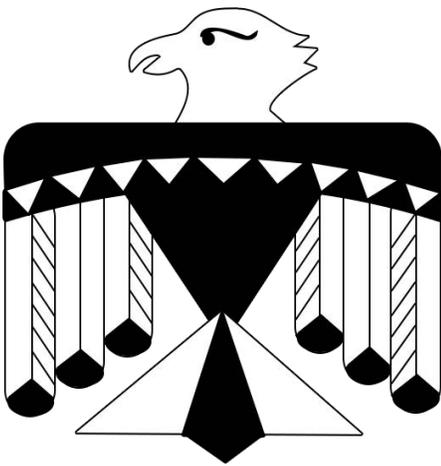


Golden Gate Area Council

Summer Camp 2021

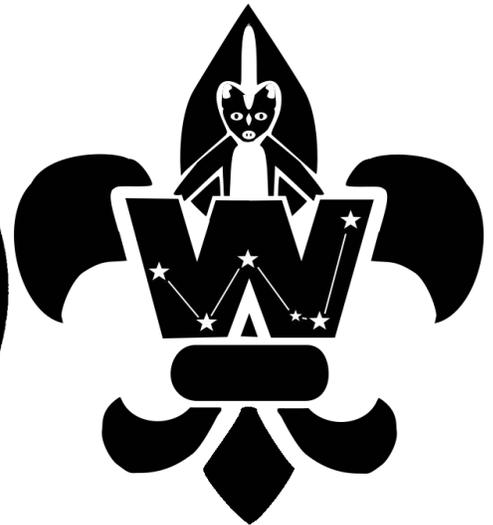
Combined Leaders' Guide



Camp Royaneh



Camp Wolfeboro



Wente Scout Reservation

Golden Gate Area Council, BSA
800 Ellinwood Way
Pleasant Hill, CA 94523
Phone: 925-674-6172
Fax: 925-674-6190

GGAC Outdoor Programs Office
1714 Everett Street
Alameda, CA 94501
Phone: 510-577-9218
Fax: 925-674-6190

<http://www.ggacbsa.org/summercamp>

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& FAMILY**

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Golden Gate Area Council Mission & Vision

The camps of the Golden Gate Area Council are some of the longest running scout camps in the Western United States. Camp Royaneh opened in 1925, Camp Wolfeboro in 1928, and Wente Scout Reservation in 1959. Each becoming a special place for Scouts of all ages.

The mission of our Camp staff to facilitate an environment where scouts will be engaged in unique, evolving programs, while building character through the aims and methods of scouting in a safe outdoor environment.

The goal of our Camp staff is to promote a profound reverence for the outdoors. We establish, maintain, and provide a traditional camping environment that can be enjoyed by all ages for many years to follow.

The Scout Oath and Scout Law are at the core of our Camps. As your scouts participate in our camp programs, we help your unit utilize the "Patrol Method", so your scouts learn and develop leadership skills. Additionally, we expect your scouts to use the "buddy system" at ALL times.

The best aspect of program at Camp is that it is YOUR program. The staffers of Camp Royaneh, Camp Wolfeboro, and Wente Scout Reservation are here to assist you in providing that program so, BE PREPARED!

On My Honor I will do my best

To do my duty to God and my country and to obey the Scout Law;

To help other people at all times;

To keep myself physically strong, mentally awake, and morally straight.

A Scout is:

Trustworthy, Loyal, Helpful, Friendly, Courteous, Kind, Obedient,

Cheerful, Thrifty, Brave, Clean, And Reverent.

Youth Protection

The BSA's adult registration requirements mandate that **all adults** accompanying a Scouts BSA Troop to a resident camp or other Scouting activity lasting 72 hours or more **must be registered as an Adult Leader, including completion of a Criminal Background Check (CBC) and Youth Protection Training (YPT) prior to the start of the event.** <https://training.scouting.org/learning-plans/1179>

Requiring registration, background checks, and YPT for adults on Scouts BSA extended activities adds another dimension of protection for our Youth.

- This requirement applies to any adult accompanying a Scouts BSA group on a single Scouting activity where they are present for three or more nights (not necessarily consecutive)
- Adults **must** be registered as leaders, **including the completion of a Criminal Background Check (CBC) and Youth Protection Training (YPT) before the activity** (CBCs cannot be expedited)

Note: under normal circumstances it can take up to 3 weeks for a CBC to be completed – with many new adult registrations across the country at that time, it may take longer - BE PREPARED by registering and completing your YPT and CBC early so as not to be told you cannot attend camp because it did not come back yet.

In accordance with the National Youth Protection Policy, we have instituted the following Council policies:

- Adults must maintain two-deep Leadership in Camp at all times.
- Notify the Camp Administration prior to arrival if you will have difficulties doing so.
- Adults must respect the privacy of Youth members.
- Adults & Youth will not share sleeping facilities at any time and Scouts must be within two years of age to share sleeping facilities.
- All Youth will respect the privacy of others regardless of age, gender, or relationship.
- If private issues between a Youth and an Adult must be dealt with, two-deep Leadership must be maintained during the conference, health check, or other event.
- See the Camp Administration if you or your Unit need assistance or advice in this area.

COVID-19

To the Parents, Leaders, and Scouts:

Welcome to the 2021 Golden Gate Area Council (GGAC) summer camp season. GGAC volunteers and professional staff are diligently preparing an exciting and safe summer camp experience for our young men and women.

In this first edition of the *Golden Gate Area Council Leader Guide*, we want to address your and our primary concern – the COVID-19 pandemic. At the writing of this guide, we are still in the process of developing the COVID-19 mitigation procedures necessary for our summer resident camps to operate. We are enlisting the aid of a great number of key stakeholders including:

- Our Council Professional staff,
- Key Council committee volunteers,
- Each Camp's staff,
- The County and Local Health agencies in all eleven counties that encompass Golden Gate Area Council and its camps,
- The State Health agencies,
- American Camping Association (*Field Guide for Camps*), and
- Boy Scouts of America National staff.

Our program's elements will likely include a mix of testing and/or vaccination verification that will be required prior to your departure for camp. This will be coupled with health checks upon arrival and consistent monitoring of all camp personnel and campers with follow-up tracing after departure.

Since this is still a work-in-progress, we will be releasing updates to this guide when those policies and procedures are more substantive.

Our paramount concern is the health and well-being of all those at camp and their families at home.

Sincerely,

John Fenoglio
GGAC Scout Executive

Dan Walters
GGAC Council President

Paul Shimotake
GGAC Council Commissioner

Camp Directors' Letter

Golden Gate Area Council proudly offers three outstanding Summer Camps for your Unit. Whether you've decided to attend the beautiful redwood setting of Camp Royaneh, the rugged Sierra mountains of Camp Wolfeboro, or the sprawling hills and lake of Wente Scout Reservation, this guide will help you make the most out of your Unit's Summer Camp adventure.

We take pride in the high quality of our Camp programs. At each Camp, a well-trained and enthusiastic Staff is awaiting the arrival of your Scouts and is eager to assist each Troop in developing its own program. You are still in charge of your Unit, and your Unit's program should reflect the needs and desires of your Scouts. After all, no one knows them better than you!

Your task as Unit Leader is to compress many years' worth of adventure into one week of Camp. With unique and unparalleled programs, and an experienced and handpicked Staff with an emphasis on customer service, all Camps offer you the best Scouting environment you could ask for in a Summer Camp. Come to Camp expecting and demanding a great time.

Your Unit's program can be tailor-made to meet your Unit's needs. The experience level of your Scouts and leaders will be important considerations in building your Camp program. The Camp Staff is available to help you make your individualized Camp program successful.

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

The Camping Program of the Golden Gate Area Council is proud to be a part of your Troop's effort in serving our youth.

Yours in Scouting,

Matt Lindberg

Camp Director

Camp Royaneh

Andrew Dale

Camp Director

Camp Wolfeboro

Brian Cole

Camp Director

Wente Scout Reservation

Christina Hanson

Program Director

Camp Royaneh

James Mizutani

Program Director

Camp Wolfeboro

Elijah Gonzales

Program Director

Wente Scout Reservation

Joe Barton

Director of Support Services

Golden Gate Area Council

Michael McDowell

Camping Committee Chair

Golden Gate Area Council

Registration & Camp Fees

2021 Camp Fees & Payment Schedule

Who	Where	GGAC Units	Out of Council Units
Youth Camper Fees	Wolfeboro per Scout per Week:	\$515	\$540
	Royaneh or Wente per Scout per Week:	\$525	\$550
Unit Camp Deposit	At time of Reservation	\$500 per Unit per Site per Week (ONLY REFUNDABLE IF CANCELLED BY COUNCIL)	
Item	Deadline	GGAC Units	Out of Council Units
Youth Camper Initial Payment	1/20/2021	\$150 Deposit per Scout (ONLY REFUNDABLE IF CANCELLED BY COUNCIL)	
Youth Camper Fee Deadline	3/31/2021	Balance of CW \$515 CR or WSR \$525	Balance of CW \$540 CR or WSR \$550
Adult Leaders	5/26/2021	First 2 Adults are FREE Remaining Adults \$300 per Adult (Partial week Adults are \$60 per day)	
All bridging Webelos Payment Deadline	Must be paid in full by 5/26/2021	CW \$515 CR or WSR \$525	CW \$540 CR or WSR \$550
Individual Days of Meals	5/31/2021	\$60 per Adult per day (24 hours) does not apply to Youth	
Late Registration Fees & Deadlines			
Youth Campers	After 3/31/2021	CW \$545 CR or WSR \$555	CW \$570 CR or WSR \$580
Webelos	After 5/26/2021	CW \$545 CR or WSR \$555	CW \$570 CR or WSR \$580
Adult Leaders	After 6/1/2021	\$330	\$330

- Your site and week are not guaranteed until your deposit with projected attendance is paid.
- If your initial payment is for a different number of Scouts than you initially indicated, your Troop may be required to move to a smaller campsite or share your site.
- Camperships are only available to GGAC Scouts attending Camp Royaneh, Camp Wolfeboro, or Wente Scout Reservation and may only be applied to one camp per year.
- The deadline for applying for Camperships is April 30, 2021. No late applications can be accepted.
- Webelos Scouts may apply for Camperships until May 31, 2021.

Registration

Frontier or Jamboree Option

In light of the ongoing COVID-19 pandemic, the Golden Gate Area Council cannot guarantee the Frontier or Jamboree cooking option will be available to units in 2021. If this option becomes available for 2021, units will be notified accordingly.

Council Refund Policy

The Golden Gate Area Council has instituted a refund policy to ensure our Scouts receive high quality programs and activities. A great deal of advanced planning and purchasing takes place for programs and events of the Golden Gate Area Council during the months and weeks prior to an event.

The Council will refund up to 100% of the costs for any event it cancels due to COVID-19. In order to maintain the most cost effective and positive program impact activity, camping, and event refunds of 100% cannot be given. Refunds are not given for No-Shows, schedule conflicts, weather conditions, or behavior issues occurring before or during the event. Refunds are considered based upon the following criteria and timeline and are returned to the person or entity and in the manner in which they were received.

Time Until Start of Event	Percentage Refund
Up to 14 days prior	80% refund
Up to 7 days prior	60% refund
7 days or less	No refund*

*Participants who cancel from an event within 7 days will be considered for up to a 60% refund if the refund request is accompanied by a Doctor's note. Requests under these circumstances will not be considered if not received at the Council Service Center less than 14 days after the start of the event.

Camperships

The Golden Gate Area Council believes each Scout should be given every opportunity to attend Camp. At times it can be hard for a family to raise the money, and Camperships can help cover part of the cost of a week of Camp for Golden Gate Area Council members attending one of the Golden Gate Area Council Camps. Campership applications are due by April 30th for continuing Scouts and May 31st for newly bridged Arrow of Light Scouts. (<https://ggacbsa.org/resources/>)

Early Arrivals

Due to Covid-19 restrictions and protocols, Saturday arrivals may NOT be allowed in 2021.

ALL of our Camps are **CLOSED** and the Staff is off duty from 11:00 AM on Saturday to 11:00AM on Sunday each weekend.

Early arrivals may be permitted with written approval from the GGAC Camping Department and an extra fee. The Early Arrival Request form found on page 82 in the Appendix must be submitted to the GGAC Camping Department to make these arrangements.

Please sign in at the Camp Director's Cabin or the Program Office upon arrival. Units arriving early are responsible for their own meals. Units will have access to their campsite, restrooms, and showers.

Units are **NOT** allowed to access any other camp facilities or program areas (Swimming and boat use are prohibited). *Medical services will NOT be available.*

Camp Wolfboro Note: You may **NOT** drive down the road into camp until **AFTER 2 PM**. The road is only wide enough for one-way traffic, so Saturday morning is reserved for Units on their way home. The road is only accessible to vehicles that have high clearance and/or are 4-wheel drive capable. There is parking space available at the top of the hill to leave any vehicles such as sedans and mini vans.

Early Arrival Fee

Any Unit (or any portion of a Unit) arriving before Sunday morning of the session for which it is registered must pay an early arrival Unit fee of **\$50.00** and a **\$5 per Camper fee**. Units who arrive early must provide all food and security for food, as well as all supervision of Scouts and adults.

The Early Arrival form (Page 82) MUST be submitted to the Golden Gate Area Council Service Center at least TWO weeks prior to the date of arrival at camp or your unit will incur an ADDITIONAL \$150.00 penalty.

Provisional Camper

No Troop.....No Problem! You don't have to miss out on all the fun just because your troop isn't going to summer camp or because other summer plans mean you won't be able to go to camp with your Troop. You may even want to do an additional week of camp just because you had such a great time.

New Friends.....New Experiences! Provisional Camping is just like camping with your home troop, except you'll have the opportunity to camp with new friends as you join Scouts from all over the council and beyond. You'll meet new people and have the opportunity to develop friendships that can last a lifetime. Provisional Scouts will partner with a selected Golden Gate Area Council Troop with an experienced leader. You'll have a full time Scoutmaster for the week that, just like your Scoutmaster back home, will make sure you have a safe and fun camp experience. Provisional scouts can participate in all of the camp's exciting programs including advancement, competitions, and patrol events. It's a great way to finish additional Merit Badges, or to try a new part of the program that you weren't able to try before.

NOTE:

1. First-year summer campers cannot attend as Provisional. Youth must have attended at least one Summer Camp prior to this year.
2. We will contact you after receipt of your reservation to coordinate registration into specific camp programs, get health forms, emergency contact info, permission slips, etc...
3. Adults attending with provisional Scouts must pay a leader fee.

SO, sign up now if you'd like to attend camp as part of the provisional camping program!

Provisional Camping is the creation of a temporary Troop or an opportunity to work with another unit. Provisional camping allows youth to attend camp without their home unit. Provisional camping is not new; it is used during many different Scouting events including National Jamborees and High Adventure trips.

The Scout's family is responsible for transportation to and from Camp. Please contact the Golden Gate Area Council Camping Department (Melissa.Yarns@scouting.org) for questions or more information.

General Camp Information

2021 Camp Dates

Week 1	June 20 – June 26
Week 2	June 27 – July 3
Week 3	July 4 – July 10
Week 4	July 11 – July 17
Week 5	July 18 – July 24
Week 6	July 25 – July 31
Week 7	August 1 – August 7

2022 Camp Dates

Sunday to Saturday	CAMP ROYANEH	WENTE SCOUT RESERVATION	CAMP WOLFEBORO
June 12 – June 18			<input type="checkbox"/> Session A
June 19 - June 25	<input type="checkbox"/> Session B	<input type="checkbox"/> Session B	<input type="checkbox"/> Session B
June 26 - July 2	<input type="checkbox"/> Session C	<input type="checkbox"/> Session C	<input type="checkbox"/> Session C
July 3 – July 9	<input type="checkbox"/> Session D	<input type="checkbox"/> Session D	<input type="checkbox"/> Session D
July 10 – July 16	<input type="checkbox"/> Session E	<input type="checkbox"/> Session E	<input type="checkbox"/> Session E
July 19 – July 23	<input type="checkbox"/> Session F	<input type="checkbox"/> Session F	<input type="checkbox"/> Session F
July 24 – July 30	<input type="checkbox"/> Session G	<input type="checkbox"/> Session G	
July 31 – August 6		<input type="checkbox"/> Session H	

Sunday Check-In

Camp Check-In is scheduled from 12:00 noon until 2:00 PM on Sundays. Your assigned Camp Staff Member(s) will be awaiting your arrival and meet your unit at the Camp parking lot, and then assist you in settling into your campsite and starting your camp tour and check-in.

Camp Wolfeboro Note: The camp truck will be at the top of the hill to assist transporting gear into camp. Units should plan to arrive at camp between 11:30 AM and 1:00 PM to allow enough time to hike the 2.5 miles in and set up camp.

Required Forms

BEFORE departing home please collect and double check the following documents are complete. Have them readily accessible at Camp to speed up the check-in process.

[BSA Annual Health and Medical Record](#) - ALL Campers, Youth and Adult must have a current, completed BSA health form with all three sections (parts A, B, and C) and all appropriate parental & doctor signatures. The Health and Medical Record must be valid for the camper's entire stay. They must be renewed annually. None of the Camps are staffed with personnel capable of completing the physical on-site.

[Firearms Permission Slip \(see page 81\)](#): Youth campers are required to have an Official Firearms Permission Slip to participate in all Shooting Sports activities at Camp. Four (4) signed copies are required per Youth.

Transportation & Parking

Transportation to Camp

Each unit committee plans and provides its own transportation to and from camp. The Check In & Out sections of this guide should be used in planning your trip.

Camp Wolfeboro Note: The Wolfeboro access road is accessible using 4X4 or high clearance vehicles ONLY. If you bring your personal vehicles down the road, you are doing so at Your Own Risk. It is highly recommended to not bring sedans/coupees down the access road.

Parking

Camp speed limit is 5 mph. To protect the health and safety of Campers & conserve Camp property. Council policy states that personal vehicles are not to be used on In-Camp service roads. Leaders and visitors should park in the parking lot near the main area of Camp. ALL Vehicles should stop in this lot and Scouts should pack in all personal gear from this point. Parking in Campsites is not permitted.

All vehicles must back-in to park for evacuation purposes. Please remember our Camp properties are fragile environments, keep your vehicle on the main Camp road. All vehicles should remain in each Camp's central parking lot throughout the week unless you are exiting or entering Camp.

Any adults wishing to leave Camp during the week should ensure their Troop leadership know where you are going and when you will return. Leaders leaving Camp at any time need to check out and back in at the Camp Office. For emergency purposes, the Camp Administration must be able to account for each and every Scout and Scout leader at all times.

Camp Wolfeboro Note: There is extremely limited parking at the bottom and top of the hill.

Troop Trailers

All Troop equipment trailers at camp must be parked so as not to obstruct the free flow of traffic.

Tenting

Camp Royaneh and Wente Scout Reservation provide traditional canvas wall tents, whereas units attending Camp Wolfeboro must provide their own tents and transport them to and from camp. Each unit is responsible for providing adequate sleeping space for all members in attendance. Camp Wolfeboro does not provide platforms.

The entrance to each tent must be clearly marked with "No Flames in Tent" and have full dirt and water buckets nearby, per BSA regulations. (Camp makes every effort to have ample containers available.)

Camp Royaneh & Wente Scout Reservation Note: It is vital to respect and maintain the canvas wall tents. Due to past accidents, it is necessary to hold units accountable for damage to tents in use during your stay. Prime examples of damage includes Scouts practicing woodcarving, using their pocketknives in their tent and cutting the walls of the tents. These types of accidents are irresponsible of the Scout and disrespectful of the equipment and Camp Property.

On arrival your Troop Leadership will inspect tents with your Troop Guide noting any previous damage. During checkout, if any new damage is found, Troops will be responsible for a charge of \$12 per inch up to the replacement cost of the tent. Normal wear and tear is understandable. The Camp Director has the final say on damage.

The additional \$10 per Scout fee for Camp Royaneh and Wente Scout Reservation is used for capital improvements for tent platforms and tent replacement.

Medical Checks

All Scouts and Scout leaders must go through a medical re-check with Camp personnel upon arrival.

All prescription medication brought to Camp must have original containers and original instructions for administration. At minimum, one adult leader will be required to work with Scouts to administer and track medications in the Troop medication log provided at Camp.

The camp Health Officer will review all prescribed medications listed on the Annual Health & Medical Record during the Med Check.

Incomplete health forms, **including the physician's signature** for Part C will delay the participation of Scouts in Camp activities until completed forms are faxed to Camp. A failure to supply a valid form will necessitate the Scout being picked up from camp.

Dining Hall

During your unit's Check-In and Camp Tour, your unit will receive a Dining Hall orientation. Please alert the Dining Hall Steward of food allergies or dietary restrictions. **In 2021, we will be instituting special Covid-19 protocols. All dining will be "take-out" not the usual family or cafeteria style in the dining hall.**

The first meal served at camp is Sunday dinner, and the last meal served is Saturday breakfast. For 2021, your unit must provide two hosts for every table that would be assigned to the unit. The hosts will come to the dining hall to retrieve each meal. For 2021, the hosts should plan to report to the dining hall 15-20 minutes before each meal.

Camp Wolfeboro Note – Meals in Dining Hall are served using serving-line style. Wednesday meals are provided by the Dining Hall but are prepared by the units in their campsites. **(NOT in 2021)**

Dietary Needs – Please note ANY scout or Adult leader with food allergies or religious dietary restrictions during online registration. For severe allergies or more complex needs than can't be listed easily, email camping@ggacbsa.org three (3) weeks prior to arrival. Please submit items you can eat as well as those you can't.

NOTE: NO ONE is allowed in the Kitchen Area without permission from the Kitchen Supervisor.

Camp Administration

Camp Royaneh - the Administration Building is home to the Camp Office, Health Lodge, Safe Deposit Boxes, Program Office, Chief's Room filled with camp history, Unit Mailboxes, and Trading Post.

Camp Wolfeboro - the Program Office (PO) is located above the Trading Post. This is where you will find the Unit Mail Boxes, Lost & Found, a Lending Library, and the History of Wolfeboro. This also the location for most Unit Leader meetings and Senior Patrol Leader Meetings.

Wente Scout Reservation - the Administration Building is home to the Camp Office, Skunk's Den with camp history displays, Trading Post, Lost & Found, Health Lodge, and Unit Mailboxes.

Trading Post

If you're looking to purchase camping gear, a camp souvenir, or even a snack, the Trading Post is your one stop shop for all camp necessities. Forgot your toothbrush? Don't worry! Our Trading Posts carry toiletry products that you might have left at home. Trading Posts are stocked with Camp T-shirts! Our pocketknife selection is ever-changing, so make sure to bring money and check out the current stock. Don't forget to have proof that you earned your Totin' Chip with you when you get to the register!

The Trading Post, which is open after meals and during program time, is the place for you to pay for Merit Badge session project materials and trail rides! You can also pickup patches, neckerchief slides, and belt buckles, many unique to specific years of camp. The Trading Post staff is happy to accept cash, check, and all major credit cards.

On average, a Scout spends \$80 during their week at camp. This amount will depend upon the Scout's personal needs and whether the Scout's interests require special purchases such as rifle range tickets or handicraft items. We ask that Scouts come with small bills to aid in making change. For \$80, we recommend one \$20, three \$10, four \$5, and ten \$1. Adult Leaders are allowed to run a tab in the trading post on their credit cards. Adults who do not sign off on their tab by 7:00 PM on Friday evening will be charged an additional \$25 fee.

Camp Commissioners

Camp Commissioners are at Camp to assist your Troop leadership. As the front-line Staff of our summer Camp team, your Camp Commissioner will meet with you daily to see how things are going, follow up on any issues, and help out whenever possible. The Commissioner Staff is your Troop's first source to check with and they will get your questions answered so your Scouts can enjoy the best Camp has to offer. Each Troop will have a Commissioner assigned to them for support throughout the week. Your Commissioner will be your primary program and communications link.

The Commissioner Staff can:

- Help your Troop and its patrols to sign up for activities.
- Help you understand Camp program & how to take advantage of its features.
- Help you secure Campsite equipment.
- Assist with developing the leadership skills of your Patrol Leader and Senior Patrol Leader.
- Help arrange inter-Troop activities such as Campfires, games, etc.
- Work with Adult Leaders to resolve any problems that may arise during the week.
- Encourage Troop and patrol spirit through development of flags, yells, and songs.

Leader's Meeting

Each camp holds a Leaders' Meeting Sunday afternoon or evening. This meeting allows you to meet the Camp Director, Program Director, Camp Commissioners, as well as other Unit Leaders (Youth and Adults). The Camp Staff will provide an overview of some Camp policies and programs. **It is highly recommended that both your Scoutmaster and Senior Patrol Leader attend this meeting.**

Visitors

Visitors are welcome at each Camp; however, there are a few things to keep in mind before inviting visitors. Camp does not have separate visitor accommodations, and it's important for parents to remember that Scouts will probably be busy with Camp activities. Due to liability considerations, only registered participants may participate in Camp programs.

The best time to visit is the last full day of each session (Friday). There is no cost unless you intend to eat meals in the Dining Hall. Those visiting camp who want to eat meals should make prior arrangements at the Golden Gate Area Council Service Center. The cost is \$60 per person per calendar day.

Camp Wolfboro Note - Friday Night "Old Goats" dinner is \$20 per guest. Youth under 6 eat for free.

Troop & Patrol Flags

Baden-Powell said, "The patrol method is not a way to operate a "Scouts BSA" troop, it is the only way." To help provide recognition of patrol spirit, we encourage your Patrols to bring their flags to camp along with your unit's flag. Each campsite has a flagpole for our country's flag and Troops are strongly encouraged to hold Troop flags each day.

