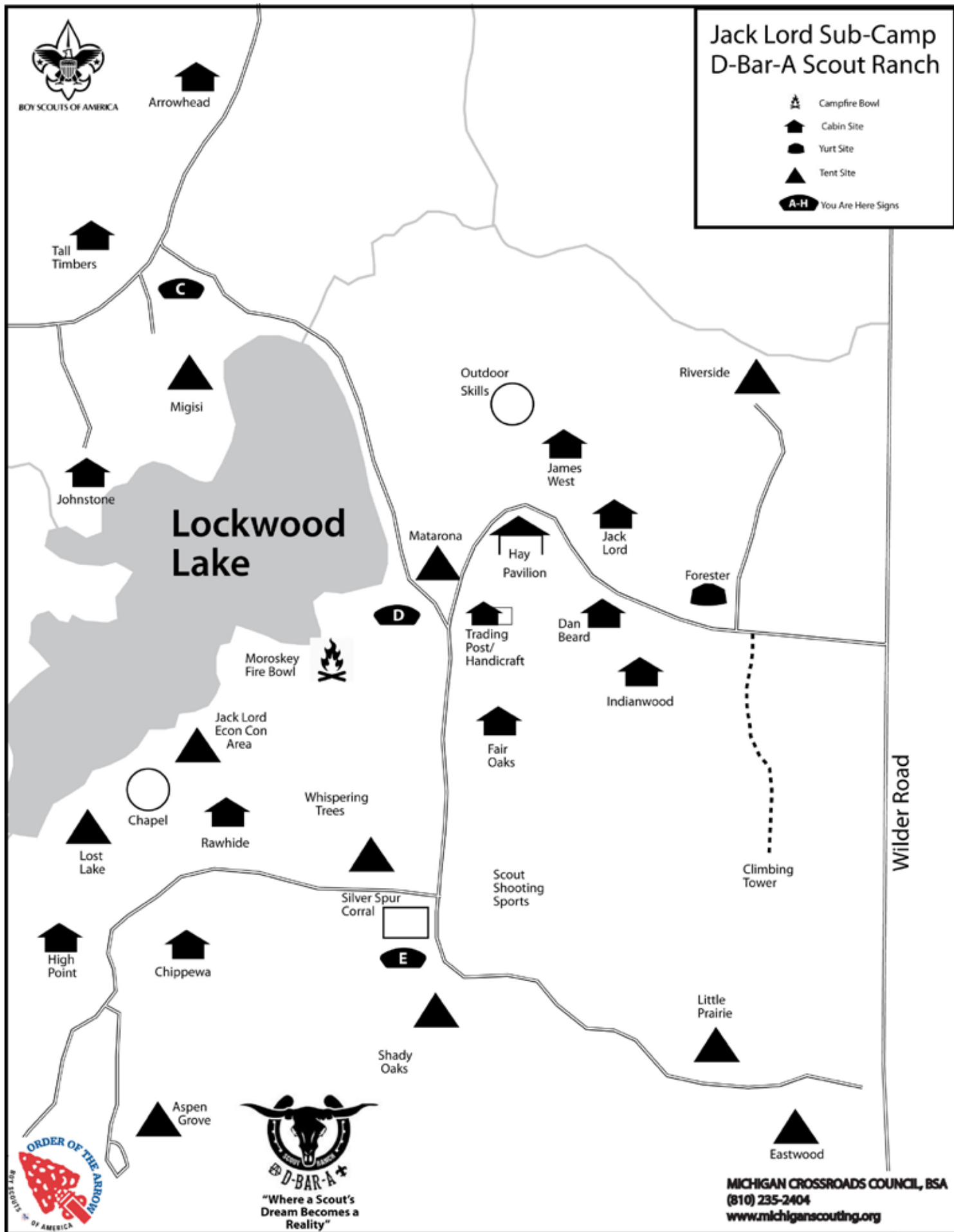
Follow I-69 West and exit on Exit 155 M24 South
Turn right and head South for 2.7 miles
At this point, make a U turn marked Hunters Creek Rd and go 1 mile
Turn right on Metamora Rd and go 1 mile
Turn left on Sutton Rd and go approximately 3 miles, the Ranch will be on your right



D-BAR-A SCOUT RANCH

880 EAST SUTTON ROAD, METAMORA, MICHIGAN 48455 (810) 245-2250





MONDAY/TUESDAY SCHEDULE

MONDAY/TUESDAY - AM

7:45 - 8:45		9:00-10:30 Session 1		10:45 - 12:15 Session 2		12:30-2:30
AQUATICS	B R E A K F A S T	KAYAKING #1	MOTOR BOATING #1	L U N C H		
		*SWIMMING #1	*SWIMMING #2			
		*LIFESAVING #1	*LIFESAVING #2			
HANDICRAFT		POTTERY #1	LEATHERWORKING #1			
		PHOTOGRAPHY #1	WOODCARVING #1			
STEM		*CHEMISTRY	*GAME DESIGN			
		*METALWORK #1	*METALWORK #2			
ECO/CON		ASTRONOMY #1	BIRD STUDY #1			
		*ENVIRONMENTAL SCIENCE #1	*ENVIRONMENTAL SCIENCE #2			
OUTDOOR SKILLS		*COOKING	SEARCH & RESCUE #1			
		PEDRO PATROL	*FIRST AID			
EAGLE QUEST		CITIZENSHIP IN THE NATION	CITIZENSHIP IN THE WORLD			
SHOOTING SPORTS		*ARCHERY #1	*ARCHERY #2			
		*RIFLE #1	*RIFLE #2			
		*SHOTGUN #1	*SHOTGUN #2			
SILVER SPUR		*HORSEMANSHIP #1	*HORSEMANSHIP #2			
Pedro Patrol		FIRST AID MB	NATURE HIKE & OTHER			
*Bolded Badges are a weeklong experience. You will report to the designated area at the designated time every day.						
Regular Font Badges are a two-day experience. You will go either Monday & Tuesday or Wednesday & Thursday at the designated time.						