Uniforms

Field uniforms (a.k.a. "Class A") are worn at all flag ceremonies and at morning and evening meals. During the day and evening, Scouts should wear attire appropriate to the program area in which they are participating. Activity uniforms ("Class B's") are highly recommended. There are **NO laundry facilities** available to campers.

Scout appropriate attire is required at all times, swimsuits & sleeping attire are **not** acceptable at meals.

Camp Royaneh Communications

Mail

Mail may be picked up each day in the Chief's Room by an Adult Leader or the Senior Patrol Leader. Outgoing mail should be placed in the slot in the Administration Building. Please make certain all mail has a return address in case it arrives after the Unit has left. Mail to Scouts from home should be addressed as follows:

For USPS:

Scout's Name & Troop #

Camp Royaneh

P.O. Box 39

Cazadero, CA 95421-0039

For ALL OTHER carriers:

Scout's Name & Troop #

Camp Royaneh

4600 Scanlon Road

Cazadero, CA 95421-0039

Telephone

The Camp phone is available for Camp business and emergencies only. Please let families of your Scouts know these lines are only for emergency purposes, not to check up on their child.

Telephone: (707) 632-5291

Fax: (707) 632-5070

Internet

Wi-Fi is available in the Chief's Room from 5am to 12am. Adults, please keep all electronic devices in the Chief's Room.

Camp Wolfboro Communications

Mail

There is NO direct mail service to camp, so mail delivery to camp is infrequent. There is a deposit box for outgoing mail behind the Program Office. Incoming mail is distributed as soon as possible after pick-up from the local Post Office in Bear Valley. **The camp is not responsible for lost or stolen mail.** The Trading Post stocks postcards, writing paper, envelopes, and stamps. Scouts should be encouraged to write to their families about summer camp.

All mail to camp should be addressed in the format below. *Please allow about 5 business days for mail to arrive at camp.* Parents may want to send a letter to camp the Thursday before the youth's week at Wolfboro. Please provide a return address, all mail that arrives after an individual has left camp is returned at the end of summer.

All mail must be sent by the **United States Postal Service (USPS)**! No other carriers deliver to camp!

Scout's Name
Troop # & Name of Campsite
Camp Wolfeboro
Bear Valley, CA 95223

Telephone

Wolfeboro uses a radiotelephone system. **In case of an emergency, contact the Golden Gate Area Council Service Center at (925) 674-6126 to get a message to camp.**

Internet

There is a Wi-Fi hotspot at the Program Office (P.O.) and password will be given to Adult Leaders at the Leader's meeting Sunday evening. This is confidential and **NOT** to be shared with any Youth! Our internet is *extremely limited* and intended for quick emails and such for business purposes. It is not to be used for uploading videos or streaming movies. It will be turned off as needed for Wolfeboro business to be completed.

Wente Scout Reservation Communications

Mail

Each Unit will be provided with a mailbox in the Camp office. Incoming mail, messages, and some general Camp information will be placed in them daily. Please make certain all mail has a return address in case it arrives after the Unit has departed. All mail should be addressed as follows:

For USPS:

Scout's Name and Unit #
Wente Scout Reservation
PO Box 453
Willits, CA 95490

For all other Carriers:

Scout's Name and Unit #
Wente Scout Reservation
5401 Canyon Rd
Willits, CA 95490

Telephone

The Camp phone is available for Camp business and emergencies only. Please let the families of your Scouts know these lines are only for emergency purposes, not to check up on their child.

Telephone: (707) 459-2110

Fax: (707) 459-1527

Cell phones work in select locations (particularly near the dam bridge).

Internet

There is a Wi-Fi hotspot at the Administration building and password will be given to Adult Leaders at the Leader's meeting Sunday evening. This is confidential and **NOT** to be shared with any Youth! Our internet is *very limited* and intended for quick emails and such. It will be turned off as needed for Wente Scout Reservation business to be completed.

Adult Leaders

Training Opportunities

Camp can be a fun and relaxing learning experience for adults. During the week, Adult Leaders may participate in **Safe Swim Defense, Safety Afloat, and Climb on Safety**. Pending demand by participants and available trainers, the courses to become a trained Scoutmaster or Assistant Scoutmaster such as **Scoutmaster Specific, Leave No Trace/Outdoor Ethics, and Introduction to Outdoor Leader Skills (IOLS)** will be offered each week. Completion of Introduction to Outdoor

Leader Skills requires participation in an overnight hike and campout. Please bring a copy of your membership card or number for record keeping purposes. (not required but highly recommended)

Volunteer Opportunities

If an adult has **specialized skills such as plumbing, electrical, carpentry, shooting sports, or medical expertise** and would like to help with projects around each camp, please contact the Golden Gate Area Council Service Center, and we'll get you set up to help on one of the many projects at each camp.

Camp Royaneh drivers are needed to enable us to go on the following Field Trips:

- **Oceanography & Nature** to the Coast, Wednesday 11am - 1pm.
- **Forestry** to the Sawmill in Cazadero, Thursday 2:00pm - 3:30pm
- **Geology** to the Quarry, Wednesday 3:30pm - 5:00pm
- **Canoeing** to Johnson's Beach in Guerneville, Thursday 11am - 12:30pm, 1:30pm -3:00pm and 3:30pm -5:00pm

Wente Scout Reservation drivers are needed to enable us to go on the following Field Trips:

American Labor needs our Labor Union Reps for discussion Tuesday at 9:00am

Drivers are needed to enable us to go on the following Field Trips:

- **Fire Safety** to Little Lake Fire Department in Willits, Wednesday 11:00am through lunch
- **Forestry** Merit Badge to the Sawmill in Willits Thursday 10:30am through lunch

Check-Out

Leaving Camp Midweek

- All Units or groups of Scouts must check out at the Camp or Program Office before leaving Camp property, such as a day hike to Wolfeboro's Upper Falls.
- Adults who leave during the week must check out at the Camp or Program Office.
- Adults returning to Camp must check back in at the Camp or Program Office upon arrival.

Youth Early Release from Camp Property

For the safety of all Scouts attending Camp, it is the policy of the Golden Gate Area Council to follow these procedures in the event that a Scout must leave earlier than the whole Unit. The following must ALL be in the Camp Office together prior to departure (known at Camp as the Magic 5)

1. The Scout - The Scout must be present and sign out with the Adult Driver's signature.
2. Scout's Annual Health & Medical Record must list the driver as an Authorized Adult to take the Scout to and from events.
3. Adult Driver picking up the Scout must report directly to the Camp Office upon arrival.
4. Adult Driver's valid License will be compared to information on the Annual Health and Medical Record.
5. Adult Leader Remaining in Camp verifies Unit knows when and with whom the Scout left.

In an emergency, these procedures can be suspended by mutual agreement of the Camp Director and the Adult Leaders of the Scout's Troop. If such an emergency is declared, Adult Leaders from the

Scout's Troop will be solely responsible for verifying safe transportation for the Scout, and that the Scout leaves with an approved Adult. In an extreme emergency, an Adult Staff member may be appointed to transport the Scout. The Golden Gate Area Council, BSA is not responsible for Scouts leaving Camp on an emergency basis, regardless of who transports the Scout.

Troop Check-Out

Troops should plan on checking out by 10:00 AM on Saturday. Your assigned Staff Member will come to your Campsite directly after breakfast to check you out. The Staff Member, SPL, and an Adult Leader will inspect the site for any damage that may have occurred to the Camp tents and other equipment during the week. Troops will be charged for any damage that occurs. Be sure that some Scouts remain in the site to help with any final details:

- Tents/Cabins are swept clean, free of trash; tent flaps down; tents, poles & platforms are free of damage. (Camp Royaneh & Wente Scout Reservation)
- Trash is placed in dumpster by the Dining Hall.
- KYBO is swept & Washed out with toilet paper stocked.
- KYBO Supplies are present, undamaged & cleaners are stocked.
- Fire Tools are present, undamaged & fire buckets are filled with water or dirt.
- Bulletin Boards are emptied of all Troop paperwork.
- All equipment checked out has been returned.

Tents, poles, and other Campsite equipment will be checked for damage. Your Troop will be charged for any damaged equipment. The Camp Director has the final say on damage. After your site is checked, bring the check-out form to the Camp or Program Office for final check-out.

Don't forget to:

- Turn in Camp Evaluations.
- Stake-A-Claim for 2022.
- Double-check your Troop mailbox.
- Pick up medical forms and medications from Health Lodge.
- Pick up Camp Patches from Camp or Program Office.

Health & Safety

Covid-19

Details at the Summer Camp Leader's Meetings

Health

Health Facilities

Each Camp has a well-equipped Medical Lodge with a Health Officer trained to handle minor accidents and illnesses.

For each camp arrangements for treatment of more serious cases have been made with medical clinics and hospitals in the surrounding communities. If such treatment is required, attempts will be made to notify the camper's parents. Their desires concerning further treatment will be accommodated wherever possible.

1. It is the responsibility of the unit leadership to provide transportation for unit member(s) requiring services from a doctor or hospital. The camp will provide transportation only when a unit has inadequate transportation, or if an injury requires medical personnel with emergency transportation.
2. One adult leader from the unit must accompany the unit member(s) requiring services to the doctor or hospital. The adult leader must obtain the Scout's health record and any insurance forms from the Camp Health Officer before going to the doctor or hospital. Also, two deep leadership still applies.
3. Since parent(s) or guardian(s) will be notified of any serious illness or injury, they should provide information about where they can be located if they will not be at home during the week of camp.
4. The Camp Health Officer must clear all cases requiring outside medical care. This is an agreement with the local health services facility and usually required by insurance companies for claim procedures.
5. Those leaving camp **for any medical reasons** should check out with the Camp Health Officer. Upon returning to camp, they must check back in with the Camp Health Officer and show documentation of release and any medical restrictions and care.

If not returning to camp, someone from the Unit must contact the Golden Gate Area Council at (925) 674-6126 and leave a message with contact info.

Health Personnel

A qualified Health Officer is on duty at all times during your stay. The Health Officer is located in the Health Office in the Camp Administration Building. The Camps have arrangements with a local clinic nearby and have access to an ambulance service and hospital in the event of an emergency.

Medical Emergencies

In the unlikely event of a medical emergency while at camp:

Camp Royaneh, the patient will most likely be transported to Russian River Health Center. Urgent Care cases will be sent to Urgent Care clinics in Santa Rosa.

Camp Wolfeboro, the patient will most likely be transported to Mark Twain Medical Center in San Andreas, CA. Urgent Care cases will be sent to Urgent Care clinics in Arnold or Angels Camp.

Wente Scout Reservation, the patient will most likely be transported to Howard Memorial Hospital in Willits, CA. Urgent Care cases will be sent to Urgent Care in Willits.

Medications

The Boy Scouts of America National policy states:

“All prescription drugs (including those needing refrigeration) are to be kept in locked storage and in compliance with local & state laws. An exception may be made for a limited amount of medication to be carried by a Camper, leader, parent, or Staff member for life-threatening conditions, including bee-sting or heart medication, & inhalers, or for a limited amount of medication approved for use in a first aid kit.”

All medications taken at Camp should be listed on the Annual Health and Medical Record and need to be available during the health screening. Lockers for Unit use will be provided in the Camp Health Lodge. The Unit leader will be given the combination to the locker. Adult Unit leadership will be responsible for seeing that the Scouts needing medication in their Unit take the necessary medications at appropriate times in correct doses. Medications must be recorded in the provided log. This log must be left in the locker at the end of the week.

Access to the lockers will be open 24/7 while Camp is in session to allow access to your Unit locker. Non-prescription medications must be kept under the supervision of the Adult Leaders.

Dietary Needs

See Dining Hall on Page 14.

Special Needs

Unit leaders should understand the limitations and strengths of the Scouts in their charge. In some cases, leaders may need additional guidance regarding the extent of appropriate physical activity from the Scout's health-care provider, physical therapist, or teacher, in addition to the parents or guardians. Where a Scout is known to have special needs, it is essential that their Annual Health & Medical Record accurately reflect that condition. Likewise, the camp experience should not be an opportunity for a “medication vacation” – the Scout should maintain the normal prescribed medication while at camp to ensure a positive experience for the Scout and others at camp.

Many Scouts with disabilities can accomplish the basic skills of Scouting, but they may require extra time to learn them. Working with these Scouts can require patience and understanding on the part of unit leaders and other Scouts. A clear and open understanding should exist between the unit leadership and the parents or guardians of a Scout with a disability.

Scouts with special needs will be given opportunities to camp, hike, and take part in other unit activities based on their capabilities and safety. Using accessible facilities is an invitation for Scouts with special needs to feel welcome and able to fully participate. Camp operations may be able to work with the unit leadership to design a program for Scouts with special needs if given adequate advance notice. Please provide the camp staff of your destination camp with as much advance notice as possible, so we can work together to provide the best possible experience for your Scouts. You can connect with them through our Camping Department Coordinator (Melissa.Yarns@scouting.org).

Insurance

The BSA's Annual Health and Medical Record form requests personal health & accident insurance carrier and policy number. This information is needed in the event someone has a life-threatening condition and is taken to the hospital and the emergency contact person cannot be reached. Doing so meets requirements set by the BSA's insurance provider.

All Units attending camp must be covered by accident insurance.

Drugs, Alcohol, & Tobacco

Prescription drugs must be checked in to the Camp Medic. Non-prescription medications (aspirin, cough syrup, etc.) may be used only with the approval of the Camp Medic. Local authorities will deal with those using illegal substances at camp. Alcoholic beverages are not allowed in camp! Anyone in possession of, or under the influence of, alcohol will be escorted from camp immediately.

Smoking/Vaping Policy—All buildings and facilities are designated as nonsmoking facilities. Smoking or vaping is not permitted anywhere in camp. All activities will be conducted in a smoke-free environment.

If any Adult must use tobacco, they may do so ONLY in the designated smoking area.

Safety

Emergency Procedures

In the event of an emergency, notify a member of Camp Staff immediately. Do **NOT** attempt to deal with the emergency yourself, regardless of the situation. If the situation seems at all dangerous, as in the event of wildfire, the priority is to evacuate all Scouts and Leaders from the immediate area. For all emergency assembly purposes, a siren will sound, fire bell rung, and ALL Campers should report immediately to the Camp Assembly Area to await further instructions. When your Troop arrives at the Assembly Area, take roll using your Final Troop Roster. A key member of the Staff will ask for a Troop Roll Call. If anyone is missing, Camp Staff or appropriate Emergency Personnel will initiate a search. More information on emergency procedures will be available on your first day in Camp.

Emergency drills are held during each session of Camp. When the alarm sounds, all Scouts and Adult Leaders are to report immediately to the designated assembly area.

Fire Safety

National Camp Standards require that each Unit post a completed Unit Fireguard Chart in their Campsite. These forms will be posted on your Campsite's bulletin board prior to your arrival.

Each Campsite has buckets, a shovel, and a rake. Do not remove these tools from your Campsite. Proper means of extinguishing fires should be on hand at all times. In case of extreme fire danger, the California Department of Forestry may temporarily suspend our Campfire permit.

Liquid or propane fueled stoves or lanterns are to be operated only under direct Adult supervision. Any large quantity of fuel must be stored with the Camp Ranger.

Extreme caution must be taken whenever an open flame is involved. Camp can be a very hot and dry tinderbox during the summer. Be sure that all lanterns used are of approved status.

Fireworks of any kind are illegal and strictly prohibited in Camp. Possession of fireworks will be grounds for immediate dismissal from Camp property and could result in criminal prosecution.

Campfires

Fires are permitted only in each Campsite's fire ring and should never be left unattended. Fires should always be under the supervision of an Adult Unit Leader

Fuels

All liquid fuels for stoves present a potential safety and fire hazard. Only adults, or older youth under the supervision of an adult, may use liquid fuels in camp.

All extra fuel not used for meal preparation must be checked in with the camp leadership upon arrival for storage in the secured camp fuel locker.

Program Safety

Aquatics

All Scouts and Adult Leaders are required to take the BSA Swimmers Test before participating in any aquatic activity, no exceptions. Waterfront is off-limits when no Staff is present. No swimming is allowed anywhere other than the official Waterfront.

Shooting Sports

Permission from a parent or guardian is required for Scouts to shoot at any of our Camp ranges. Four (4) copies of the Firearms Permission Slip are required. The blank form can be found in the Appendix.

ALL personal firearms, ammunition, and archery equipment are prohibited in Camp.

Red Flags are used to designate a Shooting Range

- If the flag is **DOWN**, the range is closed - - **DO NOT ENTER!**
- If the flag is UP, staff is present, and the range is Open
- Yellow rope or caution tape designates a restricted area - - **DO NOT CROSS!**

Scouts may bring their own eye and ear protection for use at the shooting ranges.

Personal Safety

- Closed toe shoes are required throughout all Camps. The ONLY exception is inside the pool or Waterfront areas.
- Travel only on designated trails.
- Report safety issues to the Camp Office immediately.
- All Camps operate on the buddy system. Scouts need to have a buddy in program areas, on hikes, and in any other activity they are participating.
- Initiations and/or hazing are strictly forbidden by BSA National Council Policy.
- Non-prescription drugs and alcohol have no place in Camp and are prohibited at all times.
- No flames of any kind are allowed in tents or outside a designated fire ring at any time.
- Fireworks are prohibited by County and State law at all of our Camps.
- Pets of any kind are not permitted at any Camp.

Personal Projectile Throwers

Please leave all personal bows, firearms and ammunition at home! For the safety of Camp participants and to be in line with Camp Standards, our Shooting Sports Director must secure ALL designated Firearms on property.

If personal bows, firearms, or ammunition find their way to camp, they must be checked in with the Shooting Sports Director who will safely store them on the Range until checkout.

Knives

Knives may be necessary in the successful completion of an activity. For these activities, Totin' Chip training is available. All Scouts who carry knives or use other wood-cutting tools must carry their completed Totin' Chip card with them. NONE of the programs offered at camp require the use of a knife with a blade longer than four inches.

Under NO CIRCUMSTANCES are SHEATH KNIVES NEEDED or ALLOWED for participation in the camp programs. Knives of that type will be confiscated for the duration of the week.

Plants and Animals

While most of the animals we have at Camp are harmless, there are some to be very cautious around. **Rattlesnakes** and **cougars** occasionally make their way into Camp. **Yellow jackets, scorpions, ticks, and spiders** can be found lurking just about anywhere; all of them bite or sting and are, in general, very annoying. Instructions on how to deal with each of these will be given at Camp.

Camp Wolfeboro has a real possibility of **bears**. Each Campsite is supplied with a heavy-duty bear locker. Full "smellable" precautions should be taken at all times as bears do make their way into camp from time to time. Each evening, all trash should be removed from Campsites and deposited in the appropriate location behind the Dining Hall. No food in any tents, as even mini bears (chipmunks and ground squirrels) can do considerable damage to tents and other equipment when searching out food.

Camp Royaneh and Wente Scout Reservation have the perfect climate for growing **Poison Oak**, and we have some nasty patches around. Make sure your Scouts and Adult Leaders know what it looks like (after all, it's an advancement requirement). If you need help just ask a Staff member to point some out.

Valuables

None of the Golden Gate Area Council Camps are responsible for the safety of campers' valuables. Leave unnecessary valuables at home; this includes items of sentimental value, such as a compass that has been handed down from father to son. Scouts should not take certain items (jewelry, money, etc.) to the aquatics or high adventure program areas. Some troops bring a "lock box" to store valuables for scouts at camp, but they need to be secured.

Lost & Found

Prior to coming to Camp, Scouts are strongly encouraged to clearly mark all personal items with their name and Troop number for easy identification. Should a Scout inadvertently bring a valuable item, it can be locked inside the Camp Office. Each Camp has a Lost and Found located in the Administrative or Program Office. Describe your lost valuables to the Camp Administration to retrieve them. The Golden Gate Area Council, BSA is not responsible for lost or stolen items at Camp.

Camp Royaneh's Lost & Found, the "Honor Box" is the large metal box to the right of the Trading Post. Place clothing or other items in this box. Any items of value — knives, watches, etc. should be turned in to the Camp Office for safekeeping.

Camp Wolfeboro's Lost & Found is kept up in the Program Office. Please talk with a staff member to retrieve an item.

Wente Scout Reservation's Lost & Found is kept at the Trading Post. Items left in program areas will be turned in if not claimed by end of day.

Damaged Equipment

Each unit is responsible for taking care of camp equipment that has been issued for their use. If this equipment is damaged, the individual or unit is responsible for cost of repairs or replacement at the discretion of the Camp Director.

General Merit Badge Information

A Merit Badge is recognition for what a Scout has learned and done. The Merit Badge program was designed to help Scouts become familiar with their world and stimulate interest in new subject areas. Furthermore, the program was designed to get Scouts out to meet new people in their community and gain a working knowledge of a given topic.

To earn a Merit Badge at Camp, a Scout must complete the requirements of that badge. A Scout must demonstrate the required knowledge to earn the badge, but we will give them every opportunity to satisfy the requirements they need. Simply showing up to each session does not earn the merit badge, and active participation is required. Completing a Merit Badge certifies the Scout's knowledge.

If the Scout does not complete the requirements, the Scout will not receive the Merit Badge (see Partials Policy). The responsibility for completing these requirements lies solely with the Scout.

Blue Cards

The Camp staff will utilize Black Pug for all merit badge tracking and your online access will allow you to print or re-print your own blue cards at home. Each camp will issue the blue card for each newly started merit badge. The unit leader can pick up signed cards on Friday for review, and corrections will be made Saturday morning during checkout.

Wente Scout Reservation Note: Corrections are done on Friday evening.

Partials

There are many badges that have requirements that cannot be completed at Camp. Some of these are due to time requirements, and others simply cannot be done in a summer Camp setting. It is the policy of the National Council of the Boy Scouts of America that there is no time limit (other than the Scout's 18th birthday) on a Scout completing a Merit Badge after receiving a partial. All Golden Gate Area Council Camps will honor partials regardless of date or location that requirements were completed. Counselors will ask Scouts to review requirements already signed off to ensure that they are able to properly complete the Merit Badge. It is necessary for Scouts to bring the Merit Badge blue card partial to Camp.

Prerequisites

In some cases, there are requirements cannot be completed at Camp, such as the time-bound requirements for certain merit badges. Many of these requirements can be completed before a Scout arrives at Camp. A Scout should contact a Merit Badge counselor for that badge, go over the work they have done, and bring a partial to Camp with them. To sign-off prerequisites, Camp counselors will need a partial from a Merit Badge counselor or a note from the Unit leader.

Camp Royaneh Program

Your program should be based on the needs and desires of the individuals in your unit. To ensure your unit's needs are met, we suggest that your unit have each youth decide, in advance, all the merit badges and other advancement and activities they want to do. Merit badge sign-ups will be accessed through <https://scoutingevent.com/023-royaneh2021>. The list of merit badges offered at Camp Royaneh with prerequisites and the tentative schedule are located on Pages 33-34 and Pages 35, respectively.

Aquatics

Merit Badges

Canoeing

Lifesaving (Not offered 2021)

Swimming

Special Programs

Beginner Swim—This session helps scouts learn the strokes necessary to pass the BSA swim test.

Big Splash Contest—Can you cannonball and soak everyone? Do you have the best dive? Compete against the rest of camp Friday at 3:30 pm during the Big Splash Contest. Categories for Scouts and Scoutmasters alike!

Mile Swim BSA—Scouts and Scouters need to be in good physical shape to complete the rigorous requirements of this award. Before swimming the mile, all participants must attend 4 training sessions. The mile swim will generally take place on Friday morning. Please see the Aquatic Director to arrange conditioning times.

Polar Bear Pewter—Be at the pool by 6:30 am Tuesday and Thursday to prove you can survive the icy waters of Royaneh and be one with the polar bear.

Safe Swim Defense and Safety Afloat—All Scoutmasters should attend this short informational class. It is a requirement for Troop swims or other Troop aquatics activities. You don't have to get wet!

Science of Swimming—**NOT a Merit Badge (NEW)** Come learn about the science behind swimming faster and stronger. This is intended for advanced swimmers (completed Swimming Merit Badge).

Snorkeling—Discover the world below the water! Snorkeling is Tuesday and Thursday at 7 pm.

Baden-Powell

Designed to offer First-year Campers an opportunity to work towards First Class rank while still experiencing all aspects of Camp Royaneh's programs. Staff will guide them through requirements for rank advancement. The Scout will be taught the skill and then tested. If the scout is successful, he or she will be signed off on a requirement card that he or she submits to the troop leadership. We highly recommend that troop leadership then test him before officially signing off on a requirement in his handbook.

The Baden-Powell staff can verify that a Scout has learned a skill, but the troop will have the ultimate authority to determine if the Scout has "passed the test". Similarly, our staff cannot sign off requirements that only can be completed in a troop setting (attending troop or patrol activities, etc.). This program area emphasizes the use of the EDGE method.

Scouts can work toward a rank in one of two ways:

- Attend the session that pertains to the rank you are working on if you have started or have most of the requirements to fulfill, or
- Attend the skill session in the afternoon if you only have a few requirements to complete a rank. The skills session will address specific topics on specific days, but Scouts may also attend and work on whatever requirements they choose

Session Information

Rank	Limit	Reqs. Covered	M	T	W	Th	F	Other Information
Tenderfoot	20	1c, 3a-d, 4a-d, 5a-c, 7a, 8, 9	1c, 5a-c, 9	4a-d	7a	3a-d, 8		
Second Class	20	1b, 2 a-d, 2f-g, 3a, 3c-d, 4, 5a-d, 6a-e, 9a-b, 10	1b, 6a-e	2a-d, 2f-g	3a, c, d, 4,	5a-d	9a, 9b, 10	Thursday is Pool Day
First Class	20	1b, 2a, 3a-d, 4a, 5a-d, 7a-b, 6a-d	1b, 2a, 5a-d	3a-d	7a, c-e, 3d cont	4a	6a-d	Friday is Pool Day

Special Programs

Baden-Powell Campfire—There is a special Campfire on Monday evening for First-Year Campers only. This Campfire takes place at 7:15 pm and will NOT interfere with the regularly schedule troop Campfires. This is open to all First-year Campers, regardless of whether or not they have participated in the Baden-Powell classes.

The Robert Baden-Powell Pewter—Throughout the week, a variety of activities exist in the Baden-Powell area, designed to help new Scouts acclimate into Camp. Complete various activities at Baden Powell and also work on advancing their own Scout skills and knowledge; they will be rewarded with a Campaign Hat Pewter. The activities are:

- *Tuesday* – Baden-Powell Dinner (either participate or be a volunteer organizer) Volunteers must talk to instructors by 3:45 pm the day of the Dinner. **(NOT Offered in 2021)**
- *Wednesday 3:30 pm* – Flag Ceremony Training – An opportunity for the scouts to learn how to do a proper flag ceremony. Once they raise and lower the flag to instructors' satisfaction, they will earn this requirement.
- *Thursday* – 5 Mile – 2nd Class hike (will stretch through dinner, so we will pack a bag lunch earlier in the day)
- *Friday* – Scouting Quiz (Are You Smarter Than Your Tenderfoot?)

Baden-Powell Dinner—Scoutmasters are invited to a special dinner Tuesday night, prepared by Scouts in their Troop who are working on their Tenderfoot rank. **(NOT Offered in 2021)**

Open Skills—Wednesday, Thursday, Friday 7:00-8:15 pm

Scout Class—Thursday, Friday 7:00-8:15 pm

Scoutmaster Training—Thursday, Friday 7:00-8:15 pm

COPE & Climbing

The **Challenging Outdoor Personal Experience** is a program designed to promote teamwork, self-confidence, and the development of problem-solving skills. Scouts (and a special Scoutmaster team)

can work together to overcome a variety of personal and team challenges and obstacles. Designed for the older Scouts in the troop, participants can build self-esteem in one of the following COPE programs:

Merit Badges

Climbing

Special Programs

Project COPE—**(NOT Offered 2021)** For Scouts over age 13, this week-long course begins with challenging initiative games, progresses through low-course activities, and culminates in a high-course event. This course is designed to help build teamwork and leadership skills, as well as to challenge Scouts to overcome personal fears. Session limit: 12 Scouts.

High COPE—This program is reserved for Scouts who are 15 and older or who have taken a COPE class before. This week-long course focuses more on challenging Scouts to push their personal boundaries and facing their fears, all the while cooperating with their team to overcome obstacles. Session limit: 12 Scouts.

Adult COPE—Designed for the Scoutmasters and other adult leaders accompanying the Scouts all week, Adult COPE focuses on pushing boundaries for those adults who feel they are up for a challenge. The course builds camaraderie between fellow adults and is an excellent way to do something fun and exciting while the Scouts are off earning their badges.

Each participant in a COPE course will receive an award celebrating his or her accomplishments.

Climb on Safely—Thursday 7:00 pm

Diamond R Corral

For all Rides and Merit Badges, please remember to wear long pants and closed-toed shoes.

Merit Badges

Animal Science (ODD) (NOT Offered 2021)

Horsemanship

Dog Care (EVEN)

Special Programs

Advanced Horsemanship (NOT a Merit Badge)—Reserved for the real cowboys of the Camp! This class begins where the Merit Badge left off. Scouts practice skills learned in Horsemanship and get plenty of riding too. Prerequisite: Horsemanship Merit Badge. Cost is \$25.

Trail Rides—A fantastic, relaxing, but exciting way to see the beautiful diversity of Camp Royaneh. Tickets are sold only at the Trading Post and will only sell one ride per person and you must purchase your own ride. All rides go on sale Sunday evening. Space is limited, sign up early.

Afternoon 1-hour trail rides. Cost is \$20.

Evening 1-1/2 hour trail rides. Cost is \$25.

Choose your Adventure Ride—Every twist and turn on this ride will provide a new adventure, for you and your fellow adventurers. Cost is \$20.

Dinner Ride—Scouts are invited to sign up to join the Corral Staff for a real western cookout. Meet at the barn and head out for a special ride which begins with a special western style meal. Cost is \$35.

Mountain Man Breakfast Ride—Take an early morning trail ride up to the rough and wild world of Mountain Man for a breakfast you won't forget! Cost is \$35 **(NOT Offered in 2021)**

Outpost Ride (Also a Pewter)—The Diamond R Corral Staff runs an exciting outpost ride to a remote corner of Camp Royaneh - Twilight Ridge. It begins in the early evening with an hour ride followed by a Chuck Wagon dinner and a night under the stars. In the morning, a one-hour ride will get riders back to Camp for breakfast. Cost is \$40.

Handicraft

Handicraft is an area in Camp where Scouts can learn to work with their hands, making woodcarving, leatherwork, and other art projects that they will be able to bring home at the end of the week. It's a great place for those Scouts who are detail-oriented, like creative expression, or who just want to have fun! Open Handicraft runs for two periods a day during which Scouts, and leaders alike, are welcome to come and work on independent projects.

Merit Badges

Art (EVEN)
Basketry

Leatherwork
Metalwork

Photography (ODD)
Woodcarving

Special Programs

Handyman Pewter—Create a project using the materials used in Handicraft. The project must be of good quality and could pass for a badge requirement. Open to all scouts and adult leaders. Projects made for merit badge qualify for this award.

Knife Master Pewter—Using your knife, you must cut the skin off an entire apple in one piece in under two minutes. Sounds easy, right? Become a Gold Knife Master if you can peel the apple in less than 1 minute!

Handyman of the Week—An award given to one scout each week that has demonstrated to the Handicraft staff that they are the handiest and most creative scout in camp.

Mountain Man Program

Come to the top of the Mountain if you seek adventure! This program is intended for Scouts and Adult Leaders of all interests, experience, and age.

Merit Badges

American Heritage (ODD)
Archaeology

Exploration
Indian Lore

Search & Rescue (EVEN)
Wilderness Survival

Special Programs

Black Powder Rifle Shooting—Pour in the powder, pack the .50-caliber ball, and test your skill with a muzzleloader, like the ones used throughout the Old West. (By BSA policy, Scouts must be 14 or older to fire muzzleloaders). Younger Scouts with interest are urged to come and learn the procedures and safety rules of shooting. The range features targets from easy to difficult, including a golf ball @ 40 yards. Tickets are available at the Trading Post.

Leader Blanket Shoot—Adult Leaders come up to the range for this special competition. To participate, you need to bring a craft you have made. It can be any type of craft, neckerchief slide, patch, etc. All crafts are placed on a blanket. A single elimination shoot-off will decide the winner. The winner gets first pick of the crafts, and everyone gets a prize.

Tomahawk Throwing—All Scouts are encouraged to try their hand at throwing the 'hawks in the traditional trapper style.

Tomahawk Competition Leaders and Scouts Team event—Friday 7:00pm-8:15 pm.

Leader Lunch—Adult leaders are invited to the Mountain Man area at 12:45 p.m. on Wednesday to enjoy a Dutch oven gourmet meal with the Mountain Men. Fun for all adults! **(NOT Offered 2021)**

Mountain Man Award—For the serious Mountain Maniac. To earn this prestigious award, see the Mountain Men during free time.

Nature

The name says it all! Come down to the Nature Glen to see our creatures and live specimens...and we're not just talking about the Nature Staffers.

Merit Badges

Astronomy

Bird Study (EVEN)

Environmental Science

Fish & Wildlife

Management

Forestry

Geology

Mammal Study

Nature

Oceanography

Plant Science

Soil & Water Conservation (ODD)

Sustainability

Space Exploration

Weather

Special Programs

The Nature Glen—Take a self-guided tour of the Glen during program time to experience live reptiles and amphibians, fascinating models, and informative displays.

Camp Nature Trail—A self-guided tour of Camp featuring a look at the myriad of plants and trees around Camp Royaneh. Guidebooks may be checked out at Nature Glen.

High Loop Nature Trail—Like the Cairn Trail, except there are no cairns, rather posts detailing interesting nature sights. There is a guidebook available to check out from the Nature Glen. All who complete the hike will receive a Pewter Oak Leaf.

Cairn Boot Award—Scattered throughout Camp Royaneh's forest are 24 mounds of rocks with coffee cans in the center. Grab a map from the Admin. Building, hike all the cairns, write your name on the pad of paper in each box, and then get your Scoutmaster's note verifying you have done them all. Place the note in the box in the Admin Building. Play fair, because the Nature Staff checks the cairns against the list in the box. People who finish the Cairn Trail will receive the Cairn Boot Pewter. If you pick up trash along the trail, you will receive the coveted Green Cairn Boot and the if completed alphabetically, the Orange Boot Pewter.

Order of the Rattlesnake—Gourmet Royaneh, camp-wide public service announcements, and other fun activities await those who feel they are worthy of being inducted into the Order of the Rattlesnake, the Nature Glen's highest honor.

Royaneh Institute of Knowledge (RIK)

The Royaneh Institute of Knowledge offers older Scouts the opportunity to work towards the rank of Eagle and the chance for those scouts who have "done everything at Camp" to expand their horizons. Come study government in Green Bar Grove or learn how to write a play or direct a movie in this exciting and engaging program area unique to Camp Royaneh.

Merit Badges

Citizenship in the Nation
Citizenship in the World

Communication
Music

Salesmanship
Theater

Special Programs

Camp Royaneh Restoration Project Pewter—In addition to numerous Eagle-required merit badges, RIK also offers a glimpse of Camp Royaneh and Scouting history through the Camp Royaneh Restoration Project! It's the single best way to learn about camp's long history while also giving back to the camp that's already given so much to us. Completing the Camp Royaneh Restoration Project will earn you the rarest pewter in camp! Meets nightly at 7 pm.

Scoutcraft

Merit Badges

Camping
Cooking
(NOT Offered in 2021)

Emergency Preparedness
First Aid
Orienteering

Pioneering
Signs, Signals & Codes

Special Programs

Scoutcraft Pewter—Can you complete a short orienteering course, carry out a Pioneering project, tie the eight basic Scout knots, and assist in teaching either the Totin' Chip or Firem'n Chit? Get a form in the administration building and complete the Scoutcraft Award!

Totin' Chip—Every evening except Wednesday the first 12 Scouts will learn basic knife, bow saw, and axe safety skills in Totin' Chip. Totin' Chip is also offered as part of the Baden-Powell program.

Firem'n Chit—Every evening except Wednesday. Designed to teach basic fire building and safety skills to Scouts and leaders.

Paul Bunyan Woodsman Award—An advanced axemanship course that requires 5 nights to complete. For older Scouts (14+) who want to learn more advanced woodsman skills. Long pants, boots, and Totin' Chip are required. It starts Sunday and continues all week.

Shooting Sports

All Youth who wish to enter any of the Shooting Ranges **MUST have a signed Firearms Use Permission Slip** (See Page 81).

Merit Badges

Archery

Rifle Shooting

Shotgun Shooting

Special Programs

Open Shoot Fees:

- **Field Sports tickets are \$1.00 each**
- **Rife: 1 ticket = 1 target and 5 shots per target**
- **Shotgun: 1 ticket = 1 clay pigeon, 1 shot per pigeon**

Open Rifle Shoot—Using the .22 rifles, Scouts will have an opportunity to shoot for the first time, practice for the Merit Badge, or just hone their skills.

Scout and Scoutmaster Rifle Competition—One Scout and one Scoutmaster from each Troop are invited up to the range to shoot for their Troop. The finest shooters in Camp will be presented with awards at Friday's Campfire.

Open Shotgun Shoot—Every evening the range will be open for Scoutmasters and Scouts over 13 years old and 100 lbs. Tickets must be purchased at the Trading Post before coming to the range.

Scout and Scoutmaster Shotgun Competition—Starts right at 7 p.m. Thursday night; one Scoutmaster and one scout from each Troop. Based on the elimination system, last shooter standing wins!

Open Archery Shoot—Instruction and target shooting at 20 yards is available for all ages at the range. This is the perfect time for beginners to learn to shoot. Open shoot often features imaginative archery games. All Scouts and leaders must use Camp Royaneh's archery equipment. Personal equipment should not be brought to Camp.

Archery Competitions—Weekly competitions will be held for both Scouts and leaders. Each Troop should send its best Scout and leader to compete against the other Troops. Top archers will be presented with an award at Friday's closing Campfire.

Daniel Boone Pewter—Shoot Shotgun, Rifle, Archery and Black Powder for score to earn the Daniel Boone Coon Skin Camp Pewter. Complete these tasks in one hour to earn gold!

Camp Royaneh Merit Badges

2021 Merit Badge Offerings

Merit Badge	Diff.	Fee	Limit	Age	Prerequisites	Information	Prog. Area
American Heritage	Hard		20		Highly recommend Req. 5b	Offered ODD years only.	Mtn Man
Archaeology	Hard		30		Req. 10	Requires extensive work outside session.	Mtn Man
Archery	Hard	\$20	16		MUST be able to pull a 25 lb. bow. (Sunday)	Fee covers kits for req. 2 & 3. May require extensive practice outside of Merit Badge. Older Scout priority.	Shooting Sp.
Astronomy	Hard		25			Requires observations outside session. Offered in combination with Space Exploration.	Nature
Basketry	Easy	\$20	25			Fee covers projects for Req. 3. Requires extensive time outside of Merit Badge.	Handicraft
Bird Study	Hard		30			Require observation time outside of Merit Badge. Offered ODD Years only.	Nature
Camping*	Med.		30		Req. 4b, 5e, 7b, 8d, 9a&b not covered.		Scoutcraft
Canoeing	Med.	\$20	8		Pass BSA Swim Test before start of badge.	Fee covers Field Trip. MUST be able to launch, carry & store boat with partner!	Aquatics
Citizenship in the Community*	Med.		20	14+	Req. 3, 4, & 7		RIK
Citizenship in the Nation*	Med.		20	14+	Req. 2		RIK
Citizenship in the World*	Hard		20	14+	Req. 7		RIK
Climbing	Hard		8				Climbing
Communication*	Hard		16		Req. 5 & 7	Requires extensive work outside session	RIK
Emergency Preparedness*	Hard		20		Reqs. 1, 2b&c, 8b	Must have First Aid to complete badge.	Scoutcraft
Energy	Med.		30				Nature
Environmental Science**	Hard		30			Requires observation time & extensive writing outside of Merit Badge.	Nature
Exploration	Hard		15			Requires overnight outpost.	Scoutcraft
First Aid*	Med.		20		Req. 5a & 7a		Scoutcraft
Fish & Wildlife Management	Easy		35			Requires observations outside session.	Nature
Forestry	Med.		30			Field Trip.	Nature
Geology	Med.		30			Field Trip. Requires collection & observation time outside of Merit Badge.	Nature
Horsemanship	Hard	\$25	TBD		5-ft or taller, limit based on # of horses	3-hr session. Must wear long pants & closed toe shoes every day.	Corral
Indian Lore	Med.	\$20	25			Fee covers all project materials.	Mtn Man
Insect Study	Med.		30		Req. 9		Nature
Leatherwork	Easy	\$25	20			Fee covers project kits for Req. 3 & 5c.	Handicraft
Mammal Study	Easy		30				Nature

Merit Badge	Diff.	Fee	Limit	Age	Prerequisites	Information	Prog. Area
Metalwork	Hard	\$20	10			3-hr session.	Handicraft
Music	Med.		25				RIK
Nature	Med.		30			Requires collection & observation time outside of Merit Badge.	Nature
Oceanography	Med.		30			Requires observations outside session.	Nature
Photography	Med.		20		Req. 1a (Must have current Cyberchip)	MUST bring own digital camera for use all week. May not share with others. Offered ODD Years only.	Handicraft
Pioneering	Med.		25		Working knowledge of Scout to First Class knots & lashings	Requires knot & lashing practice outside of Merit Badge.	Scoutcraft
Plant Science	Med.		30				Nature
Reptile & Amphibian Study	Med.		30		Req. 8	Requires observations outside session.	Nature
Rifle Shooting	Med.	\$40	8		Firearm Use Permission Slip	May require extensive practice shooting outside of Merit Badge.	Shooting Sp.
Salesmanship	Med.		25		Req. 5	Offered ODD years only.	RIK
Scouting Heritage	Med.		25		Req. 5		Baden Powell
Shotgun Shooting	Hard	\$50	14		Firearm Use Permission Slip	May require extensive practice shooting outside of Merit Badge.	Shooting Sp.
Signs, Signals & Codes	Easy		35			Offered ODD years only.	Scoutcraft
Soil & Water Conservation	Easy		30				Nature
Space Exploration	Med.		20				Nature
Sustainability**	Med.		30				Nature
Swimming**	Med.		15		Pass BSA Swim Test before start of badge.	Water is chlorinated.	Aquatics
Theater	Med.		25		Req. 1		RIK
Weather	Med.		30		Req. 9a on Sunday	Requires observations outside session.	Nature
Wilderness Survival	Med.		30			Requires building your own shelter & sleeping in it at Overnight Outpost	Mtn Man
Woodcarving	Hard	\$20	15		Totin' Chip (Sunday session if needed)	3-hour session. Fee covers project kits for req. 6 & 7.	Handicraft

2021 Camp Royaneh Merit Badge & Activities Schedule

MORNING PROGRAM

AFTERNOON PROGRAM

EVENING PROG.

9:30 - 11:00 AM

11 AM - 12:30 PM

2:00 - 3:30 PM

3:30 - 5:00 PM

7 - 8:15 PM

PROGRAM AREA	MORNING PROGRAM	AFTERNOON PROGRAM	EVENING PROG.
Aquatics	Science of Swimming	Canoeing (field trip Th)	Canoeing (field trip Th)
	Swimming	Swimming	Swimming
	Beginner Swim	Beginner Swim	Open Swim
	First Class	First Class	BP Skills Session
Baden Powell (1st Year)	Tenderfoot	Tenderfoot	Scouting Heritage
	Scoutmaster COPE	Climbing	High COPE
Diamond R Corral	Horsemanship 3hrs	Trail Ride (W/F 3:30-4:30pm)	Evening Ride (M/F 6:45-7:45pm)
	Mtn. Man Breakfast Ride (Th 6:30 - 9am)	Overnight Outpost Ride (T 5pm - W 7 am)	Dinner Ride (Th 5 - 6:30pm)
Handicraft	Leatherwork	Leatherwork	Basketry
	Metalwork (3hrs)	Wood Carving	Open Crafting
	American Heritage	Archeology	Black Powder Open Shoot
Mountain Man	Wilderness Survival	Wilderness Survival	Wilderness Survival
	Environmental Science	Astronomy & Space Expl.	Geology (field trip Th)
Nature	Fish & Wildlife/Mammal Sty	Environmental Science	Sustainability
	Soil & Water Conservation	Forestry (field trip Th)	Weather
Royaneh Institute of Knowledge (RIK)	Cit. in the Nation	Cit. in the Nation	Cit. in the World
	Cit. in the World	Communication	Communication
	Communication	Theater	Salesmanship
	Emergency Prep	Emergency Prep	Camping
Scoutcraft	First Aid	First Aid	First Aid
	Pioneering	Pioneering	Signs, Signals & Codes
Shooting Sports	Archery	Archery	Open Shoot
	Rifle Shooting	Rifle Shooting	Shotgun Shooting
Shotgun	Shotgun Shooting	closed	Shotgun Shooting

D I N N E R

L U N C H

L U N C H

L U N C H

L U N C H

Special Programs at Camp Royaneh

Chief's Room

This room has been set aside for Adult Leaders and Staff members only. Leaders may gather here in the evening for informal meetings and relaxation. The Chief's Room is also the setting for our daily Leader roundtables. There is also open wireless Internet access in the Admin. Building; we recommend that leaders take advantage of it in the Chief's Room. There are also electrical outlets in the Chief's Room that may be used to charge electrical devices.

The Order of the Arrow dedicated this room to the late, beloved naturalist Uncle Ed Dike, who made famous the expression "Have Fun in the Sun at Camp Royaneh!" It is also an informal museum of Royaneh history, and leaders are encouraged to bring Scouts in for a look at the many photos and displays.

Beach Themed Barbeque

Take a break from the meals in the dining hall and join us in the Amphitheatre for a Hawaiian themed dinner barbecue on Thursday! Feel free to wear surf shirts and board shorts, and make sure you bring the good vibes. Sit back, relax, and enjoy the great time. Evening colors follow the barbecue and are pleasantly informal.

Haunted History Hike

This hike will take Scouts and interested adults on an evening trek throughout Camp, hearing frightening ghost stories and Camp legends. (First years allowed only with permission from SPL)

Prestigious Pewter Awards Program

One of the unique aspects of Camp Royaneh is that we encourage Adult Leader participation in program! In many of our program areas we have awards for you the Adult Leaders! Earn the Scoutcraft Award, Order of the Rattlesnake, High Loop Nature Trail, Mountain Man Award, Daniel Boone Award, and many more!

Special Awards

Spirit Troop—To encourage excellence in Troop participation, and to promote Scout Spirit, we have developed the Spirit Troop of the Day program. The Spirit Troop of the Day is awarded to the Troop that receives the highest rating in several categories. A Troop can only receive the award once during their week at Camp. The Spirit Troop of the Day will take possession of the coveted Camp Royaneh Spirit Stick and will lead the Camp in flag ceremonies and grace at meals on the day it is chosen.

Criterion for Judgement:

- Appearance: Are the Troop members and Adult Leaders consistently dressed in their Troop's Uniform? Do they look clean and sharp?
- Spirit: Does the Troop do Troop yells in the Dining Hall? Do the Scouts show Scout Spirit?
- Campsite: Is the unit Campsite neat and tidy? Are the cabins and tents kept in order?
- Sportsmanship: Is the Troop participating in Camp-wide events and activities? Do the Troop members behave in a Scout-like manner?

Trail of the Thunderbird

A program designed to ensure that every Scout gets the most they can out of the Royaneh program. Scouts participate in this program by doing activities in a variety of program areas. The participation requirements become more difficult as the Scouts get older. A Scout who completes the requirements

for their year will be awarded a special neckerchief. Scouts can only earn this prestigious award once a year. First-year Scouts who have completed all First-year requirements will be recognized at a special First-year Campfire Thursday night. All other Scouts will be recognized at the closing Campfire Friday night. Scouts who earn the award should also stop by the Trading Post to pick up a certificate. Scoutmasters will be asked to stop by the Trading Post and reimburse the Camp for the award's cost, just as they would for a Merit Badge or other emblem. The cost is \$15.