MONDAY/TUESDAY - PM

12:30-2:30		2:30-4:00 Session 3		4:15-5:45 Session 4		6:00-7:00
AQUATICS	L U N C H	OPEN BOATING	OPEN BOATING	D I N N E R		
		OPEN SWIM	OPEN SWIM			
		SMALL BOAT SAILING #1	CANOEING #1			
HANDICRAFT		OPEN PROGRAM	OPEN PROGRAM			
		OPEN PROGRAM	OPEN PROGRAM			
STEM		*ROBOTICS	*MODEL DESIGN AND BUILDING			
		*RANCH HAND	*METALWORK #3			
ECO/CON		MAMMAL STUDY #1	SOIL & WATER CONS. #1			
		OPEN PROGRAM	OPEN PROGRAM			
OUTDOOR SKILLS		OPEN PROGRAM	OPEN PROGRAM			
		OPEN PROGRAM	OPEN PROGRAM			
EAGLE QUEST		AREA CLOSED	AREA CLOSED			
SHOOTING SPORTS		OPEN ARCHERY	OPEN ARCHERY			
		OPEN RIFLE	OPEN RIFLE			
		OPEN SHOTGUN	OPEN SHOTGUN			
SILVER SPUR		*HORSEMANSHIP #3	CORRAL RIDES/TRAIL RIDES			
Pedro Patrol		SWIMMING	SHARPS/FIRES - MON HORSE PROGRAM - TUES			
Bolded Badges are a weeklong experience. You will report to the designated area at the designated time every day.						
Regular Font Badges are a two-day experience. You will go either Monday & Tuesday or Wednesday & Thursday at the designated time.						

WEDNESDAY/THURSDAY SCHEDULE

WEDNESDAY/THURSDAY - AM

7:00 - 8:45		9:00-10:30 Session 1		10:45 - 12:15 Session 2		12:30-2:30
AQUATICS	B R E A K F A S T	KAYAKING #2	MOTOR BOATING #2	L U N C H		
		*SWIMMING #1	*SWIMMING #2			
		*LIFESAVING #1	*LIFESAVING #2			
HANDICRAFT		POTTERY #2	LEATHERWORKING #2			
		PHOTOGRAPHY #2	WOODCARVING #2			
STEM		*CHEMISTRY	*GAME DESIGN			
		*METALWORK #1	*METALWORK #2			
ECO/CON		ASTRONOMY #1	BIRD STUDY #1			
		*ENVIRONMENTAL SCIENCE #1	*ENVIRONMENTAL SCIENCE #2			
OUTDOOR SKILLS		*COOKING	SEARCH & RESCUE #2			
EAGLE QUEST		PEDRO PATROL	*FIRST AID			
SHOOTING SPORTS		EMERGENCY PREPAREDNESS	COMMUNICATION			
		*ARCHERY #1	*ARCHERY #2			
		*RIFLE #1	*RIFLE #2			
		*SHOTGUN #1	*SHOTGUN #2			
SILVER SPUR		*HORSEMANSHIP #1	*HORSEMANSHIP #2			
Pedro Patrol		5 MILE HIKE - WEDNESDAY SERVICE PROJECT - THURSDAY	CLOSED			
Bolded Badges are a weeklong experience. You will report to the designated area at the designated time every day.						
Regular Font Badges are a two-day experience. You will go either Monday & Tuesday or Wednesday & Thursday at the designated time.						

MONDAY/TUESDAY - PM

12:30-2:30		2:30-4:00 Session 3		4:15-5:45 Session 4		6:00-7:00	
AQUATICS	L U N C H	OPEN BOATING	OPEN BOATING	D I N N E R			
		OPEN SWIM	OPEN SWIM				
		SMALL BOAT SAILING #2	CANOEING #2				
HANDICRAFT		OPEN PROGRAM	OPEN PROGRAM				
		OPEN PROGRAM	OPEN PROGRAM				
STEM		*ROBOTICS	*MODEL DESIGN AND BUILDING				
		*RANCH HAND	*METALWORK #3				
ECO/CON		MAMMAL STUDY #2	SOIL & WATER CONS. #2				
		OPEN PROGRAM	OPEN PROGRAM				
OUTDOOR SKILLS		OPEN PROGRAM	OPEN PROGRAM				
		OPEN PROGRAM	OPEN PROGRAM				
EAGLE QUEST		AREA CLOSED	AREA CLOSED				
SHOOTING SPORTS		OPEN ARCHERY	OPEN ARCHERY				
		OPEN RIFLE	OPEN RIFLE				
		OPEN SHOTGUN	OPEN SHOTGUN				
SILVER SPUR		*HORSEMANSHIP #3	CORRAL RIDES/TRAIL RIDES				
Pedro Patrol	OPTIONAL MERIT BADGES	KNOTS & LASHINGS					
Bolded Badges are a weeklong experience. You will report to the designated area at the designated time every day.							
Regular Font Badges are a two-day experience. You will go either Monday & Tuesday or Wednesday & Thursday at the designated time.							

GERBER SCOUT RESERVATION

APPENDIX D: SCOUTS BSA RESIDENT CAMP LEADERS GUIDE



**OVER 50 YEARS OF SAFE,
QUALITY, FUN FILLED PROGRAM**

Michigan Crossroads Council | Boy Scouts of America | www.michiganscouting.org



HISTORY OF GERBER SCOUT RESERVATION

The first permanent Boy Scout summer camp for Muskegon area Scouts began operation in 1921 and was located on the Big Blue Lake property owned by the Muskegon Children's Home. This camp was named Camp Merritt after the first Scout Executive, Eagle Scout Merritt Lamb, and operated until 1950 in the area now occupied by Pioneer Trails Camp. In 1949, the Timber Trails Council established a committee to study the need for a larger site for Boy Scout summer camp operations. In 1950, Council President Earle L. Johnson announced the acquisition of 80 acres on Britton Lake in Blue Lake Township for \$8,000. Although the Council lacked the funds to make the purchase, Mr. Johnson, as Vice President for Gerber Products in Fremont, personally arranged for financing until the funds could be raised. Daniel Gerber, President of the famous baby food company and a strong supporter of the Boy Scouts of America, donated 275 shares of his company stock that covered the purchase price and an additional \$1,500 for future improvements.