1st Year Campers—Do seven of the following:

1. Take a Swim Check
2. Be a waiter
3. Earn Totin' Chip
4. Attend the Baden Powell Campfire
5. Shoot at the Archery Range
6. Shoot at the Rifle Range
7. Go on a Trail Ride
8. Participate in Polar Bear
9. Earn Swimming Merit Badge, or go to swim instruction
10. Join the Order of the Rattlesnake or participate in a Nature Glen Activity.
11. Work on rank at Baden-Powell

2nd Year Campers—Do seven of the following:

1. Take a Swim Check
2. Be a waiter
3. Throw a tomahawk
4. Hike the High Loop Nature Trail
5. Make a Handicraft project
6. Groom, feed, and water a horse
7. Shoot for score at the Rifle Range
8. Earn Firem'n Chit
9. Pick-up 20 pieces of litter and bring them to the Trading Post
10. Demonstrate tying the 8 basic knots to the Scoutcraft Staff

3rd Year Campers—Do seven of the following:

1. Take a Swim Check
2. Be a Waiter
3. Earn the Scoutcraft Award
4. Feed horses in the morning and in the evening, or help with barn chores
5. Earn an Eagle-Required Merit Badge
6. Earn Rifle Shooting or Shotgun Shooting Merit Badge
7. Participate in a Conservation project
8. Participate in COPE
9. Help a Scout with learning First Class skills

4th Year Campers—Do seven of the following:

1. Take a Swim Check
2. Be a Waiter
3. Complete the Cairn Trail
4. Earn Horsemanship Merit Badge, or go on an outpost or breakfast ride
5. Shoot black powder
6. Earn BSA Lifeguard
7. Earn Paul Bunyan Award, or participate in a Pioneering project
8. Help lead a Troop Campfire
9. Participate in High COPE or Scoutmaster COPE

Complete the Following Mandatory Item:

Complete a Service Project given by the Program Director or Commissioner

Camp Royaneh Weekly Schedule

Time	Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday	
6:00	Have ready upon arrival: - Annual Health & Medical Record with all Medications in original containers - COVID Forms * Firearms Permission Slips	BSA Mile Swim (must bring a buddy to be your Lap Counter on Friday)						
6:30			Polar Bear Swim		Polar Bear Swim & MM Breakfast Ride			
7:00		Reveille	Reveille	Reveille	Reveille	Reveille	Reveille	
7:30		Waiter Call	Waiter Call	Waiter Call	Waiter Call	Waiter Call	Waiter Call	
7:45		Morning Colors	Morning Colors	Morning Colors	Morning Colors	Morning Colors	Morning Colors	
8:00		Breakfast	Breakfast	Breakfast	Breakfast	Breakfast	Breakfast	
8:30		Campsite Cleanup	Campsite Cleanup	Campsite Cleanup	Campsite Cleanup	Campsite Cleanup	Campsite Cleanup	Merit Badge Makeups
9:30		Morning Program Begins	Morning Program Begins	Morning Program Begins	Morning Program Begins	Morning Program Begins	Morning Program Begins	Troop Check-Out by 10:00am
11:00	Staff Meeting	Adult Leader Roundtable	Adult Leader Roundtable	Adult Leader Roundtable	Adult Leader Roundtable	Adult Leader Roundtable	Staff Off-Duty	
12:30	Troop Check-Ins Noon-2pm * Camp Tours * Medical Check * Swim Checks * Set-up of Campsite	Waiter Call	Waiter Call	Waiter Call	Waiter Call		Travel Home Safely! See You next Summer! Early Arrivals allowed in Camp	
12:45		Lunch	Lunch	Lunch Mountain Man Lunch	Lunch Adult Leader Lunch	Lunch		
1:15		SPL Meeting	SPL Meeting	SPL Meeting	SPL Meeting	SPL Meeting		
2:00		Afternoon Program Begins	Afternoon Program Begins	Afternoon Program Begins	Afternoon Program Begins	Afternoon Program Begins		
3:30				Rifle Competition (3:30-5 PM)	Archery Competition (3:30-5 PM)			
4:00	SM Meeting Amphitheater							
5:00		Afternoon Program Ends	Afternoon Program Ends Corral Outpost leaves	Afternoon Program Ends	Corral Dinner Ride (5-8 PM) Beach BBQ @ Amphitheater Evening Colors 6:45	Afternoon Program Ends	Come visit Camp in the off-season for: * Family Camp * Troop Campouts * Good Turn Weekend * Work Parties * Shooting Sports Day	
5:30	Waiter Call	Waiter Call	Waiter Call	Waiter Call		Afternoon Program Open Ranges		
5:45	Evening Colors	Evening Colors	Evening Colors	Evening Colors		Evening Colors		
6:00	Dinner	Dinner	Dinner	Dinner		Dinner		
7:00	Evening Program Begins	Evening Program Begins	Evening Program Begins	GLADIATORS	Evening Program Begins	Tomahawk Comp Adult Leader Hike SM Blanket Shoot MB Makeups		
7:45	SPL Meeting (Chief's Room)	B-P Campfire @ Flagpole	Adult Leader Hike Competition Night		B-P Scout/SM Game Show SM Shotgun Competition			
8:15	Evening Program Ends	Evening Program Ends						
8:45	Opening Campfire	Troop Campfires	Competition Night	Troop Campfires Haunted History Hike Wilderness Survival Outpost	Troop Skit Night	Closing Campfire	Remember to submit your Stake-A-Claim for 2022!	
10:00	ALL QUIET - - All Scouts in Campsite with Two-Deep Leadership - - LIGHTS OUT							
	SM Social							

Camp Royaneh History

Camp Royaneh was founded in 1925 by Raymond O. Hansen in order to provide a safe yet exciting wilderness experience for Scouts from San Francisco. Since then, Camp Royaneh has welcomed over 100,000 Scouts and Scouters from all over the United States, as well as Japan, England, China, and other nations.

The Camp's success is largely due to a wonderful tradition of excellence that has spanned over 95 years, and which has singled out Camp Royaneh as one of the oldest and most widely attended Scout Camps West of the Mississippi.

Royaneh's greatest asset is its setting. With a wide variety of plant and animal life, ranging from deep redwood forests to lush meadows spotted with oaks, its natural beauty is certainly impressive. Add premier facilities and an experienced, dedicated Staff educating Scouts to experience a wide variety of programs, and you've got a great summer week away for your Scout Unit.

Camp Royaneh is located along Austin Creek, on what was once the Watson Ranch. Raymond O. Hansen who was the first Camp Director, bought the property and moved the "San Francisco Scout Training Camp" from its site near Cazadero to its present location in 1925, and he named it Camp Royaneh. In the early years, Camp Royaneh was for Scouts from the city of San Francisco only. Scouts would sign up individually for Camp and would take a ferry and a series of trains to the Watson and then Royaneh train stations where every Scout would hike up the hill to Camp.

Camp Royaneh thrived through the years and has seen its share of memorable characters including the likes of Ralph Benson, Powder River Joe, Uncle Ed Dike, and Bob Anino. Each one of these men, and many others, has left their mark on Camp Royaneh. From its early founders to its current dedicated Staff, Camp Royaneh has welcomed countless Scouts and Scouters.

Camp Wolfeboro Program

Camp Wolfeboro's Staff is proud of its location in the heart of the Sierra Nevada mountain range on the shores of the Stanislaus River. This location allows Scouts to fully experience the "Outing" in Scouting. Along with its ideal setting, Camp Wolfeboro's program offers a wide range of activities with a flexible schedule for all individuals. Advancement opportunities abound but be sure to join in other adventures that camp has to offer. The experience at camp is not complete without doing several special activities.

Your program should be based on the needs and desires of the individuals in your unit. To ensure your unit's needs are met, we suggest that your unit have each youth decide, in advance, all the merit badges and other advancement and activities they want to do. Merit badge sign-ups will be accessed through <https://scoutingevent.com/023-wolfeboro2021>. The list of merit badges offered with prerequisites and the tentative schedule are located on Pages 44-45 and Pages 46, respectively.

It is beneficial for your unit to plan ahead for the High Adventure and other unit activities that the Scouts want to do. These activities are filled on a first come, first served sign-up basis due to limited space for several of them. The most valuable summer camp experience is a blend of activities for the individual Scout and the scout's buddy, patrol, and unit. The following pages contain a list of program features offered in the different areas of Camp Wolfeboro.

Eagle's End

In this program area, Scouts can expect to be engaged in discussions on community functions, speech and debate topics, and government at the local, state, federal, and international level. Eagle's End works to develop good citizenship in scouts while offering fun and engaging activities.

Merit Badges

American Heritage (ODD)

Architecture

Citizenship in the Community, Nation, and World

Communication

Crime Prevention

Inventing

Personal Management

Public Speaking

Scouting Heritage (EVEN)

Ecology & Conservation

One of the most exciting areas in camp is the Ecology and Conservation area because it is always changing, just like nature. The top-notch staff will help the youth complete their merit badges. We have a unique opportunity to learn about all that nature has to offer here on the beautiful shores of the Stanislaus River.

Drop by the Nature Lodge to view their displays or ask any questions you have about the natural world. All youth are encouraged to work on or take part in camp conservation projects. There might even be some on-going projects that will be tackled by more than one unit throughout the summer. Night hikes are a way to experience the outdoors—can you navigate by the stars or stalk owls?

Merit Badges

Archaeology

Astronomy

Bird Study

Environmental Science

Fish & Wildlife

Management

Forestry

Geology

Insect Study

Mammal Study

Nature

Nuclear Science

Oceanography

Plant Science

Reptile & Amphibian Study

Soil & Water Conservation

Weather

Handicraft

The Handicraft Area is an excellent place for your first-year campers! In this area, Scouts can earn the more artistic merit badges while having fun at the same time. The Handicraft Area also hosts a themed party, the Indian Lore Campfire, and many other activities.

The Handicraft Area will also help you build camp projects. You will find paint for signs, woodcarving tools for your neckerchief slide, and leatherworking tools for a new ax sheath.

Merit Badges

Art

Basketry

Chess

Indian Lore

Leatherwork

Music

Photography

Textile

Theater

Wood Carving

Scoutcraft

Scouts will learn to find their way using map and compass, learn to tie knots and lashings, and perfect their camping and survival skills.

Merit Badges

Camping

Emergency Preparedness

First Aid

Fishing

Geocaching

Orienteering

Pioneering

Signs, Signals, and Codes

Wilderness Survival

Shooting Sports

Every Scout wants the chance to do some shooting and show off his skill with a .22 rifle, shotgun, or the bow and arrow. Shooting sports will discipline the mind and the body, so just relax and have a great time. Tickets for shotgun and .22 rifle targets must be purchased at the trading post.

Camp Wolfeboro has excellent instructors who are more than willing to go the extra mile to help campers be successful. As with all program areas, the main aspect of the shooting ranges is **safety**. The rules may seem strict at times, but they ensure a fun, safe area that everyone can enjoy.

All Youth who wish to enter any of the Shooting Ranges **MUST have a signed Firearms Use Permission Slip** (See Page 81).

Merit Badges

Archery

Rifle Shooting

Shotgun Shooting

Special Programs

Troop Shoot—Troop shoots are an hour-long, during the lunch or dinner hour that your troop is not eating. Sign-ups are on a first-come, first-serve basis.

Also, visit the Archery range and try tomahawk and knife throwing!

Summit

One of the highlights of Camp Wolfeboro is our expansive rock-climbing program. Our location in a granite valley allows us to have three separate natural outdoor rock walls that we are able to safely use.

Merit Badges

Climbing

(A parent's signature on the standard release section of the Health form gives permission for rock climbing.)

Special Programs

3-Day Wilderness Trek—This exciting program is geared for older Scouts. They will leave Tuesday morning and return to camp on Thursday morning. All troops wanting to participate in this program must bring at least one adult leader from their unit. Units will determine their itinerary and our staff will provide your guide and food for the trip.

We recommend you bring items for the type of Trek you desire. **Wolfeboro Wilderness Trek Registration is now online with your Unit Registration and must be completed with Merit Badge sign ups at least two (2) weeks prior to attending camp.** Since participants are on the trail, they won't be able to participate in some in-camp activities.

Sourdough Hike—The 49ers called prospectors who traveled from camp to camp "Sourdoughs". At least twice a week, the staff leads Scouts on this 2.5-mile hike, designed to teach basic backpacking and camping skills to your first-year campers. Please pre-enroll with your Unit Merit Badge Registration online prior to camp.

The Scouts will hike out of camp up the Highland Creek trail to Greenwater. Here they will prepare a meal on backpack stoves, try out some Scoutcraft skills, take a swim, and have a rousing campfire topped off by a Dutch oven dessert prepared by the staff guides. Any unit that sends Scouts must also send at least one adult. We recommend you bring the following items:

Backpack	Sleeping Bag	Ground Cloth	The Ten Essentials Water (2-L min)
Mess Kit	Appropriate footwear and clothing		

Trailhead

Camp Wolfeboro has knowledgeable staff at the Trailhead Center who will augment your troop leadership in addressing the advancement needs of younger Scouts.

Your Scouts should plan to spend a minimum of two hours per day at **Trailhead** depending upon the advancement needs. Those Scouts who need just a few requirements to First Class should make arrangements with Trailhead Staff.

When each Scout enters Trailhead, the staff will guide them through requirements for rank advancement. The Scout will be taught the skill and then tested. If the scout is successful, he or she will be signed off on a requirement card that he or she submits to the troop leadership. We highly recommend that troop leadership then test him before officially signing off on a requirement in his handbook.

Trailhead can verify that a Scout has learned a skill, but the troop will have the ultimate authority to determine if the Scout has "passed the test". Similarly, our staff cannot sign off requirements that only can be completed in a troop setting (attending troop or patrol activities, etc.) all while utilizing the EDGE method.

Session Information

Rank	Limit	Requirements Covered at Camp	M	T	W	Th	F	Other Information
Scout	20	1a-f, 2a-d, 3a (discussed), 4a-b, 5	5	1a-f	2a-d, 3a	4a-b		Will earn Totin' Chip during Monday session.
Tenderfoot	20	1c, 2c, 3a-d, 4a-c (d discussed), 5a-c, 7a, 8	5a-c	3d	4a-d	1c, 2c, 7a, 8	3a-c	Will earn Totin' Chip during Tuesday session.
Second Class	20	1b, 2a-c, 2d (discussed), 2f-g, 3a, 3c-d, 5a, 5d, 6a-e, 8b, 9a-b	2f-g, 5a, 5d	1b, 3a, 3c-d	2a-d	6a-e	8b, 9a-b	Will earn Firem'n Chit during Wednesday session
First Class	20	1b, 3a-d, 4a, 5a-d, 6b, 7a-d, 7f,	6a, 7d, 7f	3a-d	7a-c	5b-d	4a, 5a	Orienteering course on Friday

Waterfront

The Wolfboro Waterfront is positioned along an improved section of the North Fork of the Stanislaus River. Non-swimmers and beginning swimmers can take advantage of our wading areas and Beginner Swim instruction. You must pass the basic BSA swim test at camp as a prerequisite for all aquatics activities—whether they are merit badges or recreational activities.

Merit Badge Programs

Canoeing

Lifesaving (Not offered in 2021)

Rowing

Swimming

Special Programs

Mile Swim BSA—Scouts and Scouters need to be in good physical shape to complete the rigorous requirements of this award. Before swimming the mile, all participants must attend 4 training sessions. Each swimmer must bring a rower and an accompanying spotter. The mile swim will generally take place on Friday morning. Please see the Aquatic Director to arrange for conditioning times.

Also Available

Beginner Swim

Polar Bear Swim

Safe Swim Defense

Safety Afloat

Snorkeling, BSA

Swimming and Water Rescue (an

intermediate course between Safe Swim Defense and BSA Lifeguard)

Camp Wolfeboro Merit Badges

2021 Merit Badge Offerings

Merit Badge	Diff.	Fee	Limit	Age	Prerequisites	Information	Prog. Area
American Heritage	Hard		20		Highly recommend Req. 5b	Offered ODD years only.	Eagle's End
Archaeology	Hard		30			Requires extensive work outside session.	EcoCon
Archery	Hard	\$20	8		MUST be able to pull a 25 lb. bow. (Sunday)	Fee covers kits for req. 2 & 3. May require extensive practice outside of Merit Badge. Older Scout priority.	Shooting Sp.
Architecture	Med.		30				Eagle's End
Art	Easy	\$20	20			Fee covers projects for Reqs. 4 & 5.	Handicraft
Astronomy	Hard		25			Requires observations outside session.	EcoCon
Basketry	Easy	\$20	25			Fee covers projects for Req. 3. Requires extensive time outside of Merit Badge.	Handicraft
Bird Study	Hard		30			Requires observations outside session.	EcoCon
Camping*	Med.		30		Req. 4b, 5e, 7b, 8d, 9a&b not covered.		Scoutcraft
Canoeing	Med.		20		Pass BSA Swim Test before start of badge.	MUST be able to launch, carry & store boat with partner!	Waterfront
Chess	Med.		30			Requires time outside session for tournament.	Handicraft
Citizenship in the Community*	Med.		20	14+	Req. 3, 4, & 7		Eagle's End
Citizenship in the Nation*	Med.		20	14+	Req. 2		Eagle's End
Citizenship in the World*	Hard		20	14+	Req. 7		Eagle's End
Climbing	Hard		12			3-hr session.	Summit
Communication*	Hard		20		Req. 5 & 7	Requires extensive work outside session	Eagle's End
Crime Prevention	Med.		20			Participation in Loss Prevention Program	Eagle's End
Emergency Preparedness*	Med.	None	20		Reqs. 1, 2b&c, 8b	Must have First Aid to complete badge.	Scoutcraft
Environmental Science**	Hard		30			Requires observation time & extensive writing outside of Merit Badge.	Mtn Man
First Aid*	Med.		20		Req. 5a & 7a		Scoutcraft
Fish & Wildlife Management	Easy		35				EcoCon
Fishing	Med.		15		MUST bring own gear (\$25 T-Post)	Need patience to catch fish, may need to walk with buddy to remote locations.	Scoutcraft
Forestry	Med.		30			Requires hike outside session.	EcoCon
Geocaching	Med.		20		Req. 7 & 9. MUST bring own GPS.		Scoutcraft
Geology	Med.		30			Requires collection & observations outside session	EcoCon
Indian Lore	Med.	\$20	25			Fee covers all project materials.	Handicraft
Insect Study	Med.		30		Req. 9		EcoCon
Inventing	Easy				Req. 8	Req. 7 finish at home.	Eagle's End
Leatherwork	Easy	\$25	25			Fee covers project kits for Req. 3 & 5c.	Handicraft

Merit Badge	Diff.	Fee	Limit	Age	Prerequisites	Information	Prog. Area
Mammal Study	Easy		30				EcoCon
Music	Med.		25				Handicraft
Nature	Med.		30		Req. 4e - Bring own fishing gear.	Requires collection & observation time outside of Merit Badge.	EcoCon
Nuclear Science	Hard		20	14+	Basic Chemistry knowledge		EcoCon
Oceanography	Med.		30			Requires observation time outside session.	EcoCon
Orienteering	Med.		20			May require extensive time outside of Merit Badge.	Scoutcraft
Personal Management	Hard		20		Req. 1, 2 & 8		Eagle's End
Photography	Med.		20		Req. 1a (must have current Cyberchip), 6	MUST bring own digital camera for use all week. May not share with others.	Handicraft
Pioneering	Med.		20		Working knowledge of Scout to First Class knots & lashings	Requires knot & lashing practice outside of Merit Badge.	Scoutcraft
Plant Science	Med.		30				EcoCon
Public Speaking	Med.		10			Requires speech writing & practice outside of Merit Badge.	Eagle's End
Reptile & Amphibian Study	Med.		30		Req. 8	Requires observation time outside session.	EcoCon
Rifle Shooting	Med.	\$40	8		Firearm Use Permission Slip	May require extensive practice shooting outside of Merit Badge.	Shooting Sp.
Rowing	Med.		12		Pass BSA Swim Test before start of badge.		Waterfront
Salesmanship	Med.		25			Requires time outside of Merit Badge. Offered ODD years only.	Trading Post
Shotgun Shooting	Hard	\$50	8		Firearm Use Permission Slip	May require extensive practice shooting outside of Merit Badge.	Shooting Sp.
Signs, Signals & Codes	Easy		20				Scoutcraft
Soil & Water Conservation	Easy		30				EcoCon
Swimming**	Med.		15		Pass BSA Swim Test before start of badge.	Water is brisk and refreshing.	Waterfront
Textile	Easy		20				Handicraft
Theater	Med.		25		Req. 1		Handicraft
Weather	Med.		30		Req. 9a on Sunday	Requires observation outside Merit Badge.	EcoCon
Wilderness Survival	Med.		30			Requires building your own shelter & spending night in it at Overnight Outpost	Scoutcraft
Woodcarving	Med.	\$20	15		Totin' Chip (Sunday session if needed)	Fee covers project kits for req. 6 & 7.	Handicraft

2021 Camp Wolfeboro Merit Badge & Activities Schedule

MORNING PROGRAM

AFTERNOON PROGRAM

PROGRAM AREA	9:00 AM	10:00 AM	11:00 AM	2:00 PM	3:00 PM	4:00 PM
Aquatics	Canoeing	Beginner Swim	Canoeing	Beginner Swim	Open Swim & Boating	
	Swimming	Rowing	Swimming	Rowing		
Eagle's End	Cit. in the Nation	Cit. in the Nation	American Heritage	Cit. in the Community	Cit. in the Community	Inventing
	Cit. in the World	Personal Management	Crime Prevention	Cit. in the Nation	Cit. in the Nation	Personal Management
	Communication	Communication	Public Speaking	Communication	Communication	Architecture
	Archeology	Astronomy	Archeology	Fish & Wildlife Mgmt.	Geology	Geology
Ecology & Conservation	Astronomy	Bird Study	Environmental Science	Mammal Study	Oceanography	Insect Study
	Bird Study	Environmental Science	Forestry	Plant Science	Mammal Study	Weather
	Chess	Basketry	Art	Basketry	Indian Lore	Art
	Indian Lore	Leatherwork	Photography	Leatherwork	Leatherwork	Chess
Handicraft	Woodcarving	Textiles	Woodcarving	Theater	Woodcarving	Music
		Salesmanship (at T-Post)		Salesmanship (at T-Post)		
				Emergency Prep.	First Aid	
				Pioneering	Camping	Emergency Prep.
Miscellaneous				Wilderness Survival	Fishing	Geocaching
				Archery Open Shoot		
				Rifle Open Shoot		
				Shotgun Open Shoot		
Scoutcraft	Camping	First Aid		Emergency Prep.	NOVA Awards	
	Pioneering	Orienteering	Emergency Prep.	Pioneering	Camping	
Shooting Sports	Signs Signals & Codes	Wilderness Survival	Fishing	Wilderness Survival	Fishing	
	Archery	Archery	Archery	Archery Open Shoot		
	Rifle Shooting	Rifle Shooting	Rifle Shooting	Rifle Open Shoot		
	Shotgun Shooting	Shotgun Shooting	Shotgun Shooting	Shotgun Open Shoot		
STEM		NOVA Awards			NOVA Awards	
Summit				Climbing (3-hour session)		
Trailhead	Tenderfoot	Second Class	First Class	First Class	First Class	Second Class
	Second Class	First Class	Tenderfoot	Tenderfoot	Second Class	Tenderfoot

D I N N E R

D I N N E R

D I N N E R

L U N C H

L U N C H

L U N C H

Camp-wide Game

These activities will be held on Thursday afternoon. Youth unit leadership and camp staff develops activities for patrol and troop and individual competitions. This can be a great team building activity!

Theme Games

The annual theme games are an exciting Wolfeboro tradition. Each year action-packed camp-wide activities are conducted on a theme (aviators, 49ers, spies, etc.). The climax to theme is on Thursday afternoon with challenging contests, in which, each program area holds a game for you to participate in as a patrol or crew. The theme is announced soon after you arrive at camp—we'll keep you guessing until then!

Special Programs at Camp Wolfeboro

Camp Wolfeboro offers special programs throughout the week. Your unit's camp experience would not be complete without participating in several of these. The times and events are listed on the Camp Weekly Schedule.

ACE Program

Adventures Connection Experiences

ACE is an escape from the traditional merit badge summer camp program that allows Scouts to have a variety of outdoor camp experiences. There are three main components to the ACE program: Adventures, Connections, and Experiences.

Scouts will be able to participate in the programs that are most sought after at summer camp. The ACE program should appeal to Scouts for several reasons. They will enjoy different high adventure activities that can last the entire day or half the day. Connecting with new friends through this program is another plus. Throughout the week, scouts will embark on adventures and create unforgettable experiences. They can also choose to come to camp with their troop or as a Provisional Scout and join one of our provisional troops, similar to a jamboree troop.

Be Prepared to have **FUN!**

ACE Schedule

	Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
Morning	Camp Closed	Climbing Adventure	Trek Leaves	Trek	Trek Returns	Out of camp Special Activity (TBD)	Leave for Home
Afternoon	Arrive top of the hill Noon - 2pm	Shooting Sports Area(s)	Trek	Trek	Camp Wide Theme Games	Out of camp Special Activity (TBD)	Camp Closed

ACE Program Requirements:

- Minimum Age of 14 years old by June 1st
- Must be First Class Scout or above
- Must have a completed BSA Medical Form AND all required camp forms and permission forms signed by a parent or guardian.
- Must bring backpack, sleeping bag and other gear needed for Trek.

Duration of the Program: Each session begins on arrival at camp between noon and 4 pm. All gear is brought down to the camp and campers hike in. Camp ends Saturday before 10 am.

Weekly Scout fees for the ACE Program

The ACE program utilizes many out of camp resources and has an additional cost of \$100 per camper which can be paid when they sign up through our online system at <https://scoutingevent.com/023-wolfeboro2021>

STEM Program

An opportunity to earn up to four Scouts BSA STEM Nova Awards (Shoot!, Start Your Engines!, Whoosh!, and Splash!).

Participation is limited to eight (8) Scouts per session. There will be a \$25 fee to cover the cost of supplies.

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S.T.E.M.-Nova Award Prerequisites

Shoot!

- 1) Watch and/or Read about three hours science-related shows or documentaries that involve projectiles, aviation, weather, astronomy, or space technology and prepare two questions from what you read or watched then be ready to discuss them with your Counselor.
- 2) Earn or have earned one of the following merit badges—Archery, Astronomy, Athletics, Aviation, Game Design, Rifle Shooting, Robotics, Shotgun Shooting, Space Exploration, Sustainability, or Weather. Be ready to discuss how your merit badge used science. (The merit badge used for each Nova Award must be different.)
- 3) Visit an observatory or flight, aviation, or space museum, talk to a docent about the science at the museum then be prepared to discuss your visit with your Counselor

Start Your Engines!

- 1) Watch and/or Read about three hours science-related shows or documentaries about transportation or transportation technology and prepare two questions from what you read or watched then be ready to discuss them with your Counselor.
- 2) Earn or have earned one of the following merit badges—Automotive Maintenance, Aviation, Canoeing, Cycling, Drafting, Electricity, Energy, Farm Mechanics, Kayaking, Motorboating, Nuclear Science, Programming, Railroad, Small-Boat Sailing, Space Exploration, or Truck Transportation. Be ready to discuss how your merit badge used technology. (The merit badge used for each Nova Award must be different.)

Whoosh!

- 1) Watch and/or Read about three hours of engineering-related materials that involved motion or motion-inspired technology and prepare two questions from what you read or watched then be ready to discuss them with your Counselor.

- 2) Earn or have earned one of the following merit badges—Archery, Aviation, Composite Materials, Drafting, Electronics, Engineering, Inventing, Mining in Society, Model Design and Building, Railroading, Rifle Shooting, Robotics, or Shotgun Shooting. Be ready to discuss how your merit badge used engineering. (The merit badge used for each Nova Award must be different.)

Splash!

- 1) Watch, Research, and/or Read about three hours of science-related materials that discuss water as it relates to the hydrologic cycle, primary sources, primary users, health, sources of pollution, waste treatment, and related sciences and technologies and prepare five questions from what you read or watched then be ready to discuss two of them with your Counselor.
- 2) Earn or have earned one of the following merit badges—Chemistry, Energy, Engineering, Environmental Science, Fish & Wildlife Management, Fishing, Fly-Fishing, Forestry, Geology, Nature, Oceanography, Public Health, Soil & Water Conservation, Sustainability, or Weather. Be ready to discuss how your merit badge pertains to water. (The merit badge used for each Nova Award must be different.)

For Scouts that are ready to move beyond the Nova Awards and are interested in working towards the Supernova medals, they should speak with the STEM area Director, who can help guide the Scout in these further STEM explorations.

Wolfeboro Rockers & Requirements

For those who are looking to earn more than merit badges, the Wolfeboro program areas offer rockers that you may earn and place proudly around the Wolfeboro Patch on your uniform. Rockers are unique because they can only be earned at Wolfeboro in the span of the week that you are there, additionally Rockers can be earned by Scouts and Adult leaders as well.

Ascension (Summit)

1. Complete all requirements for the Climbing Merit Badge
2. Climb a route rated 5.8 or higher at Camp Wolfeboro
3. Tie the following knots:
 - a. Butterfly
 - b. Prussik
 - c. Canadian 8
 - d. Girth Hitch
4. Set up a top rope anchor
5. Complete a 1-hour Service Project for Summit

Bard (Commissioners)

1. Participate in the Wolfeboro work party and another service project at least 1 hour to help camp.
2. Attend the Polaris Ghost Hike.
3. Participate in the Indian Lore Campfire.
4. Participate in the Friday Campfire.
5. Attend the Tale of the 13 Gold Crosses.
6. Write a story, poem, song, ballad, or another masterpiece about camping, the adventure of the outdoors, or about the splendors of nature.

Conservationist (Eco-Con)

1. Organize and lead a conservation project of at least 2 hours. It must not only help the environment, but also serve to educate your fellow Scouts and Scouters.
2. Keep a journal of at least 500 words, detailing the history of the conservation movement in the United States, including contributions made by the Boy Scouts of America.
3. Keep a journal of at least five endangered species present in the Sierra Nevada range, as well as at Camp Wolfeboro.
4. Explain to your troop why conservation is important, both at Camp Wolfeboro and at home. Explain at least ten different ways for your troop to conserve resources at home and at Camp Wolfeboro.
5. Do the following:
 - a. Write a meaningful haiku (5-7-5) about conservation
 - b. Paint your haiku on to a suitable piece of wood, as well as your name
 - c. Place it in the nature lodge

Craftsman (Handicraft)

1. Successfully complete 3 of these master projects:

Art: Create a portfolio containing

- Graphite portrait of a person
- Pen or marker still life
- A watercolor painting of a landscape
- An artistic rendition of a song in any medium, the song will be selected by the Handicraft Staff

Leatherworking: lace, stamp, and dye a leatherworking project

Woodcarving: Carve a project that successfully shows the following cuts:

- Push cut
- Paring cut
- Score line
- Stop cut

Basketry: finish either a camp stool, or two baskets

Music: Create a traditional instrument and be able to play it

Indian Lore: Create a model of a Native American dwelling, be able to explain where it is from, and its uses

2. Participate in the Indian Lore Campfire, play the games, and tell a story
3. Complete a project and enter it in a Handicraft weekly contest (art, woodcarving, or duct tape).
4. Complete a 1-hour service project to help the Handicraft area.
5. Attend Pajama Party or Art Jam and Make something to hang up.

Grizzly (Scoutcraft)

1. Participate in **all** of the following activities: Cooking Demo, Scoutcraft Baseball, and the EP Drill or build a Pioneering Project.
2. Participate in the Knot Tying contest or tie a Monkey's Fist.
3. Earn the Paul Bunyan Woodsman Award.
4. Catch the fish from DaRiva.
5. Construct a Wilderness Survival shelter and spend a night in it without a sleeping bag.
6. Complete Scoutcraft's Orienteering course in **less than** one hour.
7. Complete a 1-hour service project for Scoutcraft.
8. Triforcefully conquer a tree.
9. Be a burly mountain savage man (or woman) beast!

Iceman (Waterfront)

1. Pass the swim test.
2. Swim 1/4 mile (16 laps).
3. Be trained in Safe Swim Defense and Safety Afloat.
4. Show aquatics staff member your knowledge of proper rowing and canoeing techniques.
5. Perform one hour of service to the waterfront (to be checked by the waterfront director)
6. Participate in one of the Polar Bear swims.
7. Get a GNARLY brain freeze.

John Muir (Eco-Con)

1. Do the following: (Upon completion, please get a staff member's signature).

<ol style="list-style-type: none"> a. Indian Lore Campfire (Handicraft) b. Polar Bear Swim (Waterfront) c. Cooking Demonstration (Scoutcraft) d. Orienteering Course (Scoutcraft) 	<ol style="list-style-type: none"> e. Environmental Science Hike (Eco-Con) f. Forestry Hike (Eco-Con) g. Astronomy Hike (Eco-Con) h. Bird Study Hike (Eco-Con)
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2. Keep a journal, detailing the following. It should exude your best effort.
 - a. The natural history of the Sierra Nevada, including the effects of glaciations and erosion.
 - b. The limiting factors and general ecosystem of the Sierras.
 - c. Wilderness survival in the Sierra Nevada, including edible indigenous plants, building materials, and navigation.
 - d. Natural dangers, including heat stroke, hypothermia, snake bites, and fractures.
 - e. Possible futures for humanity including population growth, pollution, technological advances, and resource depletion.
 - f. Your spiritual relationship with nature.
3. Build a wilderness survival shelter and so do the following on the night of the overnight (please speak no words to any other person during your overnight, except in the event of an emergency).
 - a. Stay in the shelter, or near it, from sun-down to sun-up.
 - b. In your Troop's designated campfire ring, brew tea, including English tea and a native tea of your choice.
 - c. Sleep in your shelter without a sleeping bag.
 - d. Take a loaf of bread with you (you are not required to eat the loaf of bread).
 - e. Write a poem during your stay.
6. Find a suitable tree, climb it, hug it, and sway with the wind.
7. Organize and lead a service project of at least one hour. It must not only help the environment, but also serve to educate your fellow Scouts and Scouters.

Marksman (Shooting Sports)

1. Shoot 5 in a Dime with a .22 Rifle (Join the dime club).
2. Score 21 in Archery with 3 arrows.
3. Shoot 5 clay targets in a row with a Shotgun.
4. Stick 3 Tomahawks or Throwing Knives in a row at archery range.

Naturalist (Eco-Con)

1. Explain the Outdoor Code. Why is it important to understand and follow? Why is it important to foster, care for, and respect nature? What do you do to help others appreciate and work towards improving the outdoors?
2. Do the following:
 - a. Be able to identify any plant or animal in the field using available tools and resources.
 - b. Demonstrate to a group of Scouts how to properly use a dichotomous key to identify plants and animals.
3. Lead an effective nature hike.
4. Lead a successful Nature Game or equivalent outdoor teaching tool and effectually debrief the participants afterward.
5. Organize and lead an approved conservation project of at least 2 hours. It must not only help the environment but also serve to educate your fellow Scouts.
6. Earn Environmental Science, Soil and Water Conservation, and Fish and Wildlife Management merit badges.
7. Earn one of the following:

a. Bird Study	d. Geology
b. Mammal Study	e. Forestry
c. Reptile and Amphibian Study	f. Weather

Olympian Rocker (Commissioners)

1. Run to the Top (Tuesday night)
2. Shot put (Summit)
3. Rock push (Summit)
4. Mile Swim (WF)
5. Dive for rock (WF)
6. Dash from front gate to Trailhead (TH)
7. Physical Fitness (TH)
 - a. Sit Ups
 - b. Push ups
 - c. Standing long jump
8. Tomahawk/ throwing knife 3 in a row (SS)
9. Join the Dime Club (SS)
10. Demonstrate knowledge of Olympics History (EE)
11. Caber toss (EC)
12. Orienteering course (SC)

Patriot (Eagle's End)

1. Attend the Eagle's End Movie.
2. Attend & submit a question at Eagle's End debate.
3. Write and give a five-minute speech about what it means to be a good citizen in your community, nation, and world.
4. Participate in morning or evening flags.
5. Plan, carry out, and lead a troop, ship, or crew campfire or interfaith worship service.
6. Have an interesting conversation with an Eagle's End staff member.
7. Yell "The Redcoats are Coming" at morning flags when the staff comes down the PO stairs and continue until all the staff has come down the stairs.
8. Show good citizenship in the camp and perform a 1-hour service project for the camp.

Trek Rocker (Summit)

1. Go on a Trek spanning at least 30 miles
2. Spend at least one night out of camp during a 30-mile Trek
3. By the last day of Trek, you must have grown at least one blade of hair from the porous surface of your chest

Campfires

Monday and Friday Night

There will be a campfire on Monday and Friday. The staff will run the opening campfire on Monday. The closing campfire will be put on by the units with the assistance of the staff. Audition times will be announced at SPL meetings.

13 Golden Crosses

Join our staff in the rediscovery of the lost gold mine of Sandy McPherson, through the retelling of "The Mine of the 13 Gold Crosses." A staff member will lead the expedition each week to locate and follow the mysterious crosses that mark the rocks around Wolfeboro in search of the mine.

Indian Lore

This is a recommended activity for your unit. Individuals participate in games, stories and other Native American activities. The Indian Lore Campfire is conducted on Thursday nights, at the Handicraft area.

Camp Buddy Campfire

On Sunday evening, your camp buddies will join with you and provide S'mores for your campfire.

Ad hoc Unit Activities

Activities include: archery shoot, rifle shoot, unit swim or boating, volleyball, team-building games, and service projects. Your unit can reserve times to go and shoot at the archery or rifle range for an hour or use the aquatic facilities for an hour. The volleyball court is always open. There are also opportunities for units to do a flag ceremony.

Run to the Top!

A rugged five-mile round trip "run to the top" of the Wolfeboro freeway and back! Can you beat the staff? This activity is open to all youth and adults.

Special Awards

Camp Wolfeboro offers additional awards for those patrols, units, and individuals that put out an extra effort while they are at camp. For example, the **Eco-Con and Handicraft** areas both have special contests during the week.

Gold Cross Award & Super Gold Cross Award

The Wolfeboro Gold Cross Award is presented to those units that take advantage of all the experiences at camp. The award is based on a 100+-point scoring system. Points are awarded for participation in unit activities, service projects, camp-wide games, inter-unit events, campsite cleanliness, and Scout Spirit. Complete instructions and score sheets will be available at the SPL and SM meeting on Sunday.

Units who achieve the Gold Cross award have truly availed themselves of the complete Wolfeboro experience. These units make Wolfeboro more than just a summer camp... they are creating an atmosphere that promotes the highest ideals of Scouting.

Unit Expeditions

A group of Scouts or entire units may leave camp to explore the backcountry. Groups leaving camp must abide by the following:

1. Have permission from their unit adult leader and adhere to two deep leadership.
2. **Sign out at the Program Office and provide an itinerary indicating route and estimated time of return**
3. **Sign in at the Program Office upon return.**
4. Travel in a group of no less than four people
5. Swimming/playing in the river must be supervised by an adult (21 or more years old) who has a current safe swim defense card. It is advised that at least one person be a certified Lifeguard.

NOTE: Jumping or diving from rocks and cliffs (i.e. "Stud Rock") is strictly prohibited. This is a dangerous activity involving unreasonable risk.

Camp Wolfeboro Weekly Schedule

Time	Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
5:30	Have ready at arrival: ▪ Annual Health & Medical Record with all Medications in original containers ▪ COVID Forms * Firearms Permission Slips		Bird Study Hike				
6:15			Pajama Party	Polar Bear Swim		Polar Bear Swim	
7:15		Breakfast A	Breakfast A	Breakfast Pickup	Breakfast A	Breakfast A	Breakfast A
8:00		Flags	Flags	Flags Sourdoughs Return	Flags Sourdoughs Return	Flags Sourdoughs Return	Flags
8:15		Breakfast B	Breakfast B	Breakfast in Campsites	Breakfast B	Breakfast B	Breakfast B
9:00		Morning Program	Morning Program	Morning Program	Morning Program	Morning Program	Morning Program
9:15		SPL Meeting	SM Meeting	SPL Meeting	SM Meeting	SM / SPL Meeting	
10:00		Trek Planning Meeting	Sourdoughs meet	Sourdoughs meet	Sourdoughs meet		Troops Check-Out
11:00	Staff Meeting	Backpacking Clinic	Sourdoughs depart	Sourdoughs depart/ Knot Tying Contest	Sourdoughs depart		Staff Departs
12:00	Troop Check-Ins Noon-2pm * Camp Tours * Medical Check * Swim Checks * Set-up of Campsite	Morning Program Ends	Morning Program Ends	Morning Prog Ends Lunch Pickup	Morning Program Ends	Morning Program Ends	Travel Home Safely! See You next Summer!
12:15		Lunch A Forestry Hike	Lunch A Envi Sci Hike	Lunch in Campsites	Lunch A	Lunch A	
12:45		SM Luncheon	Directors Meeting		Adult Pioneer Elections		
1:15		Lunch B Forestry Hike	Lunch B Envi Sci Hike		Lunch B	Lunch B	
2:00		Afternoon Program Open Shoot	Afternoon Program Open Shoot	Afternoon Program Open Shoot	Adult Leader Shoot Adult Leader Climb	Afternoon Program Open Shoot (2-4)	
3:00		Open Swim & Boat	Open Swim & Boat	Open Swim & Boat	Camp-wide Games (3 - 5pm)	Open Swim & Boat	Early Arrivals Allowed
4:00		Trek Food Prep		Beach Party		Tea Party	
4:30	SPL / SM Mtg				Scoutcraft Baseball	Come visit Camp in the off-season for: * Family Camp * Good Turn Weekend * Work Parties Remember to submit your Stake-A-Claim for 2022!	
5:00	Camp Tours End	Afternoon Program Ends	Afternoon Program Ends	Afternoon Prog Ends Dinner Pickup	Afternoon Program Ends		
5:15	Dinner A	Dinner A	Dinner A	Dinner A			
6:00	Flags	Flags	Flags	Flags @ 5:30	Flags		
6:15	Dinner B	Dinner B	Dinner B	Dinner in Campsites	Dinner B		Pizza Party Old Goats Dinner
7:00		Sourdough Prep Meeting	Run to Top				Sourdough Post Meeting Branding
7:30		Pioneer Meeting	Pioneer Work Party with Cracker Barrel afterwards	Camp-wide Game Climb on Safely	Pioneer Elections		
8:15					Indian Lore Campfire		
8:30	Troop Campfire	Monday Night Campfire	13 Golden Crosses Campfire Flag Etiquette Jungle Cruise	Art Jam Scouts Own Cooking Demo Eagle's End Movie	Eagle's End Debate	Friday Night Campfire	
9:30			Astro Hike	Astro Overnight	Astro Testing Ghost Hike		
10:00	ALL QUIET - - All Scouts in Campsite with Two-Deep Leadership - - LIGHTS OUT						

Camp Wolfeboro Traditions

Camp Wolfeboro has developed many traditions in its 90-plus year history. The Dining Hall features each Troop comparing its Troop Yell to the others...at full volume...and Troops display commemorations of their past visits to camp in the rafters. Camp Wolfeboro has its own Honor Society, the Wolfeboro Pioneers, which each unit will learn more about at Wolfeboro. While all Scout Camps share many of the same songs, each Camp has its own camp song plus songs that are part of its traditions. For instance, before the Friday night campfire, the Camp Staff and the Wolfeboro Pioneers lead the camp in Patsy Atsy Ori Aye (see boyscouttrail.com for one version of the lyrics) before being led to the campfire. Camp Wolfeboro's Unit Award is the Gold Cross, which harkens back to the days of the gold miners in the Sierras.

Wolfeboro Pioneers

The Wolfeboro Pioneers Honor Society was founded shortly after the founding of Camp Wolfeboro itself. The purpose of the Wolfeboro Pioneers is to perpetuate the high standards of camping and Scouting at Camp Wolfeboro. The Pioneers are dedicated to the promotion of camping and scouting at Camp Wolfeboro. One of the key aspects of time at Camp Wolfeboro is promoting good fellowship and sportsmanship and making the camping experience enjoyable for present and future campers. The Wolfeboro Pioneers celebrated their 90th year of service in 2019.

To be eligible to join the Wolfeboro Pioneers, a Scout must have camped at Camp Wolfeboro for 12 days with at least six (6) in a previous camping season, be a First-Class Scout, held a Leadership position within their home unit for six months, participated in the Wolfeboro Work Party (Tuesday evening), and be voted in by their peers within the unit. Adults are also eligible for selection to the Wolfeboro Pioneers. For an adult to be selected, they must have camped at Camp Wolfeboro for 12 days with at least six (6) days in a previous camping season, participated in a Wolfeboro Work Party (Tuesday evening), then nominated by a Pioneer, and voted in by the Pioneer members in camp.

Wente Scout Reservation Program

Your program should be based on the needs and desires of the individuals in your unit. To ensure your unit's needs are met, we suggest that your unit have each youth decide, in advance, all the merit badges and other advancement and activities they want to do. Merit badge sign-ups will be accessed through <https://scoutingevent.com/023-wente2021>. The list of merit badges offered at Wente Scout Reservation with prerequisites and the tentative schedule are located on Pages 64-66 and Pages 67, respectively.

Climbing

Merit Badges

Climbing (2-hr session)

Special Programs

Troop/Patrol Climb—The Rock is available for Troop/Patrol Climbs during evening Open Climb, see the Climbing Director to sign-up. Be aware slots fill quickly during the week. Group size is limited to 12.

Night Climb—Learn climbing and rappelling techniques in this extended evening program under & above the lights. \$5 per person, nummy snacks included!

Climb On Safely—Adults can learn BSA procedures for organizing and carrying out a safe Unit climbing activity...then get hands on experience while volunteering at The Rock!

The Commissioners

Merit Badges

American Heritage (EVEN)

American Labor (ODD)

**Citizenship in the Community,
Nation & World**

Communication

Emergency Preparedness

Personal Management

Public Speaking

Special Programs

Finbar O'Riley's Discovery Trail—Where camp history goes beyond Scouting back to when the Finney Valley was a thriving logging camp. This hike is great for a patrol outing stopping at different points around the lake then heading up the old logging road to the discovery site of Finbar O'Riley's Axe. See your Commissioner to get your map!

Adult Dutch Oven Cook-off—You can start your coals whenever you like...but your entry should be brought down to the Admin Office for judging during Tuesday evening program! Entries can be in one or both categories: Sweet or Savory! Leaders may NOT accept help (prep, cook OR clean-up) from the Youth! Winners in each category will be announced at the Scoutmaster Dinner on Thursday! Wente has Dutch Ovens but Adults must bring all of their own ingredients...just be careful not to give away that secret recipe! (NOT Offered 2021)

Eagle Trail

When a Scout enters Eagle Trail, staff will guide them through requirements for rank advancement. The Scout will be taught the skill, then tested. If the scout is successful, he or she will be signed off on the Counselor Record which will posted to the Advancement Board for troop leadership to review. We highly recommend that troop leadership then test your Scout before officially signing off on a requirement in any handbook.

Eagle Trail can verify that a Scout has learned a skill, but the troop will have the ultimate authority to determine if the Scout has “passed the test”. Similarly, our staff cannot sign off requirements that only can be completed in a troop setting (attending troop or patrol activities, etc.) all while utilizing the EDGE method.

Session Information

Rank	Limit	Requirements Covered at Camp	M	T	W	Th	Other Information
Scout	20	1a-f; 2a-d; 3a (discussed); 4a-b; 5	5	1a-f	2a-d, 3a	4a-b	Will earn Totin' Chip during Monday session.
Tenderfoot	20	3a-d; 4a-c (d discussed); 5a-c; 7a; 8	3a-d; 8	6a-b	4a-c	5a-c; 7a	Tuesday will be doing physical activities!
Second Class	20	2f-g; 3a-d; 5a-d; 6a-e; 8a-b; 9a-b	2f-g; 3a-d	6a-e	8a-b; 9a-b	5a-d	Thursday come in swim gear!
First Class	20	3a-c; 4a; 5a-d; 6a-e; 7a-f	3a-c; 5a-d	7a-f	4a	6a-e	Thursday come in swim gear!

Handicraft

Handicraft is the Center for the Arts - *and crafts*. Here a Scout can fulfill the classic notion of bringing home something crafty that they handmade throughout the week. It is also where creativity and a willingness to give something new a try can lead to a passion for creating.

Merit Badges

Architecture

Art

Basketry

Chess

Composite Materials

Entrepreneurship (ODD)

Fingerprinting

Game Design

Leatherwork

Moviemaking

Music

Photography

Pottery (EVEN)

Salesmanship (EVEN)

Sculpture (ODD)

Wood Carving

Special Programs

Open Crafting—Need a bit of extra help with your project? Want to use Handicraft equipment & tools to work on an independent crafting project? Swing by during Open Crafting from 7-8pm M, T or Th.

Movie Night—Join our Staff just after evening program on Thursday for a full-length feature film with Root Beer floats all around. Additional snack bar items available for purchase.

Mountain Biking

Challenge yourself on some of the best trails in Northern California. Mountain Biking at Wente is a unique, safe program for campers to explore, push their limits, and have fun! Wente offers an inspiring trail system with over 13 miles of purpose-built single-track trails. Mountain Biking is open to all skill levels and we encourage both Scouts and Adult Leaders to participate. All bikes are for recreational riding of designated trails, not for around camp transportation.

Merit Badges

Cycling (T & Th 7pm)

Special Programs

Trail Rides—Check-in at the Mountain Biking program area, where your skill will be assessed, equipment will be checked out and you will be sent on a trail ride. The Mountain Biking program is a drop-in activity where anyone can participate during Open Ride.

Pump Track—A fun bike course with rollers and berms designed to teach individuals bike-handling skills. While challenging at first, the pump track is quickly mastered and is loads of fun! Pump track skills translate directly to more effective and safer trail riding ability.

Skunk Works Trail Crew—Want to learn trail building technique, while helping build and maintain our awesome trail system? Ask a Staff in the program area!!

What to Bring

- **Buddy to go on a ride with,**
- **Water container such as a water bottle or camel back,**
- **Closed toe shoes *worn on your feet.***

Do I need to bring my own bike? No. Wente has a fleet of high-quality mountain bikes of all sizes. Helmets are also provided.

May I bring my own bike? Yes. We encourage you to ride the bike you feel most comfortable with; however, your personal bike is required to be checked-in & stored in the Mountain Biking program building, for the entire week unless you are on the trail riding.

Nature

Learn to be a good steward of Nature while enjoying over 2,000 acres of new and old growth Douglas Firs, sprawling meadows, natural springs, hundreds of plant and animal species. You may even spot the Wente Woolly, our elusive resident sasquatch.

Merit Badges

Astronomy

Bird Study (EVEN)

Chemistry (EVEN)

Environmental Science

Fish & Wildlife Management

Fishing

Fly-Fishing

Forestry

Gardening

Geology (EVEN)

Insect Study (ODD)

Mammal Study

Mining in Society (ODD)

Nature (EVEN)

Plant Science

Pulp & Paper (ODD)

Reptile & Amphibian Study

Soil & Water Conservation

(ODD)

Space Exploration

Surveying

Weather

Special Programs

Kali-Ama—Enjoy the beauty of Nature while honing your orienteering and map reading skills on this self-guided challenging adventure in Nature. (hint: Sign-up for *Lunch Around the Lake* & the Dining Hall will pack you a sack lunch for your journey!)

- Speed Kali-Ama available strictly as part of Camp-wide Games on Friday
- Kali-Ama: the “basic” course achievable by most & only available during Summer Camp!
- King Kali-Ama: on a 5-yr rotation these offer a challenge not all are up to. Earn your map by completing the Kali-Ama early in the week. If you don't finish while at Summer Camp don't

fret...you can finish those last points while weekend camping with your troop (or at Family Camp) in the off-season.

- Dali-Ama: still feeling the need to conquer even more the great outdoors? Earn your map by completing the King Kali-Ama. This course is not for the faint of heart!

Forestry Field Trip—Drivers needed! This merit badge session heads into Willits to tour the local working Lumber Mill during session and through lunch, typically on Thursday.

Fishing the Lake—There's nothing like spending a day on the shore of a lake fishin' for that big ol' Largemouth Bass. Wente's 80-acre lake offers great fishing of both Bluegill and Largemouth Bass. We recommend bringing your own fishing gear; though, the Trading Post does stock a limited supply of bait, lures, and rods.

Fly Fishing Rods are available in the Tradin' Post for Scouts to borrow using a deposit; fee only applied if item is not returned or damaged. **(NOT offered 2021)**

BSA Complete Angler Award—Do you love all types of fishin' no matter what time of day it is? By earning all 3 Fish related Merit Badges and teaching a fishing skill to your troop you can earn the BSA Complete Angler Award while at camp!

Risin' W Corral

Do you love horses? the ol' West? *maybe even horsin' around a bit?* Mosey on down to the Risin' W Corral meet the herd, learn to ride, how to care for livestock and even a bit of lassoing. *Long pants and closed toe shoes are REQUIRED for all Scouts and Adults to ride horses.*

Merit Badges

Animal Science (NOT Offered 2021)

Veterinary Medicine (NOT Offered 2021)

Horsemanship

Special Programs

Risin' W Spa Time (for the Horses!) – Come earn points towards Camp-wide Games & Finney Valley Rockers by helping our Wranglers bathe and groom the herd! Must sign-up ahead with Corral Director.

Lasso & Branding Night—An evening of all things cowboy from learning to lasso, pioneer-era games, country music and don't forget to bring something to brand with the Risin' W or Wente's Stick on a String!

Trail Rides—A Wentastical way to see the many sights and sounds of Wente. The Trading Post will only sell one ride per person and you must purchase your own ride. All rides go on sale Sunday evening. Sign up early because space is limited. Tickets sold only at the Trading Post!