Under the name of Camp Britton, the new Boy Scout camp opened on Sunday, July 2, 1950 and served 241 Scouts during the three one-week sessions. On June 3, 1951, a permanent dining hall, with a capacity of 250 Scouts, was dedicated as the Evans Lodge and has been in continuous service since that date. During the same time frame, the house next to the shop and Tryon Lodge were constructed. This was followed by Deyman Lodge in 1957. Deyman Lodge currently serves as the reservation office. In 1964, a significant council capital improvement campaign provided the funding to enlarge the Evans Dining Hall to include a heated office and trading post. Additional construction included the Earle Johnson Lodge, the Order of the Arrow building (the current Chaffee Bunkhouse), and the Wakefield Lodge which serves as the ranger's residence.

Gerber Scout Camp operated mostly unchanged until June of 1997 when the new 500 person Merrill Dining Hall was dedicated. This facility was used until it collapsed under snow load on December 24, 2008. As a result, dining for the summer of 2009 was held under a temporary circus tent while the new Centennial Dining Hall was constructed. Centennial Dining Hall was dedicated in 2010 celebrating the 100th anniversary of the Boy Scouts of America and has a capacity of 700 Scouts. Other changes occurred as well. The archery and rifle ranges were relocated, four staff cabins and a staff shower house were constructed, and the Climbing Tower and COPE course were built.

The Betty Ford Cub Scout Adventureland program began in 1998. Evans Dining Hall serves their needs along with the Brown Family Whistle Stop Pavilion. The previous family camp area was converted into the Steelcase Tent Village and provides housing for the resident camp. Program areas have been developed and include Fort Akela, Babe the Blue Ox, Crockett's Challenge, the Covered Wagons, the Lost Ship, and the Tree Houses. Pirate's Cove provides a swimming area and the Huck Finn rafts accommodate fishing on Little Britton Lake.

In 2010, the DeVos Family Venturing Base was opened consisting of a central dining pavilion and three (3) year-round cabins. The Venturing Base accommodates year round programs, unit camping, and has hosted many NYLT programs.

TABLE OF CONTENTS

PROGRAM

Program Areas	164
Older Youth Programs: High Adventure & Skilled Trades	165
Merit Badge Schedule	166
Daily Schedule	167

FACILITIES & SERVICES

Health & Safety	169
Medical Emergencies	170
Campsite Information	171
Dining Hall Information	172
Trash, Fire Safety, and Electricity Information	173
Fishing, Bicycle, and Hammock Information	173
Trading Post & Business Center/Technology	174

ADMINISTRATION

Check-in Procedures	175
Visitor Policy, Signing In & Out, Family Night	176/177
Scoutmaster & SPL Meetings, Adult Training & Activities	177
Camp Map	178

Information provided by MCC and that is common to all camps is located at the beginning of the leader's guidebook. This includes YPT, NCAP, fees, registration, blue cards, BSA policies, etc. Please be sure to read that section in its entirety before coming to camp

Welcome to



GERBER
SCOUT RESERVATION

DEAR SCOUT LEADERS

Dear Scout Leaders,

We are happy to welcome you back to Gerber Scout Reservation for the 2022 summer camp season. We're excited that you have chosen to make us your home for resident camp this summer. Our administration and staff have been working hard to plan a fun-filled and exciting week for you and your Scouts with many of the old favorite activities, and also many new opportunities!

Please read this guide to learn about new programs that are being offered this summer and to update yourself and your Scouts on changes to our schedules and program areas.

Mary B. Stek

Camp Director and Program Specialist, Gerber Scout Reservation

Gerber Scout Reservation

1733 Owasippe Rd, Twin Lake, MI 49457

Camp Office: 231.894.4928

Camp Director - Mary Stek

Phone: 616.835.5630

Email: mary.stek@scouting.org

Reservation Ranger - Chris Tower

Phone: 231.894.4990

Email: chris.tower@scouting.org

PROGRAM AREAS

AQUATICS

The waterfront on Britton Lake is a great place to spend all or part of your day. The marina and beach offer a selection of merit badges, as well as special activities and adult training opportunities. *All participants, youth and adult, at the aquatics area must pass the BSA swim test and have the appropriately labeled Buddy Tag. All participants are expected to follow all aquatics specific rules and the directions of the lifeguards.



SHOOTING SPORTS

If you are interested in a safe and excellent shooting sports experience this is the place to be. Our experienced shooting sports staff will provide quality instruction and practice for Scouts of all levels. Participants will learn and practice gun safety while engaging in what may become a recreational hobby to last them a lifetime.



ENVIRONMENTAL RESOURCE CENTER

Welcome to the ERC and the study of nature! The staff in this area are excited to explore with you all of the wonderful things that can be found in our world, from the tiniest insects, the cold blooded creatures that live in and near the streams and lakes, and the warm blooded creatures that inhabit our ecosystems. You'll have the opportunity to explore and observe nature at it's finest and learn how to care for the world we live in. And, oh yes, you can even learn about and experience the sky and all of it's beauty as well.



HIGH ADVENTURE

Wearing a helmet all day is the only way to go! In this fast-paced program area you can climb in the morning and go mountain biking all afternoon. Please bring your bike and helmet for the mountain biking/cycling class.



HANDICRAFT

This might be the busiest program area in camp. The handicraft staff offer a wide variety of opportunities for Scouts to show off their creative side. Come learn a new hobby, explore a new interest area, or spend time perfecting craft skills you already have. This is a great program area for first year Scouts or those who just need to fill in a slot in their schedules.



INDUSTRIAL ARTS

If you are looking for some specialty skills, head over to the Industrial Arts program area. Specially trained staff members are ready to share their knowledge and give you the experiences you are looking for. Learn and practice new skills while you find out more about careers in these exciting professions.



FIRST YEAR CAMPER PROGRAM

Mornings are reserved for starting Scouts on the path to Eagle. Activities will center around the requirements for Tenderfoot, 2nd Class, and 1st Class. In the afternoon, the focus changes to working on Eagle required merit badges. You don't need to be a first year camper for the afternoon classes, just on your own personal Eagle Quest!



THE LEWIS AND CLARK EXPERIENCE

Are you interested in the ultimate summer camp experience? The Lewis and Clark Outpost Camp is Gerber Scout Reservation's newest program area for older Scouts. You'll spend four (4) days and three (3) nights learning outdoor skills in the unique environment surrounding Fort Clatsop—a replica Lewis and Clark fort from their expedition to the Pacific Northwest. Your focus will be on Wilderness Survival, Pioneering, and Camping merit badges, but there will also be opportunities to perfect your navigation skills, outdoor cooking, and much, much, more! Campers will pack their bags and head out first thing Monday morning for this unique "camp within a camp" program. A wide variety of special activities will be included in their stay at Fort Clatsop before they return to the main camp on Thursday evening. Don't miss out—sign up now!



OLDER YOUTH HIGH ADVENTURE PROGRAM

Gerber Scout Reservation's High Adventure Program has grown for 2022. Campers who choose this opportunity will plan a specialized program that meets their high adventure tastes. Some activities will take place at camp, while many will take them to exciting locations around West Michigan. This program is for campers 14 years of age and older who are ready to develop their leadership and planning skills. A small number of adult spaces may be available each week to help staff this exciting program.



ARE YOU A HIGH ADVENTURE FAN? WHAT'S YOUR FAVORITE ACTIVITY?

Climbing
Canoeing
Kayaking
High Ropes
Zipline
Backpacking
Hiking
Biking

MERIT BADGE SCHEDULE

Shooting Sports			
9:00 - 10:20	10:40 - 12:00	2:00 - 3:20	3:40 - 5:00
Rifle	Rifle	Rifle	Rifle
Shotgun	Shotgun	Shotgun	Shotgun
Archery	archery	archery	archery

Aquatics			
9:00 - 10:20	10:40 - 12:00	2:00 - 3:20	3:40 - 5:00
Mile Swim	Swimming	Swimming	Learn to Swim
Canoeing	Kayaking	Canoeing	Kayaking
SUP	Small Boat Sailing	SUP	Small Boat Sailing
Adult Instruction		Lifesaving	

Eagle Quest			
9:00 - 10:20	10:40 - 12:00	2:00 - 3:20	3:40 - 5:00
First Year Camper Program		Cooking	Cooking
		First Aid	First Aid
		Emergency Preparedness	Emergency Preparedness

Ecology			
9:00 - 10:20	10:40 - 12:00	2:00 - 3:20	3:40 - 5:00
Environmental Science		Environmental Science	
Fishing & Fly Fishing	Fishing & Fly Fishing	Fish & Wildlife Mgt.	Astronomy
Plant Science: Field Botany		Nature	

Industrial Arts			
9:00 - 10:20	10:40 - 12:00	2:00 - 3:20	3:40 - 5:00
Welding		Welding	
Metal Working		Metal Working	
Intro to Building Trades		Drafting	

Handicraft			
9:00 - 10:20	10:40 - 12:00	2:00 - 3:20	3:40 - 5:00
Leatherwork	Basketry	Leatherwork	Basketry
Art		Photography	
Sculpture		Woodcarving	

High Adventure			
9:00 - 10:20	10:40 - 12:00	2:00 - 3:20	3:40 - 5:00
Climbing	Climbing	Cycling	

DAILY SCHEDULE

AQUATICS

Canoeing

*pre-req: 2 AM 9:00 - 10:20
*be a swimmer (buddy tag) PM 2:00 - 3:20

Kayaking

*pre-req: 2 AM 10:40 - 12:00
*be a swimmer (buddy tag) PM 3:40 - 5:00

Lifesaving

**suggested for older Scouts: 13+ and at least First Class* PM 2:00 - 5:00

Small Boat Sailing

*pre-req: 2 AM 10:40 - 12:00
*be a swimmer (buddy tag) PM 3:40 - 5:00

Swimming

*pre-req: 2 AM 10:40 - 12:00
*be a swimmer (buddy tag) PM 2:00 - 3:20

Adult Instruction

*be a swimmer (buddy tag) AM 9:00 - 12:00

Learn to Swim

**designed for Scouts who have not taken/passed the swim test* PM 3:40 - 5:00

Mile Swim

*be a swimmer (buddy tag) - AM 9:00 - 10:20
should be a strong swimmer and attend daily

Stand Up Paddleboard

*be a swimmer (buddy tag) AM 9:00 - 10:20
PM 2:00 - 3:20

SHOOTING SPORTS

Rifle

**read merit badge book before coming to class* AM 9:00 - 10:20
AM 10:40 - 12:00
PM 2:00 - 3:20
PM 3:40 - 5:00

Shotgun

**read merit badge book before coming to class* AM 9:00 - 10:20
AM 10:40 - 12:00
PM 2:00 - 3:20
PM 3:40 - 5:00

Archery

**read merit badge book before coming to class* AM 9:00 - 10:20
AM 10:40 - 12:00
PM 2:00 - 3:20
PM 3:40 - 5:00

EAGLE QUEST

First Year Camper Program

*focus on Tenderfoot, 2nd Class, and 1st Class requirements AM 9:00 - 12:00

Cooking

*merit badge will not be completed PM 2:00 - 3:20
at camp, may require-ments must PM 3:40 - 5:00
be completed at home or with a troop

First Aid

*pre-reqs: 1 and 5, bring your PM 2:00 - 3:20
personal first aid kit PM 3:40 - 5:00

Emergency Preparedness

*pre-reqs: 1, 2b & c, 6c, 8b PM 2:00 - 3:20
PM 3:40 - 5:00

ENVIRONMENTAL RESOURCE CENTER

Astronomy

*pre-reqs: 5b PM 3:40 - 5:00
*6b & 8 are weather dependent

Environmental Science

*pre-req: 3 AM 9:00 - 12:00
* 4 is recommended to be completed at home
*bring your journal and report to camp

Fishing

*pre-req: 7 AM 9:00 - 10:20
*bring personal fishing gear AM 10:40 - 12:00
if you have it

Fly Fishing

*pre-req: 8 PM 2:00 - 3:20
*bring personal fishing gear if you have it

Nature

*no pre-reqs PM 2:00 - 5:00

Plant Science: Field Botany

*pre-req: general AM 9:00 - 12:00
requirement 5
*pre-req Field Botany: 4 and 5

DAILY SCHEDULE

HANDICRAFT

Art

*pre-req: 6 & 7 AM 9:00 - 12:00

Basketry

*no pre-reqs AM 10:40 - 12:00
PM 3:40 - 5:00

Leatherwork

*no pre-reqs AM 9:00 - 10:20
PM 2:00 - 3:20

Photography

*pre-req: complete the requirements for your Cyber Chip PM 2:00 - 3:20
PM 3:40 - 5:00
*bring a camera or phone with a camera