Root Beer Float Ride—A 1-hr dessert trail ride just after lunch...cause who doesn't love ice cream and soda on a hot summer's day? Cost is \$25.

Sunset Rides—These hour and half trail rides weave through parts of camp the average Scout doesn't get to see, then head back as the sun sets and the light begins to fade. Cost is \$25.

Cowboy Breakfast Ride—As Nature and the rest of camp awakes join us for Wentastic ride and a breakfast you won't forget! Cost is \$35

Dinner Ride—Scouts are invited to sign up to join the Corral Staff for a real western cookout. Meet at the barn, head out for a special ride which begins with a special western style meal. Cost is \$35.

Risin' W Overnight Outpost—The Staff of the Risin' W Corral runs an exciting outpost ride up to the old site of Finbar's family homestead. It begins late afternoon with a long, meandering ride up with a Steak dinner and a night under the stars. In the morning, a one-hour ride will get riders back to Camp in time for breakfast. All personal gear for Outpost is placed in the trailer at Redwood Grove before lunch on the day of the ride. *NO items brought down to the Barn will be taken on the Outpost Ride.* Cost is \$40.

Scoutcraft

Merit Badges

Backpacking (EVEN)

Camping

Cooking (NOT Offered 2021)

Exploration (ODD)

Fire Safety

First Aid

Geocaching (EVEN)

Hiking (ODD)

Orienteering

Pioneering

Search & Rescue (EVEN)

Signs, Signals & Codes (ODD)

Wilderness Survival

Special Programs

Firem'n Chit—Fire is an amazing tool for cooking and also provides light and warmth. Learn how to safely make, tend and extinguish campfires. Earning the Firem'n Chit allows a Scout to carry fire-lighting devices. Offered M or T or Th during evening program.

Totin' Chip—Earn the right to carry or "tote" your own pocketknife and other wood tools. Learn about its use, care, and proper storage. Offered M or T or Th during evening program.

Paul Bunyan Woodsman Award—Paul Bunyan, much like our own Finbar O'Riley, was a woodsman skilled in the use of a variety of wood working tools. An advanced axemanship course that requires extended time to complete. For older Scouts (14+) who want to learn more advanced woodsman skills. Long pants, boots, and Totin' Chip are required. It starts Monday and continues all week.

Fire Safety Field Trip—Drivers needed! This Merit Badge session takes a field trip to Willits' own Little Lake Fire Department during session and through lunch, typically on Wednesday.

Wilderness Survival Outpost—Do you want to learn how to survive a night with just the clothes on your back? If so, this Outpost is for you. The Wilderness Survival Outpost is mainly for those in the Wilderness Survival Merit Badge sessions, but a few slots are generally available for others. Participants will have the chance to spend the night in a shelter they have built themselves. For more details or to sign-up, see the Scoutcraft Staff.

Shooting Sports

Shooting sports will discipline the mind and the body, so relax and have a great time. As with all program areas, the main aspect of shooting ranges is **safety**. The rules may seem strict, but are designed to ensure a fun, safe space for Scouts to hone their shooting skills.

All Youth who wish to enter any of the Shooting Ranges **MUST have a signed Firearms Use Permission Slip (See Page 81).**

Merit Badges

Archery

Rifle Shooting

Shotgun Shooting

Special Programs

Open Shoot—Archery, Rifle and Shotgun Open Shoots are open to all Campers. Tickets for shotgun and .22 rifle targets must be purchased at the Trading Post or Handi-Post *before* going to the range. Tickets are \$1.00 each.

- Archery is Free
- Rifle: 1 Ticket = 1 target, 5 shots per target.
- Shotgun: 1 Ticket = 1 clay pigeon, 1 shot per pigeon

Scoutmaster Shoot—Throughout the week each range will host a Scoutmaster Shoot for a bit of Adult-only range time and a little friendly competition.

O'Riley's Outpost - Black Powder Troop/Patrol Shoot—Scouts will enjoy shooting black powder rifles, throwing tomahawks, and a meal by the fire like the settlers of old. Due to limited capacity and high demand sign-ups are done at the Scoutmaster/SPL meeting on Sunday evening through the Special Programs Lottery.

Troop Shoots—Archery or Rifle are available for Troop Shoots during evening program. Due to limited capacity and high demand sign-ups are done at the Scoutmaster/SPL meeting on Sunday evening through the Special Programs Lottery.

Waterfront

Wente's Waterfront on the north shore of our private 80-acre lake simply can't be beat! Non-swimmers and beginning swimmers can take advantage of our wading areas and beginning swim instruction. **ALL Campers MUST pass the BSA Swimmers Test as a prerequisite for all Waterfront activities—whether they are merit badges or recreational activities.**

Merit Badges

Canoeing

Kayaking

Lifesaving (NOT Offered 2021)

Rowing

Small-Boat Sailing

Swimming

Special Programs

Aquatics Survival—Come learn important techniques to save yourself in the water. Learn to tread water, use your own clothes as a floatation device, advanced swimming techniques, and other tips & tricks. This is open to all Swimmers.

Beginner Swim—Scouts who did not pass the BSA Swimmer Test can get extra help with swimming skills. If a Scout is enrolled in a Waterfront Merit Badge and does not pass the BSA Swimmer Test, they will need to attend Beginner Swim instead, allowing another Scout to take that session. This program is open to adults as well.

Lunch Across the Lake—For a change of scenery, Adult Leaders will have the chance to use their Safety Afloat training as they venture out in boats with their Scouts for a picnic lunch at Black Oak Point. Sign-up in the Admin. Office at least one day before you are interested.

Mile Swim BSA—Scouts and Scouters need to be in good physical shape to complete the rigorous requirements of this award. Before swimming the mile, all participants must attend 4 training sessions.

Each swimmer must bring a rower and an accompanying spotter. Join the Waterfront Staff Monday morning at 6:00 am to start your journey.

Scoutmaster Float—Now on Friday mornings! Come enjoy some adult only time in the lake swimming or out on the water boating while your Scouts are off doing merit badge make-ups.

Stand Up Paddleboarding BSA—T & Th from 7-8 pm. This is only the 2nd season offering this patch; due to limited equipment session size is 6; Youth only!

Wente Wooly Wash—Early as the tulle fog rises off the lake the Wooly, will at times, sneak down from the hills for a refreshing dip. Come for a splash of fun and you may even see our elusive sasquatch! Attend any three mornings at 6:00 am to earn the Wente Wooly Wash patch!

Wente Scout Reservation Merit Badges

2021 Merit Badge Offerings

Merit Badge	Diff.	Fee	Limit	Age	Prerequisites	Information	Prog. Area
American Heritage	Hard		20	14+	Highly recommend Req. 5b	Offered ODD years only.	Commish
American Labor	Med.		20			Offered ODD Years only.	Commish
Archery	Hard	\$20	16		MUST be able to pull a 25 lb. bow. (Sunday)	2-hr session. Fee covers kits for req. 2 & 3. May require practice outside of Merit Badge. Older Scout priority.	Shooting Sp.
Architecture	Med.		30				Handicraft
Art	Easy	\$20	20			Fee covers projects for Reqs. 4 & 5.	Handicraft
Astronomy	Hard		25			Requires observations outside session	Nature
Basketry	Easy	\$20	25			Fee covers projects for Req. 3. Requires extensive time outside of Merit Badge.	Handicraft
Camping*	Med.		30		Req. 4b, 5e, 7b, 8d, 9a&b not covered.		Scoutcraft
Canoeing	Med.		20		Pass BSA Swim Test before start of badge.	MUST be able to launch, carry & store boat with partner!	Waterfront
Chemistry	Med.		20		Req. 2a & 4a.	Offered EVEN Years Only	Nature
Chess	Med.		30			Requires time outside session for tournament.	Handicraft
Citizenship in the Community*	Med.		20	14+	Req. 3, 4, & 7	3-day badge.	Commish
Citizenship in the Nation*	Med.		20	14+	Req. 2		Commish
Citizenship in the World*	Hard		20	14+	Req. 7	3-day badge.	Commish
Climbing	Med.		12			2-hr session.	Climbing
Communication*	Hard		20		Req. 5 & 7	Requires extensive work outside session	Commish
Composite Materials	Med.	\$20	20			Fee covers projects for Req. 5	Handicraft
Cycling**	Hard		12	14+		Riding reqs. done outside of session	Mtn Biking
Emergency Preparedness*	Hard		20	14+	Reqs. 1, 2b&c, 8b	Must have First Aid to complete badge.	Commish
Entrepreneurship	Med.		25			Offered during ODD years only.	Handicraft
Environmental Science**	Hard		30			Requires observation time & extensive writing outside of Merit Badge.	Nature
Exploration	Hard		15			Requires Overnight Outpost to complete. Offered ODD years only.	Scoutcraft
Fingerprinting	Easy		30			Only attend 1-day session.	Handicraft
Fire Safety	Hard		20			Field Trip to Fire Station, bring money for purchase of off-property lunch.	Scoutcraft
First Aid*	Med.		20		Req. 5a & 7a	2-hr session.	Scoutcraft
Fish & Wildlife Management	Easy		35			Requires observation time outside session.	Nature
Fishing	Med.		15		Req. 10 MUST bring own gear (\$25 T-Post)	Requires fishing outside of session.	Nature

Merit Badge	Diff.	Fee	Limit	Age	Prerequisites	Information	Prog. Area
Fly Fishing	Med.		12		Req. 11	Fly Fishing Gear is Provided by Camp! May require fishing outside of session.	Nature
Forestry	Med.		15			Field trip to lumber mill, bring money for purchase of off-property lunch.	Nature
Game Design	Med.		20	14+		Requires technical writing & extensive work outside of Merit Badge.	Handicraft
Gardening	Med.	\$20	15		Req. 2b, 5 & 8 not covered at Camp.	Offered in combination with Plant Science & Surveying.	Nature
Hiking**	Med.		30		Req. 5, 6, & 7	Offered ODD years only.	Scoutcraft
Horsemanship	Med.	\$25	TBD		5-ft or taller, limit based on # of horses	3-hr session, Monday-Friday. Must wear long pants & closed toe shoes every day.	Corral
Insect Study	Med.		30		Req. 9	Offered ODD years only.	Nature
Kayaking	Med.		20		Pass BSA Swim Test before start of badge.		Waterfront
Leatherwork	Easy	\$25	25			Fee covers project kits for Req. 3 & 5c.	Handicraft
Mammal Study	Easy		30				Nature
Mining in Society	Med.		25			Offered ODD years only.	Nature
Moviemaking	Med.		20		MUST bring own digital video camera.	May require film & edit time outside of Merit Badge.	Handicraft
Music	Med.		25				Handicraft
Nature	Med.		30		Req. 4e - Bring own fishing gear.	Requires collection & observation time outside of Merit Badge.	Nature
Nuclear Science	Hard		20	14+	Basic Chemistry knowledge		Nature
Orienteering	Med.		20			May require extensive time outside of Merit Badge.	Scoutcraft
Personal Management	Hard		20	14+	Req. 1, 2 & 8		Commish
Photography	Med.		20		Req. 1a (Current Cyberchip)	MUST bring own digital camera for use all week. May not share with others.	Handicraft
Pioneering	Med.		20		Working knowledge of Scout to First Class knots & lashings	2-hr session. Requires knot & lashing practice outside of Merit Badge.	Scoutcraft
Plant Science	Med.		15			Offered in combination with Surveying & Gardening.	Nature
Public Speaking	Med.		10			Requires speech writing & practice outside of Merit Badge.	Commish
Pulp & Paper	Med.		30			Requires work outside of Merit Badge.	Nature
Reptile & Amphibian Study	Med.		30		Req. 8	Requires observation time outside of Merit Badge.	Nature
Rifle Shooting	Med.	\$40	16		Firearm Use Permission Slip	2-hr session. May require practice shooting outside of Merit Badge.	Shooting Sp.
Rowing	Med.		20		Pass BSA Swim Test before start of badge.		Waterfront
Scouting Heritage	Med.		25		Req. 5		Eagle Trail
Sculpture	Med.	\$20	20			Fee covers all materials needed. Offered ODD years only.	Handicraft

Merit Badge	Diff.	Fee	Limit	Age	Prerequisites	Information	Prog. Area
Shotgun Shooting	Hard	\$50	12		Firearm Use Permission Slip	2-hour session. May require practice shooting outside of Merit Badge.	Shooting Sp.
Signs, Signals & Codes	Easy		20			Offered ODD years only.	Scoutcraft
Small-Boat Sailing	Hard		14		Pass BSA Swim Test before start of badge.	Session limits based on operable boats.	Waterfront
Soil & Water Conservation	Easy		30			Offered ODD years only.	Nature
Space Exploration	Med.		20				Nature
Surveying	Med.		15			Offered in combination with Plant Science & Gardening.	Nature
Swimming**	Med.		15		Pass BSA Swim Test before start of badge.	Water contains fish and lake weed.	Waterfront
Weather	Med.		30		Req. 9a on Sunday	Requires observation outside Merit Badge.	Nature
Wilderness Survival	Med.		30			Requires building your own shelter & spending night in it at Overnight Outpost	Scoutcraft
Woodcarving	Med.	\$20	15		Totin' Chip (Sunday session if needed)	Fee covers project kits for req. 6 & 7.	Handicraft

2021 WENTE SCOUT RESERVATION MERIT BADGE & ACTIVITIES SCHEDULE

MORNING PROGRAM

AFTERNOON PROGRAM

EVENING PROGRAM

PROGRAM AREA	9:00 AM	10:00 AM	11:00 AM	2:00 PM	3:00 PM	4:00 PM	7:00 PM
Climbing	Climbing 2hrs	Open Climb	Open Climb	Climbing 2hrs	Open Climb	Open Climb	Open Climb
	Personal Mgmt	Communication	Public Speaking	Communication	Emergency Prep.	Cit in the Comm	Finney Valley Service Projects
Commissioners	American Labor	Cit in the Nation	Emergency Prep.	Personal Mgmt	Cit in the Nation	Cit in the World	
	Tenderfoot	Tenderfoot	First Class	Second Class	Second Class	First Class	
Eagle Trail (1st Year)	Second Class	Second Class	Scout	Tenderfoot	Tenderfoot	Scouting Heritage	D
	Art	Entrepreneurship	Movie Making	Basketry	Art	Movie Making	I
Handicraft	Chess	Game Design	Photography	Chess	Composite Materials	Music	N
	Architecture	Leatherwork	Sculpture	Leatherwork	Leatherwork	Photography	N
Mountain Biking	Leatherwork	Wood Carving	Wood Carving	Sculpture	Wood Carving	Wood Carving	E
	Trail Rides & Skill Sessions			Trail Rides & Skill Sessions			
Nature	Insect Study	Envi. Science	Astronomy	Astronomy	Envi. Science	Soil & Water Cons.	
	Space Exploration	Mining in Society	Envi. Science	Envi. Science	Fish & Wildlife Mgmt.	Space Exploration	
Nature at Peninsula	Gardening / Plant Science / Surveying	Forestry (trip Th)	Forestry (trip Th)	Reptile & Amphibian	Weather	Fishing	Mammal Study (M/TTh)
	Fly Fishing	Open Fishing	Open Fishing	Fly Fishing	Fly Fishing	Open Fishing	Cycling (T & Th)
Risin' W Corral	Horsemanship 3hrs			Sunset Ride (M/F 6:30-8pm)			
	Cowboy Breakfast Ride (Th 6:30-9am)			Overnight Outpost (T 4:30pm - W 7am)			
Scoutcraft	Camping	Camping	Open Scout Skills & Pioneering Projects	Fire Safety (trip W)	Camping	Open Scout Skills & Pioneering Projects	D
	First Aid 2hrs	First Aid 2hrs	Hiking	First Aid 2hrs	First Aid 2hrs	Pioneering Projects	I
Shooting Sports	Pioneering 2hrs	Pioneering 2hrs	Wilderness Survival	Pioneering 2hrs	Pioneering 2hrs	Exploration	N
	Orienteering	Signs Signals & Codes	Wilderness Survival	Orienteering	Signs Signals & Codes	Wilderness Survival	N
Archery	Archery 2hrs	Archery 2hrs	Open Shoot	Archery 2hrs	Archery 2hrs	Open Shoot	E
	Rifle Shooting 2hrs	Rifle Shooting 2hrs	Open Shoot	Rifle Shooting 2hrs	Rifle Shooting 2hrs	Open Shoot	R
Shotgun	Shotgun Shooting 2hrs	Shotgun Shooting 2hrs	closed	closed	Open Shoot	closed	
	O'Riley's	closed	Lunch Outpost (11:45 - 2:00)	Meet at Bridge	closed	Dinner Outpost (4:45 - 7:30)	Meet at Bridge
Waterfront	Canoeing	Small-Boat Sailing 2hrs	Canoeing	Canoeing	Small-Boat Sailing 2hrs	Open Swimming & Boating	BSA Paddleboarding (T & Th)
	Kayaking	Canoeing	Canoeing	Kayaking	Canoeing	Open Swimming & Boating	Open Swim & Boating
Waterfront	Rowing	Kayaking	Kayaking	Swimming	Swimming	Aquatics Survival	
	Beginner Swim	Swimming	Swimming	Swimming	Swimming	Swimming	
LUNCH			DINNER				

Camp-wide Games

On Friday afternoons, all program areas will transition to Camp-Wide Games. The games give Scouts the chance to have some well-earned recreation time at the end of the week. Things may get silly, messy, wet and sweaty - - so come prepared to have a barrel of laughs and a boat-load of fun.

Theme Days

Join our Camp theme days & show us your Scout Spirit!

- Monday is Scout Spirit Day...while your uniform is still clean *and not smelly!*
- Timmberrrr Tuesday, show us your Finney Valley Lumberjack Spirit.
- Wear Your Helmet/Safety Wednesday,
- Alternate Uniform Thursday,
- Aloha Friday wear your tacky Hawaiian shirts
- Troop Pride & Appreciation Saturday...*show off those Troop Shirts!*

Order of the Arrow - On Tuesdays, show your OA Pride by wearing your sash or an OA T-shirt. Then join us at the OA Evening Social at the Dining Hall for fellowship, news, fun, patch trading, and as with all good meetings, *snacks*.

Special Programs at Wente Scout Reservation

Campfires

Sunday night's Opening Campfire is a great opportunity for Scouts to meet the spirited Staff, learn some Wente traditions, and get fired up about the week ahead. Come join the show!

Wednesday night is set aside as Troop Campfire night. Your Troop can settle into your campsite for a night of bonding or reserve the Amphitheater and get together with other Troops (say from your home district) for a larger Campfire. Don't forget to invite your counselors!

Friday night's Closing Campfire the Scouts can perform skits, Camp Staff presents awards earned during the week and our progressive camper Finney Valley Ceremony rounds out the evening.

Troop Cobblers

Does a bubbling fruit cobbler fresh out of a Dutch Oven sound good? We offer Units the chance to make Dutch oven cobblers in their Troop's Campsite. To take advantage of this great experience sign up the night before you want to make cobblers, at the Trading Post. Flavors available vary week to week. **(May NOT be offered due to Covid-19)**

Exploring Camp

There are many ways to explore the vastness of Wente safely while having an incredible time, whichever option you choose make sure both your Youth & Adult Unit leadership know your plans, take a buddy and plenty of water! See program area pages for more details.

Finbar O'Riley Discovery Trail

(Commissioners)

Kali-Ama (Nature)

Lunch Across the Lake (Waterfront)

Trail Rides (Mtn. Biking)

Trail Rides (Risin' W Corral)

Outposts

Outposts are a wonderful way to experience the adventurous activities outside of regular Merit Badge programs. Some can be done as a Unit, others as a Patrol and some on an individual basis. See program area pages for more details.

O'Riley's Outpost (Shooting Sports)

Trail Ride Overnight Outpost (Risin' W Corral)

Wilderness Survival Outpost (Scoutcraft)

Spirit Animal Rockers - *What is your Spirit Animal?*

An exciting and **challenging** rocker program for all campers, outside of Merit Badges, that you may earn and proudly wear with the Wente patches on your uniform. Wente Spirit Rockers are unique because they can only be earned at Wente in the span of the week that you are there. All Rockers can be earned by Scouts and Adult leaders, except for Skunk (youth) and King Skunk (adult). Earning a single rocker will take time, dedication, and a true love of Wente!

Skunk (All Camp – YOUTH ONLY)

1. Participate in Wooly Wash (Waterfront)
2. Earn your Firem'n Chit & Totin' Chip (Scoutcraft)
3. Help mop or clean windows at the Dining Hall (Dining Hall Steward)
4. Be part of the Color Guard for Morning or Evening Flags (Eagle Trail)
5. Climb or rappel at The Rock & learn to tie a figure eight knot (Climbing)
6. Complete 1 trail ride (Mtn Biking)
7. Complete the Finbar O'Riley Discovery Trail & learn camp history (Commissioners)
8. Do one of the following (Nature):
 - a. Attend a Star Party,
 - b. Complete the Speed Kali-Ama during Camp-wide Games,
 - c. Participate in a Conservation Service Project for at least 1-hr.
9. Do one of the following (Handicraft):
 - a. Hand carve a neckerchief slide,
 - b. Weave a basket,
 - c. Make a leatherwork project,
 - d. Participate in the Chess Tournament.
10. Participate in Open Shoot or a Troop Shoot at any range (Field Sports)
11. Do one of the following *at the Barn* (Corral):
 - a. Learn to lasso,
 - b. Get something branded,
 - c. Muck a full wheelbarrow load from a stall or pasture with the Staff,
 - d. Help feed the horses (sign-up with Corral Director ahead of time),
 - e. Help groom/wash a horse (Friday).
12. Help your troop clean a showerhouse (Maintenance)

King Skunk (All Camp – ADULT ONLY)

1. Attend Scoutmaster Float - *now on Friday morning!* (Waterfront)
2. Volunteer during Open Scout Skills time (Scoutcraft)
3. Volunteer during one Merit Badge session (Eagle Trail)
4. Volunteer during any Climbing session after earning Climb on Safely (Climbing)
5. Do one of the following:

- a. Attempt the Pump Track,
 - b. Complete a Trail Ride,
 - c. Perform at least 1-hr of service with the Skunk Works Trail Crew (Mtn Biking)
6. Teach your Scouts the 1st verse of The Star-Spangled Banner (Commissioners)
 7. Lead or complete a Conservation-based Service Project for at least 1-hr (Nature)
 8. Volunteer during Open Crafting or join the Chess Tournament (Handicraft)
 9. Participate in at least one Scoutmaster Shoot (Field Sports)
 10. Hike to the Barn, *while recuperating*, learn the name of your favorite horse (Corral)
 11. Complete a task off the Ranger's Adult Service Project List (Maintenance)
 12. Don't forget to take a nap in the shade...*for your personal health!* (Medic)

Are YOU up to the challenge? For more information or to get started, swing by the Admin. Office or talk to your Commissioner. See each Program Area's bulletin board for their Spirit Animal Rocker requirements!

- Bear (Mountain Biking)
- Beaver (Handicraft)
- Goat (Climbing)
- Hawk (Field Sports)
- Mustang (Risin' W Corral)
- Narwhal (Waterfront)
- Rattler (Eagle Trail)
- Scorpion (Scoutcraft)
- Waaa-sps (Commissioners)
- Wooly (Nature)

Special Awards

Honor Troop & Honor Patrol - At Wente Scout Reservation we feel that each unit should depart stronger than they arrived. The Honor Unit Awards Program one way we try and help this process. The Commissioner staff will work with your Unit Leadership on these requirements. Leaders submit Unit # and Patrol Names during Friday Roundtable.

HONOR PATROL

Complete ALL of the following:

1. Have and display a patrol flag.
2. Conduct a patrol meeting at camp.
3. Do a patrol yell at a camp-wide event or meal.
4. Each Scout earns a Finney Valley Rocker
5. Show Scout Spirit
6. Tent & Campsite kept clean & orderly.

Complete 4 of the following:

1. Go on a patrol hike or bike ride
2. All members in Class-A uniform for all evening Flags
3. Work on a Merit Badge or Rank Advancement as a patrol
4. Build a Pioneering project together as a patrol.
5. Perform a patrol song/skit at a Troop Campfire at camp
6. Participate in Camp-wide Games and turn in score sheet.

HONOR TROOP

Complete ALL of the following:

1. Conduct a Patrol Leader's Council at camp
2. Troop attends every Flag Assembly (unless on outpost as a Unit)
3. Demonstrate Troop Spirit
4. Represented at all Adult & SPL meetings
5. Conduct a Troop Campfire at camp
6. Each Scout earns a Finney Valley Rocker

Complete 4 of the following:

1. All patrols earn Honor Patrol.
2. At least 1 Camper earns a Spirit Animal Rocker
3. All Troop members in full Class-A uniform for all evening Flag Assembly
4. Complete a campsite improvement project (must have approval before starting)
5. Have 1 Troop Activity: hike, Troop Shoot, Lunch-Across-the-Lake, Outpost, Ride, etc.
6. Invite another Troop to an inter-Troop Activity!
7. Complete a Troop Service Project

Unit Expeditions (including all Kali-Ama!)

A group of Scouts or entire units may leave the main part of camp to explore the backcountry. Groups leaving the main part of camp must abide by the following:

1. Have permission from their unit Adult Leadership.
2. **Sign-Out at the Admin. Office** and provide an itinerary indicating route/Kali-Ama points and estimated time of return.
3. **Sign-In at the Admin. Office** upon return.
4. Travel in a group of no less than four people.
5. Swimming/playing in creeks must be supervised by an adult (21 or more years old) who has a current safe swim defense card. It is advised that at least one person be a certified Lifeguard.