Sculpture

*no pre-reqs AM 9:00 - 12:00

Woodcarving

*pre-req: Totin' Chip PM 2:00 - 3:20
PM 3:40 - 5:00

INDUSTRIAL ARTS

Drafting

*no pre-reqs PM 2:00 - 5:00
**designed for Scouts 13 and older*

Intro to Building Trades

*no pre-reqs AM 9:00 - 12:00
**designed for Scouts 13 and older*

Metalwork

*close-toed shoes required, AM 9:00 - 12:00
long pants recommended PM 2:00 - 5:00
**designed for Scouts 13 and older*

Welding

*close-toed shoes required, AM 9:00 - 12:00
long pants recommended PM 2:00 - 5:00
**designed for Scouts 13 and older*

HIGH ADVENTURE

Climbing

*close-toed shoes required AM 9:00 - 10:20
NEW - no age requirement AM 10:40 - 12:00

Cycling - Mountain Biking

* bring your bike and helmet PM 2:00 - 5:00
**designed for Scouts 13 and older*



HEALTH & SAFETY

HEALTH LODGE/HEALTH SERVICES

The Health Lodge will be staffed full time during summer camp by an appropriately certified adult (per NCAP standards). This individual will provide medical care within the scope of their certification only.

Any injury or illness that requires additional skill will be referred to a local urgent care center or emergency room. Both Mercy Health Care in Muskegon and Spectrum Health in Fremont may be used for this type of care. When possible, the camper will be transported by the camp commissioner staff and accompanied by an adult leader. In some cases, the unit leader may be asked to transport and should have another adult accompany them.

Campers who receive treatment off-site should report to the Health Officer upon returning to camp and should provide copies of diagnosis and treatment instruction to the Health Officer.

*All injuries, accidents, and illnesses should be reported to the Health Officer and/ or Camp Director immediately.

MEDICATION

The State of Michigan has strict guidelines regarding the dispensing of medication which **MUST** be followed without exception.

- All medications, prescription and OTC, must be kept locked at all times.
- Medications requiring refrigeration will be kept in the health lodge.
- All medications, prescription and OTC, must be listed on the health form.
- All prescription medication must be in the original container and given as noted on the label, exceptions must be accompanied by a doctor's note.
- All OTC medication must be in the original container and dispensed per the parent's instruction on the health form.

*Medication boxes with locks will be available to all units upon request. Medication logs may be downloaded or will be available at check-in and should be used for all participants, youth and adult. Please turn in medication logs at check-out (they will be kept with your health forms),

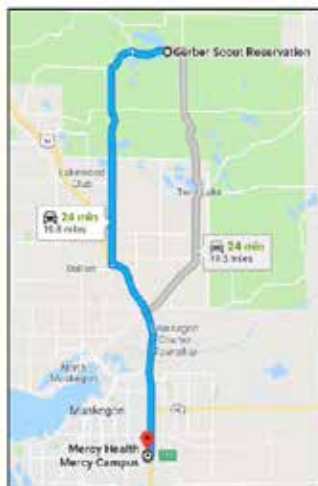


MEDICAL EMERGENCIES

ALL ACCIDENTS AND ILLNESSES SHOULD BE REPORTED TO THE HEALTH OFFICER AND/OR CAMP DIRECTOR IMMEDIATELY.

- Injuries and illnesses requiring attention beyond the training of the Health Officer will be referred to the local urgent care center or hospital emergency room.
- Transportation for non-life threatening situations will be provided by camp commissioner staff whenever possible. In some cases, the unit leadership may be asked to provide transportation. Two-deep leadership is required in all situations. A parent may transport their own child if they prefer.
- For more serious and/or life threatening situations, Gerber Scout Reservation has an agreement with local emergency response teams. The response time to camp is less than 5 minutes.

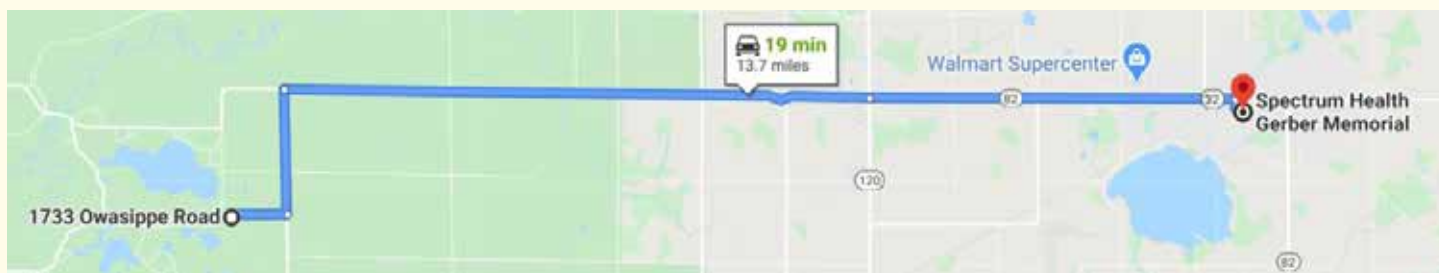
Mercy Health
Mercy Hospital Camps
1500 E Sherman
Muskegon, MI 49545
231.672.2000



Mercy Health
North Muskegon
Urgent Care
2006 Holton Rd.
Muskegon, MI 49545
231.672.3660



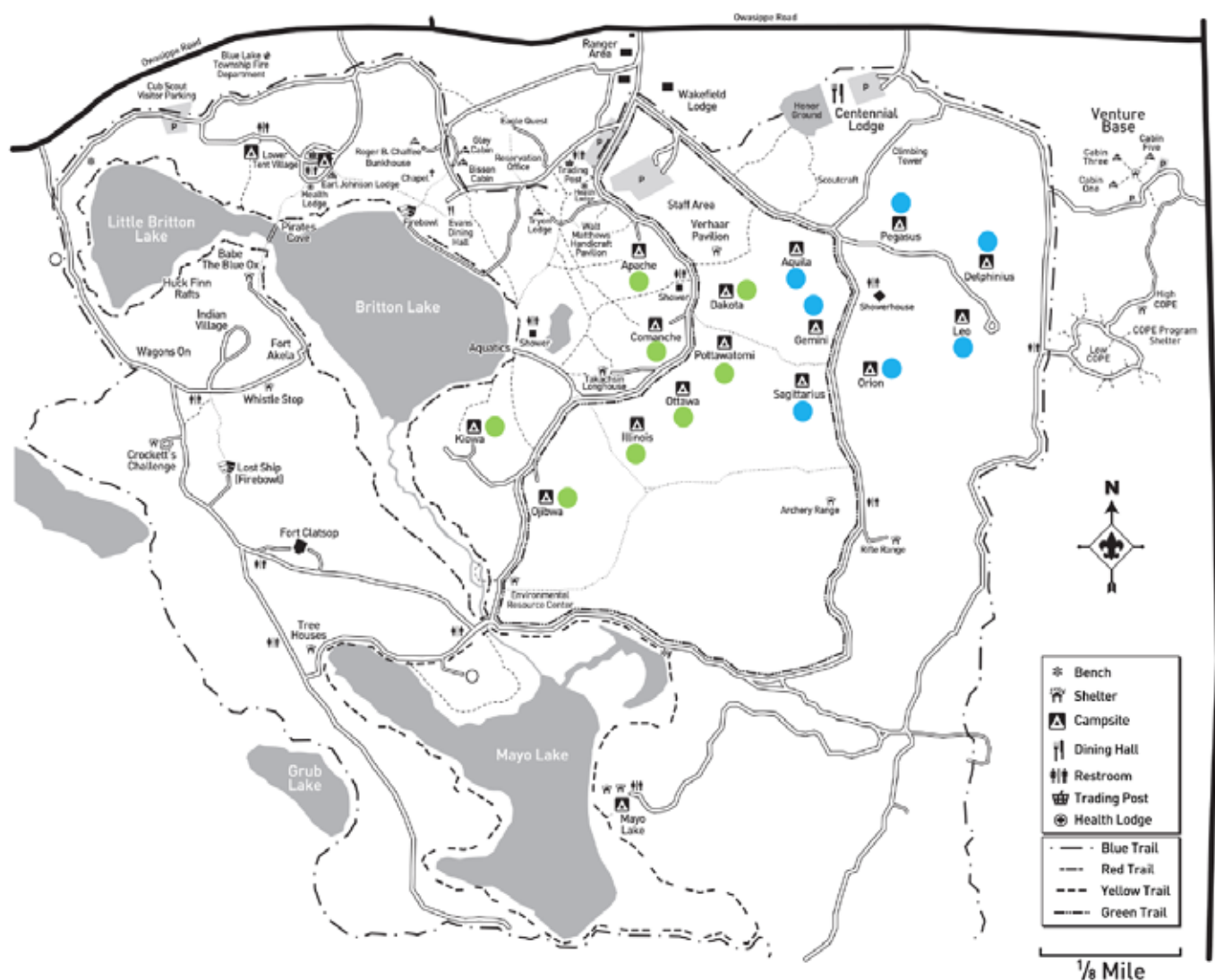
Spectrum Health Gerber Memorial
Walk In Clinic & Emergency Room
212 S Sullivan Ave, Fremont, MI 49412, 231.924.3300



CAMPSITE INFORMATION

LOCATION AND REQUESTS

Specific campsites may be requested when registering your unit for camp. We will do our best to honor your request, but cannot guarantee any campsite due to troop sizes and the number of units in camp. During some weeks of camp it may be necessary for smaller units to share campsites. Gerber Scout Reservation reserves the right to make final campsite assignments.



GERBER SCOUT RESERVATION

INDIAN PATH SITES:

- Apache
- Comanche
- Ottawa
- Ojibwa
- Dakota
- Pottawatomi
- Illinois
- Kiowa

STAR PATH SITES:

- Aquila
- Sagittarius
- Pegasus
- Leo
- Gemini
- Orion
- Delphinus

DINING HALL

MENU

The summer camp menu is approved by a registered nutritionist/dietician. The menu will be posted in the dining hall along with the ingredients of each meal's components. Due to availability, some menu items may vary and changes will be posted. Please ask to speak to the camp director and/or kitchen lead if you have any questions.

BREAKFAST

Troops should line up each morning at 7:45am for a flag raising ceremony prior to breakfast service. Break-fast will be served cafeteria style and campers will sit together as a unit.

LUNCH

Lunches will be served between 12 and 1pm each day in a "grab and go" format. Troops can come to lunch as a unit or campers can be served individually. The dining hall will be open for seating. We ask that each camper take care of their own table service and wipe down their space when they are finished eating.

DINNER

On Monday, Tuesday, and Thursday dinner will follow a flag lowering ceremony and units should line up on the on the flag field for the ceremony. Dinners will be served cafeteria style and units will be expected to sit together like at breakfast.

WEDNESDAY DINNER

Wednesday's evening meal will be prepared by units in their campsites. Each unit will be provided with all of the items they need for this patrol-style cooked meal.

FRIDAY DINNER

Friday's are special at Gerber Scout Reservation. Families are welcome to join units at camp in the afternoon and evening and a special meal will be provided. A chicken BBQ picnic will be held on the flag field followed by the closing firebowl. We welcome parents and families to join us for this evening of fun, celebration, and recognition. Guests will be able to reserve a meal prior to coming to camp for \$10 per person. Pre-school children can participate at no cost.

SPECIAL DIETARY NEEDS

Campers who require special diets should note this on their registration and complete the associated form in the registration system. (Please read carefully the descriptions of special diets.) All special dietary menu items will be prepared in a separate section of the kitchen and served thru a separate serving line. Gerber Scout Reservation is a "nut free" facility. The camp director can be contacted to discuss special needs and/or situations. Please make this contact at least two (2) weeks prior to arriving at camp.

DRESS CODE

Field uniforms are required for the evening meal and flag ceremony. Encourage Scouts to wear their uniforms correctly with shirts tucked in. All hats must be removed upon entering the dining hall. Uniforms are not required for breakfast and lunch so that Scouts can be ready for their classes during the day.





TRASH REMOVAL

The Ranger Staff will pick up trash on Wednesday evening after dinner, and on Saturday after check-out. Please make sure all trash cans are placed at the road so they can be accessed by the staff.

All trash cans are “critter proof” if the lids are securely attached and the bungee cords are in place. Please keep GSR litter free and use the trash cans.

If additional service is needed, please contact the office to make arrangements.