Wente Scout Reservation Traditions

When asked you may hear, "Wente's tradition is that we have no traditions!" Wait, what? Wente prides itself on adapting to the needs of our campers. So, although we DO have traditions, our favorite is serving the youth and giving back to camp.

Through the years Wente has steadily added new program areas, more campsites, adventures into the backcountry, more weeks of camp, and off-season opportunities for Units and scouting families to enjoy what many campers, Scouts & Staff alike, consider their second home.

Wente Scout Reservation Weekly Schedule

Time	Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday		
6:00	Have ready upon arrival: ▪ Annual Health & Medical Record with all Medications in original containers ▪ COVID Forms * Firearms Permission Slips	BSA Mile Swim		BSA Mile Swim <i>with Rower and potter (5:30am on Friday)</i>					
6:30		Wooly Wash -- 6:30am daily -- earn your patch by participating 3 days!							
7:15		Shift 1 Breakfast	Shift 1 Breakfast	Shift 1 Breakfast	Shift 1 Breakfast	Shift 1 Breakfast		Shift 1 Breakfast	1st Breakfast
8:00		Morning Flags	Morning Flags	Morning Flags	Morning Flags	Morning Flags		Morning Flags	Morning Flags
8:15		Shift 2 Breakfast	Shift 2 Breakfast	Shift 2 Breakfast	Shift 2 Breakfast	Shift 2 Breakfast		Shift 2 Breakfast	2nd Breakfast
9:00		Morning Program (9 – noon) Leader Roundtable	Morning Program (9 – noon) Leader Roundtable Union Reps at American Labor MB	Morning Program (9 – noon) Leader Roundtable	Morning Program (9 – noon) Leader Roundtable	Morning Program (9 – noon) Leader Roundtable		SPL/SM Meeting MB Make-Ups (9-11:30am) <i>Scoutmaster Float (10 - noon)</i>	Troop Check-Out by 10:00am
10:30						Forestry Trip (10:30 thru Lunch)			
11:00		Staff Meeting						Lunch Ride (11:30-1:45pm) O'Riley's (11:45-2)	Staff Off-Duty
11:30			O'Riley's (11:45-2)	O'Riley's (11:45-2)	O'Riley's (11:45-2)	O'Riley's (11:45-2)		O'Riley's (11:45-2)	
12:00		Lunch Across the Lake (noon – 1:45pm daily)						Travel Home Safely! See You next Summer! * Family Camp * Troop Campouts * Good Turn Weekend * Work Parties Remember to submit your Stake-A-Claim for 2022!	
12:15	Shift 1 Lunch	Shift 1 Lunch	Shift 1 Lunch	Shift 1 Lunch	Shift 1 Lunch	Shift 1 Lunch			
12:45			Fire Safety Trip (12:45-2pm)						
1:15	Shift 2 Lunch	Shift 2 Lunch	Shift 2 Lunch Root Beer Float Ride (1:30-3pm)	Shift 2 Lunch	Shift 2 Lunch	Shift 2 Lunch			
2:00	Afternoon Program (2 – 5pm)	Afternoon Program (2 – 5pm)	Afternoon Program (2 – 5pm)	Afternoon Program (2 – 5pm)	Afternoon Program (2 – 5pm)	Camp-Wide Games (2-5pm)			
3:00	Open Swim Open Shotgun	Open Swim <i>SM Shoot Shotgun</i>	Open Swim Open Shoot Shotgun		Open Swim Open Shoot Shotgun	Risin' W Corral Spa Time for the Horses (2-4pm)			
4:00	Camp Tours End	Open Swim & Boat <i>SM Shoot Rifle</i> Open Archery	Open Swim & Boat Open Archery Open Shoot Rifle	Open Swim & Boat Open Archery Open Shoot Rifle	Open Swim & Boat <i>SM Shoot Archery</i> Open Shoot Rifle				
4:30		O'Riley's Outpost (4:30-7pm)	O'Riley's (4:30-7) Corral Overnight Outpost leaves	O'Riley's Outpost (4:30-7pm)	O'Riley's (4:30-7) Corral Dinner Ride (4:30-8pm)				
5:15	Shift 1 Dinner	Shift 1 Dinner	Shift 1 Dinner	Shift 1 Dinner	Shift 1 Dinner	Shift 1 Dinner			
6:00	Evening Flags	Evening Flags	Evening Flags	Evening Flags	Evening Flags	Evening Flags			
6:15	Shift 2 Dinner	Shift 2 Dinner	Shift 2 Dinner	Shift 2 Dinner	Shift 2 Dinner Scoutmaster Dinner	Shift 2 Dinner Corral Sunset Ride (6:30-8pm)			
7:00	SPL & SM Meeting	Evening Program Corral Sunset Ride (7-8:30pm)	Evening Program	WENTETHALON!	Evening Program	Evening Program			
8:15		SPL Mtg & Social	OA Social						
8:30	Opening Campfire		Night Climb	Troop Campfires	Movie Night	Closing Campfire			
9:00		<i>Adult Leader Pie & Coffee</i>	Star Party (9:30)		Star Party (9:30)				
10:00	ALL QUIET -- All Scouts in Campsite with Two-Deep Leadership -- LIGHTS OUT								

Note: Waiters are due 15min before meal service. Staff performs waiter duty for Sunday Dinner.

Finney Valley Lumber Company

Our progressive Camper program is designed to guide **Youth** through the wonderful world of Wente. Below is each year's award & how to earn it. All Scouts who earn a rocker may join the Finney Valley Ceremony during Closing Campfire. Scoutmasters will pick up all rockers at the Trading Post during check-out and are asked to reimburse Camp for the awards' cost, just as they would a Merit Badge or other emblem. Scouts can only earn one per year. Cost is \$3.

1st Year (Choker Setter)

Do 6 of the Following:

1. Take a Swim Check.
2. Be a Waiter.
3. Earn Totin' Chip.
4. Shoot at Archery or Rifle.
5. Attend a Star Party.
6. Ride the Pump Track.
7. Go to Branding Night or take a trail ride.
8. Earn Swimming MB or go to swim instruction.
9. Work on rank skills at Eagle Trail
10. Attend every flag ceremony.

2nd Year (Cedar Savage)

Do 6 of the Following:

1. Take a Swim Check
2. Be a Waiter
3. Hike the Finbar O'Riley Discovery Trail
4. Make a Handicraft project
5. Catch & release a fish out of the lake
6. Shoot for score at the Rifle Range
7. Earn Firem'n Chit
8. Pickup 20pcs of trash & take to your SM
9. Demonstrate tying the 8 basic knots
10. Attend every flag ceremony in uniform.

3rd Year (Straw Boss)

Do 6 of the Following:

1. Take a Swim Check
2. Be a Waiter
3. Groom, feed & water a Horse.
4. Earn an Eagle Required Merit Badge
5. Earn Archery, Rifle or Shotgun MB
6. Earn BSA Mile Swim or be a Rower/Spotter for someone
7. Take a Trail Ride at Mtn. Biking
8. Help a Scout learn First Class skills
9. Earn the Skunk Spirit Animal Rocker
10. Attend all flags on time, in uniform.

4th Year (Top Man)

Do 5 of the Following:

1. Pass the BSA Swim Test or improve one level during the week
2. Be a Waiter
3. Hike the Kali-Ama
4. Climb or rappel at The Rock
5. Shoot black powder at O'Riley's
6. Earn the Paul Bunyan Award
7. Help lead a Troop Campfire
8. Be in the Color Guard for a camp-wide flag ceremony.

5th Year (Bull of the Woods)

Do the Following:

1. Pass the BSA Swim Test or improve one level during the week
2. Be a Waiter
3. Earn a Spirit Animal Rocker
4. Participate in Wentethalon.
5. Help build a useful Pioneering project in your campsite

6th Year (Legend of Finney Valley)

Do the Following:

1. Pass the BSA Swim Test
2. Teach the Outdoor Code to a 1st Year
3. Teach 2 knots to a 1st year Scout
4. Help in a Restoration Service Project
5. Earn a Spirit Animal Rocker
6. Pledge to attend Good Turn Weekend with your Unit

7th Year (Legacy of the Stick on a String)

Do the Following:

1. Pass the BSA Swim Test
2. Help in a Forest Health Service Project
3. Earn a Spirit Animal Rocker
4. Sit on a Board of Review
5. Pledge to attend an off-season Wente Work Weekend

Appendices

Packing List

Merit Badge Glossary

Parental Firearm Permission Form

Early Arrival Request

Adult Leader Training

Campership Information & Application

Camp Maps

Driving Directions to the Camps

Stake-a-Claim 2022

Packing List

What to BRING to Camp...and what to LEAVE at home

VERY Important Paperwork

- ___ BSA Annual Health & Medical Record, *complete with Parent & Doctor Signatures!*
- ___ **signed Permission Slips (especially Firearms Use Permission Slip, see Page 83)**
- ___ partial Blue Cards for Merit Badges already started

Clothing

- ___ Full Scout UNIFORM
- ___ Jacket, sweater, or sweatshirt
- ___ T-shirts (at least 1/day)*
- ___ Long Pants or jeans
- ___ Underwear (at least 1/day)
- ___ Socks (at least 1/day)*
- ___ Hiking Boots
- ___ Shoes, lightweight
- ___ Pajamas or sweatpants
- ___ Shorts (*Hiking Shorts*)
- ___ Swimsuit or cutoffs
- ___ Hat or Visor*
- ___ Raincoat / Poncho / /Raingear
- ___ Gloves

Hygiene Kit

- ___ Toothbrush*
- ___ Toothpaste*
- ___ Comb/Brush*
- ___ Soap*
- ___ Wash cloth and towel*
- ___ Feminine Hygiene Items (girls)
- ___ Sunscreen*
- ___ Chapstick or Lip Balm*
- ___ Shampoo*
- ___ Deodorant*

Camping Gear

- ___ Pack
- ___ Sleeping Bag
- ___ Sleeping Pad
- ___ Pillow
- ___ Day pack / Backpack*
- ___ Canteen, water bottle, etc.*
- ___ Flashlight* with fresh batteries
- ___ Personal First Aid kit*
- ___ collapsible Camping Chair
- ___ Pocket knife (Totin' Chip)*
- ___ Matches (Firem'n Chit)*
- ___ Coffee / Cocoa Mug
- ___ Tent (*Wolfeboro*)
- ___ Mess Kit with Utensils

Merit Badge / Rank Adv. Items

- ___ Scout Handbook*
- ___ Pens/Pencils*
- ___ Notebook and paper*
- ___ *Merit Badge Pamphlets*
- ___ pre-Stamped Envelopes*

Patrol and/or Troop Items

- ___ Troop & Patrol Flags and Poles
- ___ Patrol Boxes
- ___ Bulletin Board Push Pins
- ___ Clothesline and Pins
- ___ Lanterns

Unit Paperwork

- ___ Final Unit Roster
- ___ Troop Advancement Records
- ___ YPT Verification for ALL Adults
- ___ Unit Schedule from BlackPug

Optional Items

- ___ Camera (Photo/Video)
- ___ Insect Repellent*
- ___ Musical instrument
- ___ Fishing gear*
- ___ Sewing Kit
- ___ Twine or light Rope
- ___ Card or Board Games
- ___ Whetstone (sharpening stone)
- ___ OA Sash
- ___ Personal Eye & Ear Protection
for Shooting Sports
- ___ **Wente Specific optional**
- ___ *Mountain Bike*
- ___ *Riding Helmet*

Items to LEAVE at Home!

Electronic games
Music Devices (including radios)
Keepsakes that can't be replaced
Expensive Items

Sheath Knives and Hatchets
Alcohol and Drugs
Tobacco (for Youth)
Pets

Ammunition, firearms
Archery equipment
Fireworks

* When available, these items are also sold in the Trading Post.

Merit Badge Glossary

American Heritage—For scouts who want to learn more about American History and Culture. Can be completed at camp, and friendly to scouts of all ages.

American Labor—Learn about all aspects of the American Labor movement, from concerns about work conditions, to the role of Labor Unions, to the history of working in America.

Animal Science—Learn more about the science behind horses and other livestock while enjoying more time down at the barn! **(Will NOT be offered in 2021)**

Archaeology—Learn about the ancient cultures that roamed the streams and mountains around our camps. Written work is required.

Archery—Shooting experience is highly recommended and time is needed to qualify.

Architecture—Learn about the art and science of spaces we inhabit.

Art—Teaches different painting and drawing techniques, as well as artistic style.

Astronomy—Scouts will observe the beautiful night sky over Wolfeboro. Career opportunities in astronomy will be discussed. Track star movement—remember to bring an alarm clock to make that middle of the night drawing!

Backpacking—Do you love to camp and hike? Why not do both and backpack. Learn the ins-and-outs of getting into the backcountry and seeing things you can't see from the road.

Basketry—This is a fun activity, good for all Scouts. This badge may not take all week to complete.

Bird Study—Learn about the feathered wildlife of our camps. Scouts should be prepared to spend some time making observations of birds at camp.

Camping—This badge is required for Eagle. It requires an overnight camping trip. Scouts should bring appropriate camping equipment (backpack, sleeping bag, etc.)

Canoeing—Good physical strength and stamina are required for this merit badge. Must be a swimmer to start this badge.

Chemistry—Come and learn about the everyday chemistry of the world right in front of you. Explore topics like pressure, pollution, and fertilizers.

Chess—Expand your knowledge of chess beyond the simple moves. Learn about openings and the tactics of this classic game of skill and planning.

Citizenship in the Community, Nation, and World—Scouts can earn their Citizenship Badges at camp if they complete the prerequisites. Citizenship in the World covers international government and foreign relations. Citizenship in the Nation covers the United States and Federal affairs. Citizenship in the Community covers local government.

Climbing—Throughout the week scouts learn about the preparation, safety, and equipment needed to climb and repel. For this exciting activity, Scouts must be at least 14+ years old. Session limit: 8 scouts.

Communication—This merit badge is a good place to start for scouts who want to earn their Eagle-required merit badges. Along with the daily sessions, scouts will be expected to participate in activities at their campsite in order to complete this merit badge.

Composite Materials—Learn about how two materials are used to make a third, even better material that has the best aspects of both. What could be more concrete than that?

Cooking—Classes are at 7:00 AM to the end of Breakfast, 11:30 AM to the end of Lunch and 4:00 PM to the end of Dinner. Scouts will NOT be eating in the dining hall starting Monday for their appropriate meal. Scouts may sign up for one session and will earn a partial. **(Will NOT be offered in 2021)**

Crime Prevention—Covers our legal system and crime prevention methods. Scouts will be able to participate in a loss prevention program at the Trading Post. It is a fun and educational session for those who complete it at camp.

Cycling—Come explore the amazing mountain biking trails around Wente Scout Reservation and learn how to take care of these machines of fun.

Dog Care—Learn proper care, feeding and training techniques for your family's best friend.

Emergency Preparedness—This badge can be used as an Eagle-required merit badge. It covers a great deal of written material, and there are skills to master. Familiarity with knots is extremely important. Older Scouts are recommended for this badge. First Aid merit badge is a pre-requisite.

Energy—Learn where energy comes from, what forms it takes, and how we use it everyday life.

Entrepreneurship—What is Entrepreneurship? Come find out what it takes to bring an idea from the drawing board to a product you can purchase in the store.

Environmental Science—This badge can be used as an Eagle-required merit badge. It requires day hikes, field notes, and experiments. There is a great deal of written material and a great setting to earn this badge. This program is recommended for mature Scouts.

Exploration—The age of exploration hasn't passed you by. You will learn what it takes to embark on expeditions large and small then you will make that expedition.

Fingerprinting—The original forensic science-fingerprinting. Come learn about those ridges and whorls on the tips of your fingers.

Fire Safety—Fire has the power to give warmth and comfort, but it also has the power to destroy. Come learn about the science and safety of fire.

First Aid—Scouts will learn safety and how to provide aid for all types of injuries and situations.

Fish & Wildlife Management—There is some written material for this badge. A conservation project is also required. Field trips are scheduled.

Fishing—This is an excellent merit badge for younger Scouts. It requires some written work and fishing trips. Scouts need to bring their own gear or purchase in the Trading Post for \$25. A California State sport fishing license is required for all adults and youth over the age of 16. The Trading Post does NOT sell licenses, so these must be purchased prior to your arrival in camp.

Fly-Fishing—Come join our special guests as they teach you how to fish with a fly rod and tie a fly then try your luck in the lake at Wente Scout Reservation. A California State sport fishing license is required for all adults and youth over the age of 16. The Trading Post does NOT sell licenses, so these must be purchased prior to your arrival in camp.

Forestry—Our camps have excellent opportunities to learn about this topic. Scouts will learn about current issues in forestry, do a conservation project, and learn tree identification.

Game Design—Single-player. Multi-player. Board games. Video games. Ball games. It's all there in game design. Harness your gamer instincts and make a new game and challenge your Troop mates.

Gardening—Learn about growing food and flowers while defending your crops from pests and disease.

Geocaching—Learn more about GPS units and the fun of geocaching as a way to explore the world.

Geology—This badge requires a personal rock collection. Scouts will learn to identify rocks and minerals and how they are formed and used.

Hiking—Get out and see the world with your feet.

Horsemanship—The riding instruction Scouts receive is only a small part of this unique badge. Care, feeding, grooming, and especially, safety are an integral part of the badge. Class size will be limited and varies with the number of horses in the herd. Scouts must be at least 13 years old and a minimum of 5 feet tall (due to equipment restrictions). A weight requirement is dependent on livestock. Cost: \$25

Indian Lore—This is good for Scouts of all ages. Learn about the fascinating history and culture of various Native American nations.

Insect Study—Scouts explore the miniature life of insects at our camps. Scouts will gather specimens for an insect collection and take hikes to discover unusual creepy-crawlies all over the camp.

Inventing—Necessity is the mother of invention. With this badge, scouts will learn what it takes to invent a solution to a problem. This is all about harnessing your creativity.

Kayaking—Learn how to kayak on flat water. Good physical strength and stamina are required for this merit badge. Must be a swimmer to start this badge.

Leatherwork—A great Merit Badge for any Scout. This badge introduces many of the aspects of leather and leatherworking.

Lifesaving—This merit badge can be used as an Eagle-required merit badge. It is a challenging merit badge that requires physical strength and stamina. Must have Swimming merit badge and be able to swim 400 yards. **(Will NOT be offered in 2021)**

Mammal Study—This badge is good for younger Scouts. Requires some written work, a small report, and a conservation project.

Metalwork—A challenging badge where scouts learn about the metals industry and the tools used in metalworking. Scouts will make several metal projects.

Mining in Society—Learn about the importance of mining to our society and the economy.

Moviemaking—Learn about the mechanics of movies then create your very own short feature film. Scout must bring their own digital device with charging cables to camp.

Music—Scouts will have the opportunity to sing, develop skits, and teach skits to others. Prerequisites should be completed prior to coming to camp.

Nature—Take a deeper dive into the natural world and chose five areas of nature to explore.

Nuclear Science—Come explore the atom and the power it contains. Learn about the promises and perils of the power in that nucleus.

Oceanography—The wonders of the deep will come to light in this program. Scouts are required to do some field studies to complete this badge (yes, at camp).

Orienteering—Map and Compass is the name of the game. Scouts will complete four orienteering courses across camp. This badge is recommended for older Scouts.

Personal Management—Money! Now that we have your attention. Come learn about money and budgeting with this Eagle-required merit badge.

Photography—A fun badge for those Scouts who are looking to learn more about photography and its growing influence in digital media. Scout must bring a digital camera with charging cables to camp. Scouts must earn cyber chip outside of camp.

Pioneering—Scouts will put their knots and lashings skills to the test by building gadgets, towers, and structures with rope and poles. Lots of practice will be needed to complete this badge.

Plant Science—Learn what it takes to grow plants for food with agronomy, horticulture, or the botanical world around us.

Pottery—Learn how to form clay into functional items and create a work of art.

Public Speaking—Scouts will learn how to address groups and give speeches if they take this course. Those taking this session should expect a lot of speeches in order to complete this course.

Pulp & Paper—Learn about what it takes to turn trees into paper

Railroading—Learn about trains and railroads and how they help the country grow and thrive.

Reptile & Amphibian Study—This badge requires drawings and night observations. Scouts will be able to handle live animals in this session.

Rifle Shooting—Shooting experience is highly recommended. Scouts should have strength to handle a rifle. Scouts will need time to qualify. **Must have a signed Firearms Use Permission Slip (page 83)**

Rowing—This session requires physical strength and stamina. Must be a swimmer to start this badge.

Salesmanship—Learn the important job of a salesperson to our economy then try your hand at selling.

Scouting Heritage—Learn the history and heritage of the Scouting movement from Baden-Powell to present, from its beginnings in England to your own unit.

Sculpture—Learn how to turn clay into art.

Search & Rescue—Learn about the various aspects of Search and Rescue (SAR) then go out and put those ideas and skills into practice.

Shotgun Shooting—This program teaches Scouts the basics of handling and shooting a shotgun and safety precautions for firearms. Scouts may need time outside of the merit badge sessions to qualify. **Must have a signed Firearms Use Permission Slip (page 83).**

Signs, Signals, and Codes—Learn how to communicate with others using methods other than speaking or traditional writing.

Small-Boat Sailing—Learn about sailing and the power of the wind. This merit badge requires physical strength and stamina. Must be a swimmer to start this badge.

Soil & Water Conservation—This badge requires drawings and a conservation project. It covers a lot of material and is recommended for mature Scouts.

Space Exploration—Come learn about how we are exploring that final frontier, space.

Surveying—Learn about the science and skills needed for measuring plots of land and create maps.

Sustainability—Learn about what it means to live sustainably with food, Community, Energy, & waste.

Swimming—This merit badge can be used as an Eagle-required merit badge, and it is a prerequisite for the Lifesaving merit badge.

Textile—Learn how we turn fibers into cloth then make some textile yourself.

Theater—All the world's a stage. Learn about the theater and acting in this merit badge.

Veterinary Medicine—Learn about what it takes to be a veterinarian and the important role veterinarians play in our society. **(Will NOT be offered in 2021)**

Weather—Scouts will build a weather instrument and use it to track weather during the week. This badge covers a lot of material and requires observations.

Wilderness Survival—This badge requires an overnight camping trip where Scouts must build a shelter and sleep in it.

Woodcarving— Scouts will create wooden sculptures with just a knife. Knives are available for Scouts to use or Scouts can bring their personal knives. Personal knives should be sharp. Knives are also available for sale at the Trading Post. Remember to bring your Totin' Chip card or earn it at the Scoutcraft area! This is a more intensive badge for older Scouts looking to learn how to use a variety of woodworking tools.

Parental Firearms Permission Form

Consent for Minor to Use Firearms & Live Ammunition

Golden Gate Area Council

4 Copies are required at Camp

CALIFORNIA RIFLE, SHOTGUN, AND ARCHERY PARENTAL/LEGAL GUARDIAN PERMISSION FORM FOR OLDER SCOUTS (BOYS SCOUTS, ETC.)

I, _____, parent or legal guardian of _____
(Print Name of Parent or Legal Guardian) (Print Name of Child Participating)

hereby give my child express permission and consent to be lent and possess firearms (handguns and long guns) and ammunition to engage in lawful, recreational sport, including target practice, and/or a course of instruction in the safe and lawful use of a handgun. (Cal. Penal Code ** 27945, 29610, 29615, 29650 29655; 18 U.S.C * 922(x)). As used in this form, "firearms" includes any handguns, long guns, or shotguns that may lawfully be loaned to and possessed by a minor under state and federal law. I also give my child express permission and consent to possess, and for a person to loan to my child, a "BB device" as defined in Cal. Penal Code * 16250. (Cal. Penal Code * 19915), bows, arrows, and tomahawks.

(Please mark each applicable category of permission granted, and initial each entry)

- Archery** (bow and arrow, knife, sling shot, and tomahawk throwing) _____ (initials)
Cub Scouts, Webelos, Scouts BSA, Venturers, Explorers, Sea Scouts
- BB Devices** (BB gun) _____ (initials)
Cub Scouts, Webelos, Scouts SBA, Venturers, Explorers, Sea Scouts
- Air Rifles** (pellet gun, air soft) _____ (initials)
Webelos, Scouts BSA, Venturers, Explorers, Sea Scouts only
- Long Guns** (rifle, shotgun) _____ (initials)
Scouts BSA, Venturers, Explorers, Sea Scouts only
- Handguns** _____ (initials)
Venturers, Explorers, Sea Scouts only

This consent is valid, absent my express revocation thereof, for the calendar year of _____ (Calendar Year)
A photocopy or facsimile of this written consent will serve as an original.

I represent that I am (1) the parent or legal guardian of the minor named above and (2) not prohibited by Federal, state, or local law from possessing a firearm. I agree to indemnify and hold harmless the Boy Scouts of America, and any local Council and all officers, members, employees, and volunteers thereof, from all losses, damages, causes of action, cost and expenses, arising from any false statements or representations made by me herein.

Please bring four (4) copies of this form to camp with your child. One (1) copy must remain in your child's possession at all times while he or she possesses any firearms or ammunition, and one (1) copy should be provided to the owner of the firearm.

Signature of Parent or Legal Guardian

Date _____

Unit #: _____

Unit Type: _____

Last Name: _____

First Name: _____

Early Arrival Request

Due to Covid-19 restrictions and protocols, Saturday arrivals may NOT be allowed in 2021.

ALL Camps are CLOSED & Staff is off duty 11:00am Saturday to 11:00am Sunday each week.