FIRE SAFETY

Campsite fires are permitted in designated fire rings **ONLY**. Fires should be put out cold when leaving the campsite and should **NEVER** be left unattended. Standing trees **MAY NOT** be cut and burned.

Per fire regulations, a fire extinguisher is mounted at the latrine and must be visible and accessible to all campers. They are for emergency use **ONLY**. The cost to recharge an extinguisher is \$50 and you will be charged this amount if your extinguisher is partially or totally discharged for anything other than a fire emergency. Report any type of discharge to the office **IMMEDIATELY**.

ELECTRICITY

Electricity is provided via outlets to the leader’s tent pad in campsites for the purpose of powering CPAP machines and medical devices. Please notify the office if you have additional electrical needs.

*Ojibwa and Kiowa do not have power.

*Phone charging can be done in the Business Center next to the Health Lodge.

FISHING

Britton Lake provides an excellent opportunity for fishing. Bass, blue gill, pumpkinseed, sunfish, and northern pike are among the species you might catch.

Please remember the following:

- There is **NO** fishing from the swimming or boat docks.
- Do not use minnows for bait.
- Because the lake is private, you do not need a fishing license.
- All fishing is catch and release **ONLY** unless you are taking one of the fishing merit badges.

BICYCLES

Bicycles are allowed at Gerber Scout Reservation. The following rules **MUST** be observed:

- Helmets must be worn at **ALL** times and **MUST BE BUCKLED**.
- Bicycles are allowed on **ROADS ONLY**, no trails.
- Bicycles must be ridden in a safe manner, no stunts or tricks of any kind.
- Bicycles must be locked when not in use. GSR is not responsible for damage to or loss of your bicycle.

HAMMOCKS

Hammocks are a great way to relax and can even be used in place of a tent. Please keep the following rules in mind:

- Flat straps or webbing are the **ONLY** materials to be used to hang a hammock.
- For safety reasons, hammocks are not to be “stacked”.
- Anchor points should be a minimum of 6–8” in diameter. Never anchor a hammock on something moveable such as a vehicle or trailer.
- Be mindful of the weight recommendations for your hammock. Overloading can cause falls and injuries.

TRADING POST

The Moose Junction Supply Company is fully stocked and ready to serve Scouts for another season. We’ve added many new items to our inventory and are excited to see you in the store. Remember, if a Scout needs a kit for a merit badge class it will be provided to them in class. We will have additional kits that can be purchased if they desire a second one. Additionally, we have revamped our snack menu. Many of the usual items are still available along with some new treats that we think Scouts will enjoy.

NEW!!!! We are introducing a variety of healthy choices. Please check out the options for healthy snacks and beverages.

*Store hours are posted at the entrance and the take-out window.

METHODS OF PAYMENT ACCEPTED:

Cash
Check (with ID)
Credit Card (all major cards accepted)



DON'T GO HOME WITHOUT YOUR GSR SHIRTS AND SWAG!

BUSINESS CENTER/TECHNOLOGY

Next to the Health Lodge you will find the redesigned Business Center. This is an area specifically for adult leaders in camp. We are grateful for the time that you take to make sure youth have a great summer camp experience, but we also realize that many of you need to stay connected to your work/professional lives while you are at camp. The center will offer a quiet space for **adults only**. Internet will be provided for those who need to connect to their email and perform other job responsibilities. Phone charging towers are available to keep phones charged. The coffee maker is ready to meet your needs and all the supplies will be available for fresh coffee when you need it. We will provide a few computers, but it is probably best for you to bring your laptop. Desks, tables, and comfortable seating areas are there for your use.

*Please, no youth will be allowed in this area. It is not a place for them to use computers to work on merit badge requirements. The staff have also been provided another area for their needs, they will not be in the business center. Please contact the Camp Director with concerns or needs.

CAMP ADMINISTRATION

CHECK-IN

Check-in will be by appointment again in 2022. We will have a check-in tent near the entrance to the Star Path and also near the entrance to the Indian Path. Times will begin at noon on Sunday and will be scheduled on the half hour. If you would like to request a time, please contact the camp director to set up the time that works best for your unit. By special arrangement, units can check in on Saturday afternoon after 2pm or on Sunday morning. (Meals will not be provided for units checking in early. The first camp meal will be Sunday evening.) Please have your whole group arrive on time so we can reduce congestion in the parking lot and on the camp roads.

Prior to arriving at camp, please have ready a unit roster including the name, address, age, and leadership position of all youth and adults. Also, have all health forms collected and in alphabetical order in a folder or binder. It is suggested that these be copies because they will not be returned. All campers aged 18 and older will be required to have a current DHS registry clearance form as well. Current means that it was requested during the current calendar year. If your unit has done a pre-camp swim check, please include a copy of that form in your documents.

Troop trailers may be parked in your campsite. All other vehicles are required to be parked in the main parking lot. This is a local fire/emergency regulation and compliance is a must. If you require a vehicle for use due to special medical circumstances, please contact the camp director directly.

Swim Checks: If your unit has done a pre-camp swim check, please bring a copy of the completed form with you to the Health Lodge with your medical forms. If you have not yet completed the swim test, your units should proceed to the Aquatics area as soon as possible after arrival in swim suits and with a towel to complete the swim test. Each camper will receive a "buddy tag" which reflects their level of swimming competency. Swim tags are kept on the Buddy Board by unit/campsite and will be used each time a camper enters the Aquatics area. Swim tests can be repeated later in the week if Scouts wish to improve their levels.

SCOUTMASTERS ONLY:

When each unit is ready to proceed to their campsite, the Scoutmaster or designated adult should take the units health forms and associated documents to the Health Lodge/Business Center to complete the check-in process. The health officer and their staff will complete a review of the forms to verify that all information and signatures are present. This process should be relatively short and if each unit completes this when their troop heads to the campsite there should not be a line at the health lodge.

VISITOR POLICY

ALL visitors must report to the office immediately upon arriving and **MUST** have their current DHS registry clearance with them. They will be required to sign in when arriving and sign out when leaving. A visitor wristband will be issued and must be worn at all times while at camp. Current Covid guidelines will be followed for all visitor at camp.



SIGNING IN/OUT

ADULTS: Any adult who leaves camp for any reason during the week must sign out on the appropriate form at the camp office. Upon returning they should sign themselves back in. When the office is closed this form can be found on a clipboard hanging by the door or on the bulletin board.

YOUTH: If necessary, a parent may sign their camper in and/or out at the camp office. Youth may leave camp with their parent or an adult that the parent designates on the health form **ONLY**. Parents should plan ahead and identify an adult that can pick up their camper in case of an emergency. Parents can also designate specific individuals who cannot pick up their camper. The safety of our campers is our first priority.

FAMILY NIGHT

Friday night is family night at GSR. Family members and other guests will check in at the camp office immediately upon arrival. All guests will be issued a visitor wristband that will be worn while at camp. Families should park in the main parking lot. Please contact the camp director to make arrangements for special needs. Family members can purchase meal tickets and join their Scouts for dinner Friday night.

SCOUTMASTER MEETINGS

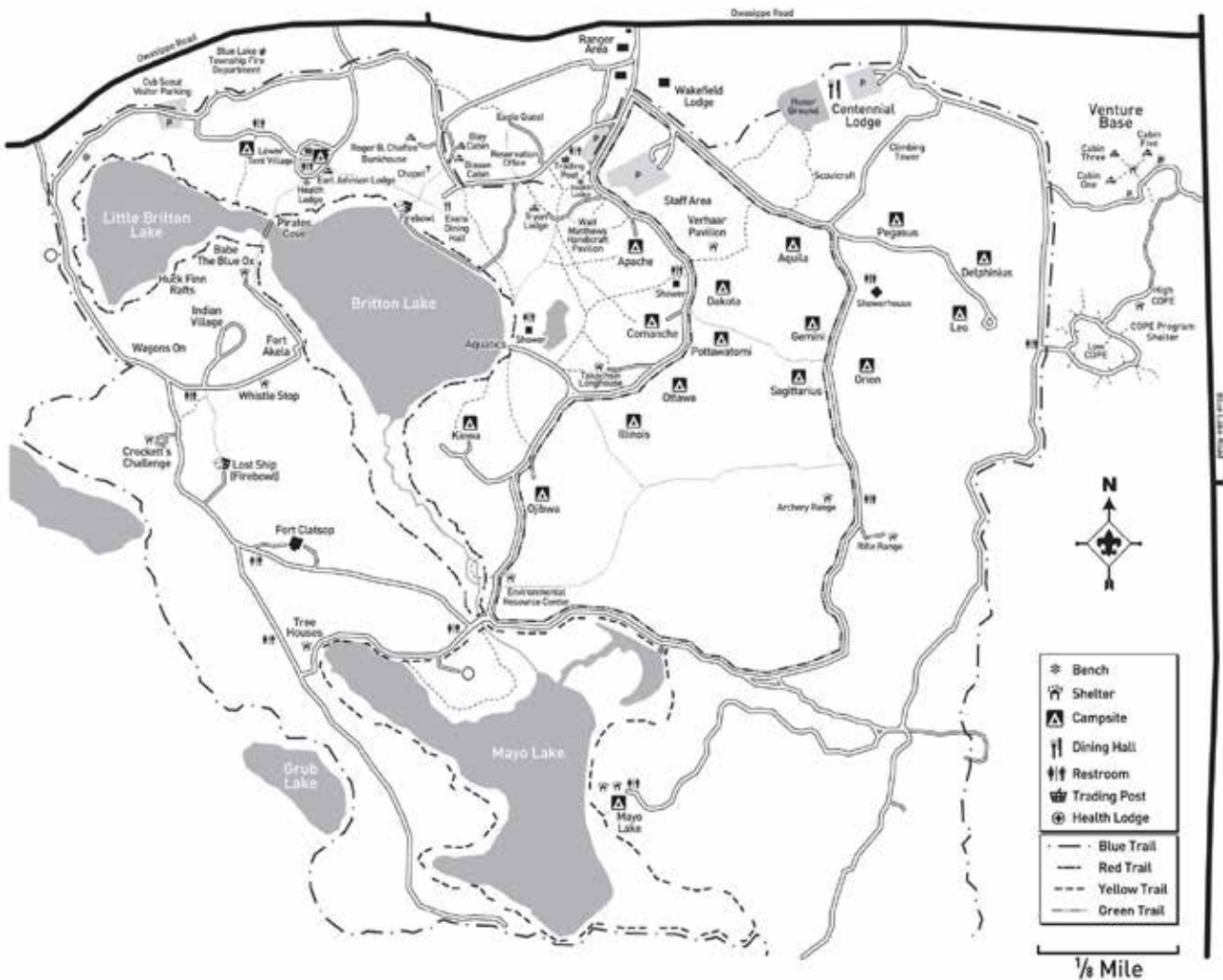
Regular Scoutmaster meetings are an important way to share information with you and receive feedback from you. Each meeting will be a time to update you on the day's activities and address any concerns you may have. Our first Scoutmaster meeting will be held at 5pm Sunday evening at the main pavilion outside of the Trading Post. A daily Scoutmaster meeting will be held at the pavilion each morning at 9:30 am. Please send an adult representative from your unit to each meeting. We will plan to have the day's information for you in print format at the meetings as often as possible. We look forward to meeting with you!

SENIOR PATROL LEADERS

It is equally important for your Senior Patrol Leader to have information about the day and what will be happening. Each day, before lunch, there will be a brief Senior Patrol Leader's meeting at 12:10 on the porch in front of the dining hall. If your Senior Patrol Leader is not attending camp, please send the Scout who is filling that role for the week.

TRAINING/ACTIVITIES:

We are excited to bring back a schedule of trainings and activities for our adult campers. There will be training opportunities at various locations during the week that will allow you to add something new to your resume. We also want to make sure you have lots of fun activities to engage in and even a way to earn a patch you might not have. Your check-in packet will have all the details you need to be a busy camper! We hope every leader will participate in a training or activity that will allow them to show off their skills and interact with the other adults in camp!



GERBER SCOUT RESERVATION

Scout Law *A Scout is:*

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

Scout Oath

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



BOY SCOUTS
OF AMERICA®

MICHIGAN CROSSROADS COUNCIL

CORPORATE HEADQUARTERS

14258 Michigan Street
PO Box 129
Eagle, MI 48822

517.940.4210
camp.michigan@scouting.org

www.michiganscouting.org

Updated February 17, 2022