Units arriving early are responsible for their own meals. Please sign in at the Camp Director's Cabin or the Program Office upon arrival. Units will have access to their campsite, restrooms, and showers. Units are **NOT** allowed to access any other camp facilities or program areas (Swimming and boat use are prohibited). *Medical services will NOT be available.*

Camp Wolfeboro Note: You may **NOT** drive down the road into camp until **AFTER 2 PM**. The road is only wide enough for one-way traffic, so Saturday morning is reserved for Units on their way home. The road is only accessible to vehicles that have high clearance and/or are 4-wheel drive capable. There is parking space available at the top of the hill to leave any vehicles such as sedans and mini vans.

Early Arrival Fee

Any Unit (or portion of a Unit) arriving before Sunday morning of the session for which it is registered must pay an early arrival **Unit fee of \$50.00 and a \$5 per Camper fee**. Units who arrive early must provide all food and security for food, as well as all supervision of Scouts and Adults.

This form MUST be submitted with payment to the Golden Gate Area Council Service Center at least 2 weeks prior to the date of arrival at camp or your unit will incur an ADDITIONAL \$150.00 penalty.

Session #	1	2	3	4	5	6	7
CAMP _____	Camp Royaneh					Unit No. _____	
_____	Camp Wolfeboro					Council / GGAC District _____	
_____	Wente Scout Reservation					No. of Early Arrival Campers _____	

Adult Leader <i>arriving with unit:</i>	2nd Adult Leader:
Name _____	Name _____
Phone _____	Phone _____
email _____	email _____

DO NOT WRITE BELOW THE LINE. FOR OFFICE USE ONLY.

Date of Request _____	Request	_____	Approved	_____	Denied
Amount Due _____	Notice to	_____	Unit	_____	Camp
Payment Received _____					

Adult Leader Training

Come to camp as a new leader and leave

FULLY TRAINED!

Due to the overwhelming success of Adult training at GGAC Camps, we will once again be offering all of the adult leader courses. Leaders will have the opportunity to participate in one or all of the following courses:

**Scoutmaster Specific
Troop Committee Challenge
Introduction to Outdoor Leader Skills
Hazardous Weather
Safety Afloat
Safe Swim Defense
Climb on Safely**

Some courses can be completed in a day and others will take the full week. There is no additional fee for any of these courses. Don't miss out on this opportunity to receive all of your training in just one week.

Availability of these courses is based on demand and the availability of trainers. Participants in SM Specific Training should bring the Scoutmaster Handbook and their own copy of the Scout Handbook and the Troop Committee Guide for reference.

Please SIGN-UP your Adults when completing your Unit's Registration for Youth Merit Badges, so we know interest ahead of time!

Campership Information & Application

CAMPERSHIP APPLICATION INFORMATION

Camperships will only be awarded to Scouts registered with the Golden Gate Area Council.

Each year the Golden Gate Area Council grants a limited number of camperships. They are awarded upon proper application and certification to worthy Scouts, who for financial reasons are unable to enjoy a summer camp experience. Camperships are available for Golden Gate Area Council Camps and Scouts only. Camperships are designed to assist Scouting units and families by ensuring that no Scout is deprived of the camp experience because the scout's family lacks necessary funds. Camperships are awarded on a "matching funds" basis; the Scout, parents or guardian, and Unit (troop, ship, crew or pack) contributes supplementary dollars. Please note that the amount of the campership to be awarded is subject to review each year.

Campership applications **MUST** be received at the Council Service Center prior to the **early discount day** of the year you will attend camp. Please provide all required information. **Incomplete applications will be discarded.**

To apply for a Campership, the following steps must be completed. All information will be held confidential.

1. The Scout's Family completes the Campership Application.
2. The Unit Leader meets with the Parents or Guardian and determines the Family Contribution amount.
3. On advice of the unit leader, in consultation with the Chartered Organization, the Unit Committee determines the extent to which the Unit/Chartered Organization can support the camp fee. Opportunities for money-earning projects to offset the difference should not be overlooked. **The Scout must have participated in unit, district and council fund raising opportunities within the past year.**
4. The Cubmaster/Scoutmaster/Advisor endorses the application and a letter explaining the unit position with any other information helpful in making a decision and mails/delivers both to the Golden Gate Area Council Service Center, 800 Ellinwood Way, Pleasant Hill, CA 94523.
5. After a committee reviews the application, the Scout's family or the unit will be notified of the amount of financial assistance the council will provide. This notification will act as the official confirmation of the amount of the campership. **You must present this verification when making final camp fee payments.**
6. Camperships are good only in the Golden Gate Area Council camps.
7. **USE ONLY ONE FORM PER YOUTH.** More forms can be obtained at the Council Service Center, you can photocopy this one, and forms are also available on the council web site at www.ggacbsa.org
Please note that camperships are non-transferrable.
8. You must answer every question on the form and the youth, the parent/guardian, and Cubmaster/Scoutmaster/Advisor must sign the form.
9. Campership applications are **NOT** registration forms for camp; they are applications for financial aid: For Cub Day Camp, Cub Scout Family Camp, Camp Wolfboro. You must sign up for camp through your pack, troop, ship or crew.
10. You must include the camp and date the Scout is attending. If you do not know, ask you Unit Leader.
11. A thank you letter from the youth who have benefited from these funds is appropriate. Thank you letters may be addressed to the Golden Gate Area Council, 800 Ellinwood Way, Pleasant Hill, CA 94523.

INCOMPLETE APPLICATIONS WILL BE DISCARDED. ALL BLANKS MUST BE COMPLETED AND PROPER SIGNATURES OBTAINED.

RULES FOR ACCEPTANCE AND PARTICIPATION IN THE CAMPING PROGRAM ARE THE SAME FOR EVERYONE WITHOUT REGARD TO RACE, COLOR, OR NATIONAL ORIGIN.

CAMPERSHIP APPLICATION FORM

Camperships will only be awarded to Scouts registered with the Golden Gate Area Council.

Applications with missing information will be **NOT** be considered! Please read instructions carefully before proceeding. Must be returned to the Council Service Center before final payment is made for the camp you are applying for. **(Please fill out digitally or print clearly)**

EVENT INFORMATION

Event Attending _____ Event Dates _____ Event Fee _____

APPLICANT INFORMATION

() Pack () Troop () Crew () Ship Unit # _____

Scout's Name: Last _____ First _____ Middle Initial _____

Address _____ City _____ Zip _____

Current Rank _____ Gender _____ Date of Birth ____/____/____

Is this Scout a Foster Child? Y N Is this Scout a First-Year Camper? Y N

Optional: Primary language spoken at home _____ Scout's Ethnicity _____

Parent / Guardian's Name: Last _____ First _____

Tele # (____) _____ email _____

INCOME INFORMATION

Gross Monthly Income \$ _____ OR
Assistance Program Eligibility (national school lunch program, Foster Child, TANF, AFDC, etc.)

Note: Camperships are awarded a maximum of 50% of the GGAC early Camper fee.

Our Family will contribute \$ _____

Our Unit will contribute \$ _____

Others will contribute \$ _____

Number of persons in your household? _____

Scout has participated in the following money-earning projects:

A few words describing the Scout and his/her background?

By completing this application, I hereby request financial assistance from the Golden Gate Area Council, BSA Campership Fund. I certify that this information is true and correct to the best of my knowledge.

Parent/Guardian *Signature*

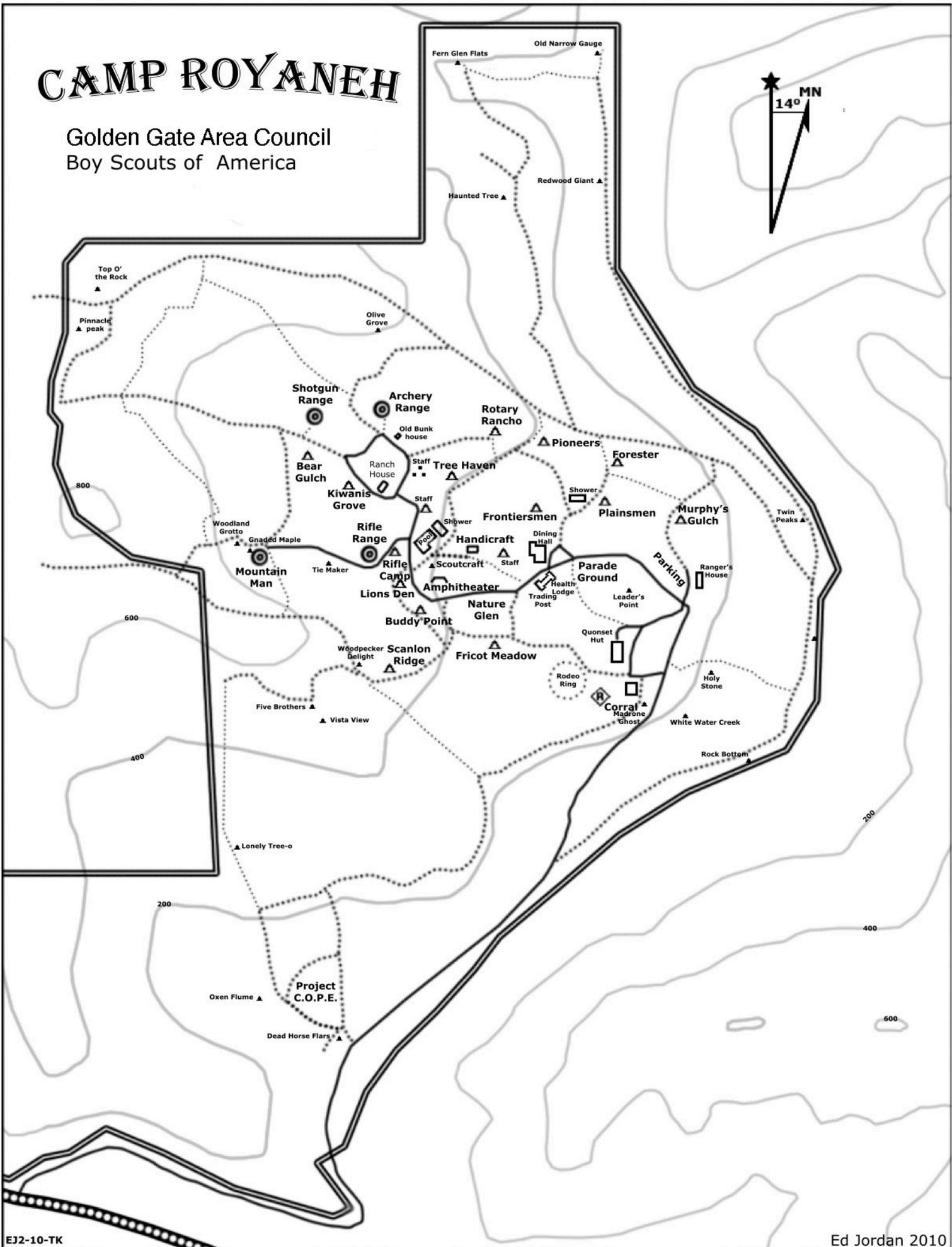
Unit Leader *Signature*

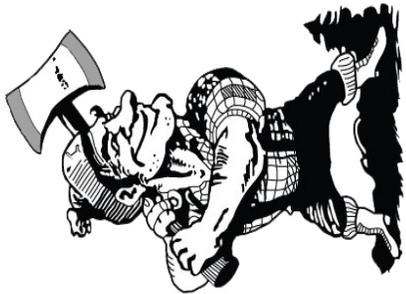
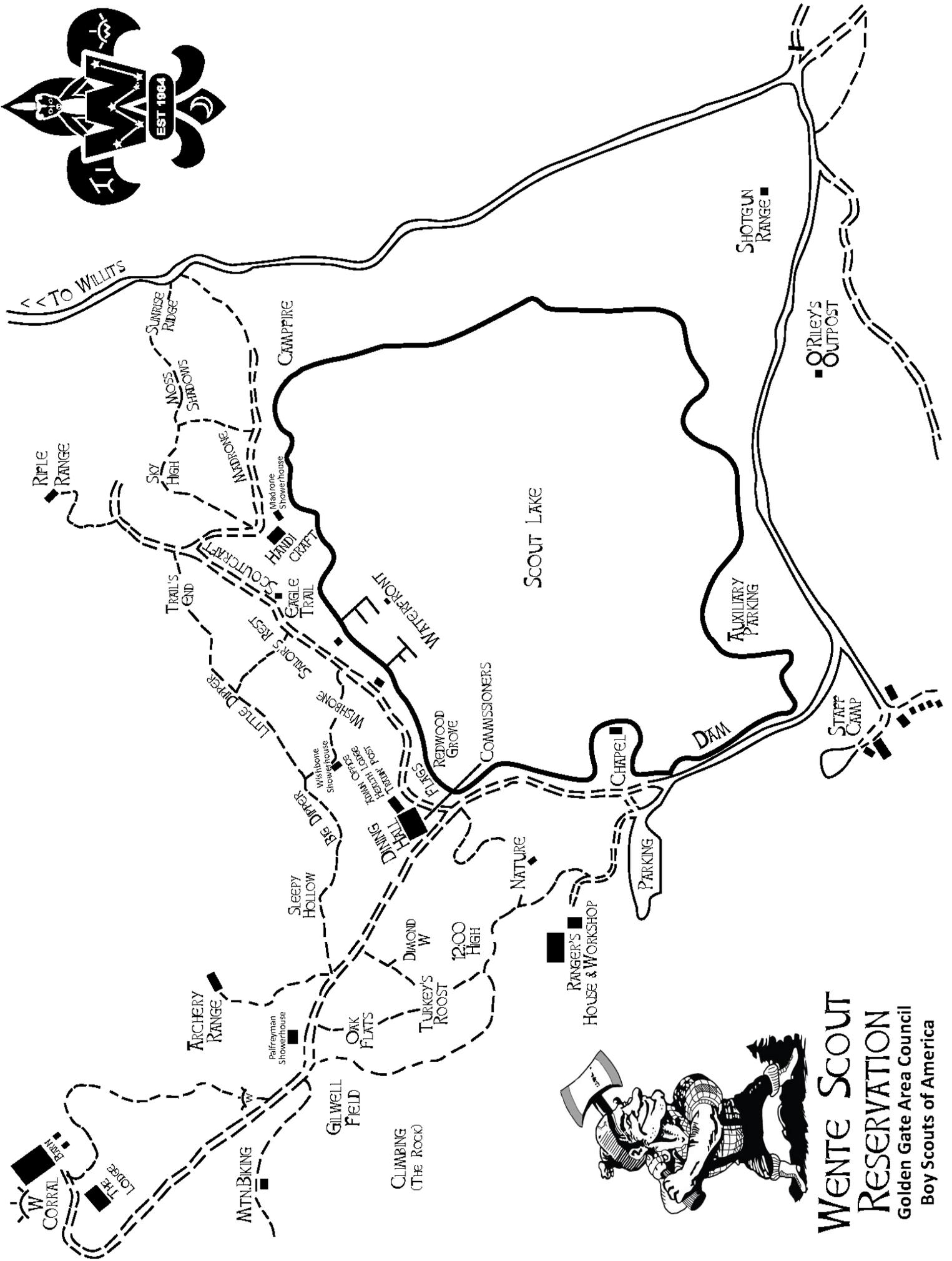
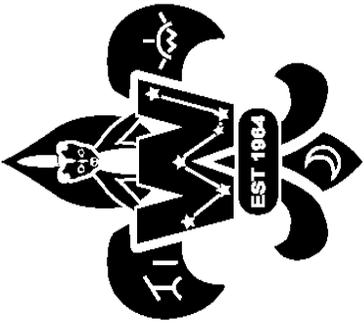
Parent/Guardian PRINT

Unit Leader PRINT

CAMP ROY ANEH

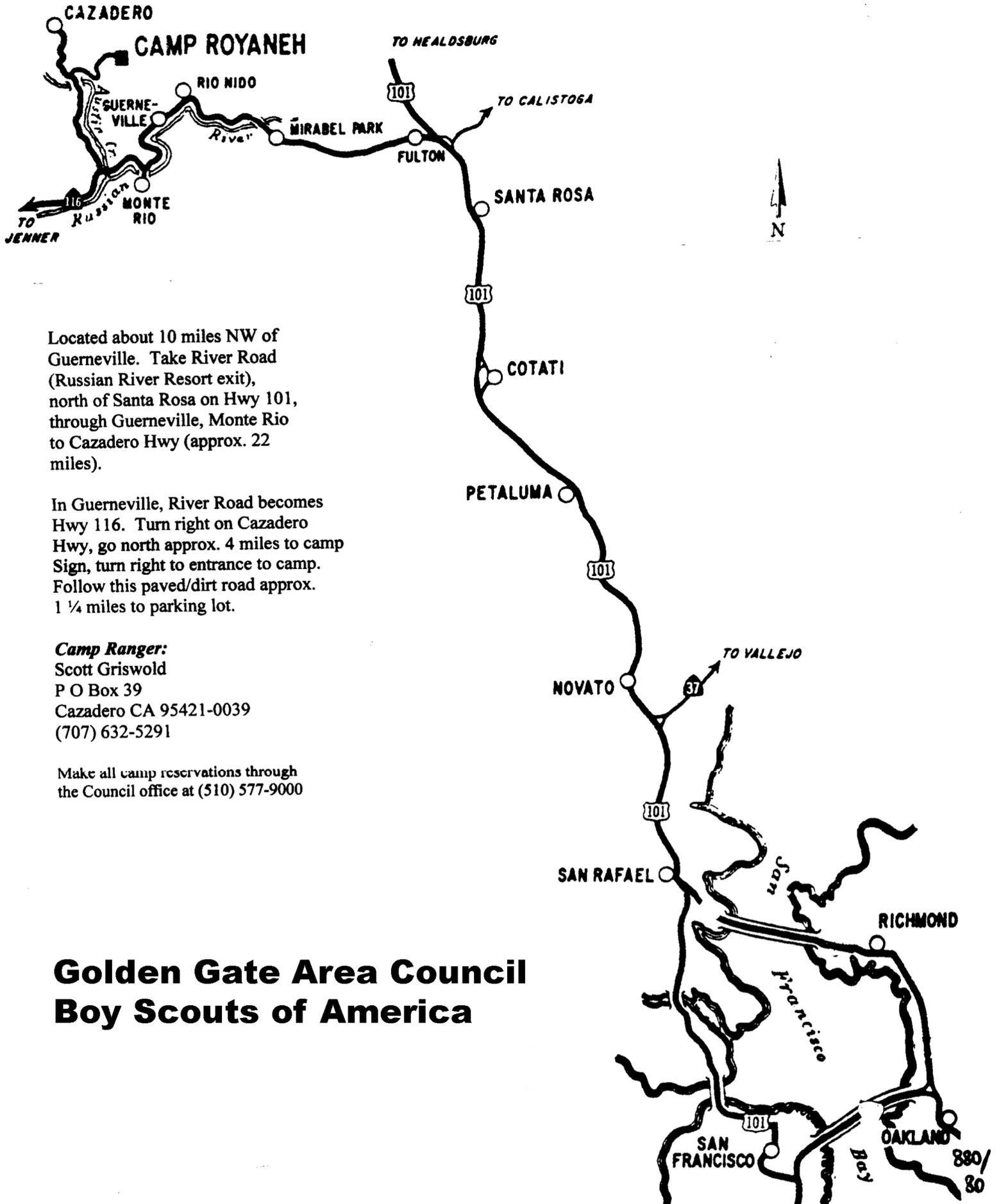
Golden Gate Area Council
Boy Scouts of America





**WENTE SCOUT
RESERVATION**
Golden Gate Area Council
Boy Scouts of America

CAMP ROYANEH



Located about 10 miles NW of Guerneville. Take River Road (Russian River Resort exit), north of Santa Rosa on Hwy 101, through Guerneville, Monte Rio to Cazadero Hwy (approx. 22 miles).

In Guerneville, River Road becomes Hwy 116. Turn right on Cazadero Hwy, go north approx. 4 miles to camp Sign, turn right to entrance to camp. Follow this paved/dirt road approx. 1 ¼ miles to parking lot.

Camp Ranger:
Scott Griswold
P O Box 39
Cazadero CA 95421-0039
(707) 632-5291

Make all camp reservations through the Council office at (510) 577-9000

**Golden Gate Area Council
Boy Scouts of America**

Directions to Camp Wolfeboro

Camp Wolfeboro is on:

Forest Service Road 7N02

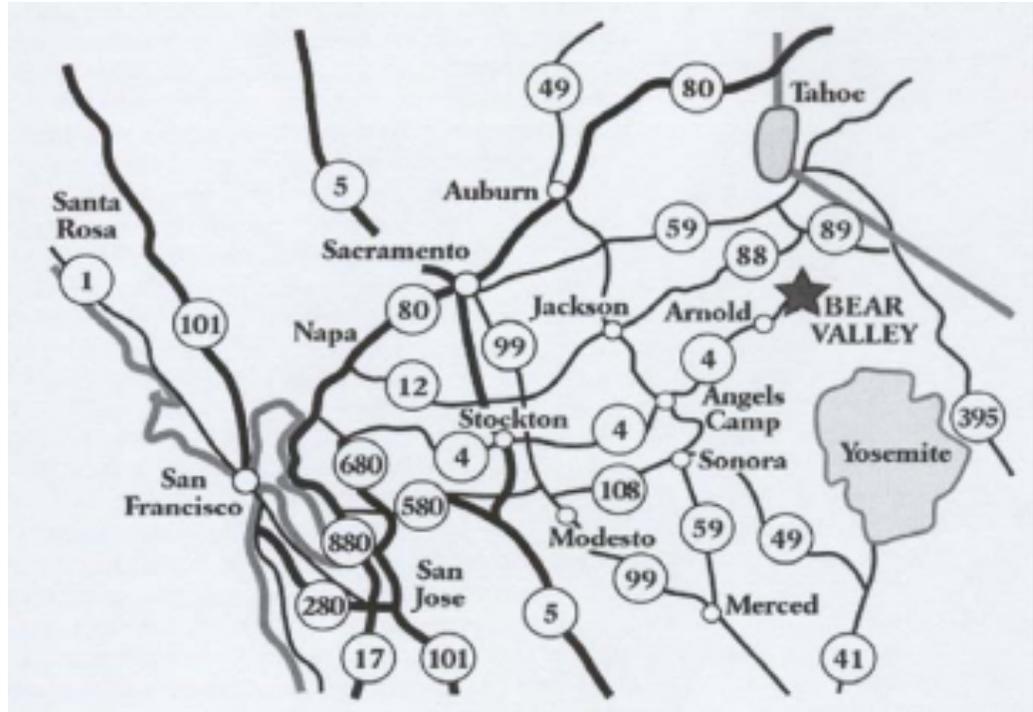
off Highway 4

about 0.2 miles EAST of

Big Meadows Campground

and

2 miles WEST of Tamarack.



FROM THE EAST on Highway 4, pass Bear Valley Village, and eventually, the town of Tamarack. As you near Skyline Drive on your right, you will see Forest Service Road 7N02 on your left about 0.25 miles from there.

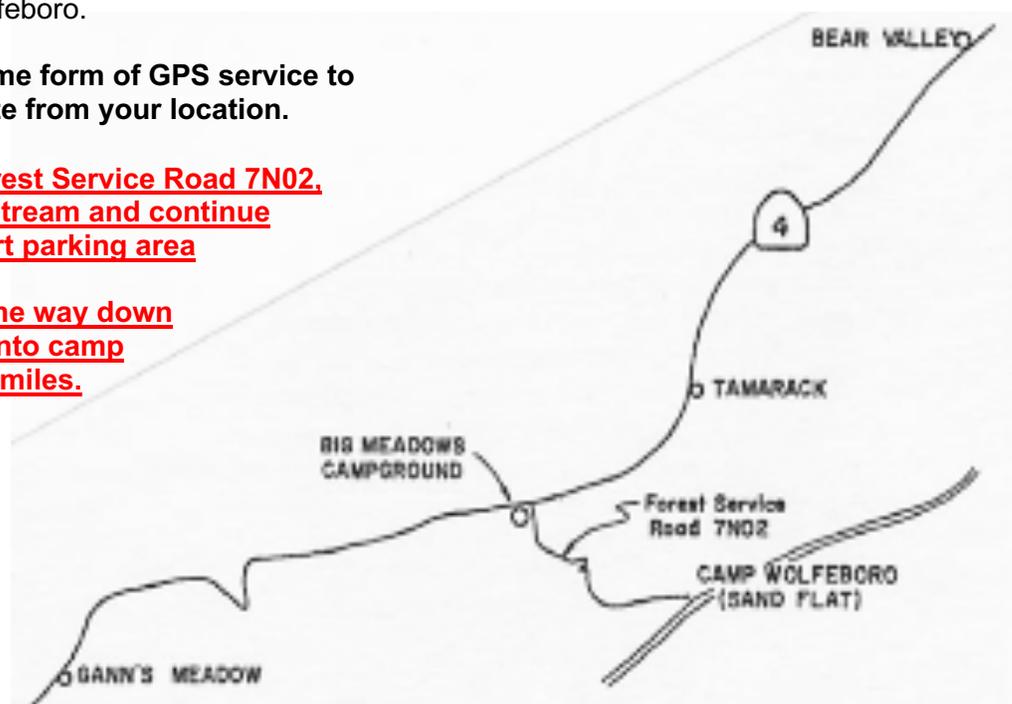
FROM THE WEST on Highway 4, as soon as you see Big Meadows Campground sign on your right, you want to start slowing down as the turn off for Forest Service Road 7N02 is 0.2 miles ahead on the right and is easy to pass.

FROM THE BAY AREA, there are many ways to get to camp on Highway 4. Most routes will eventually take you through the intersection of Highways 49 and 4, which is located at Angels Camp and is about 40 miles from Camp Wolfeboro.

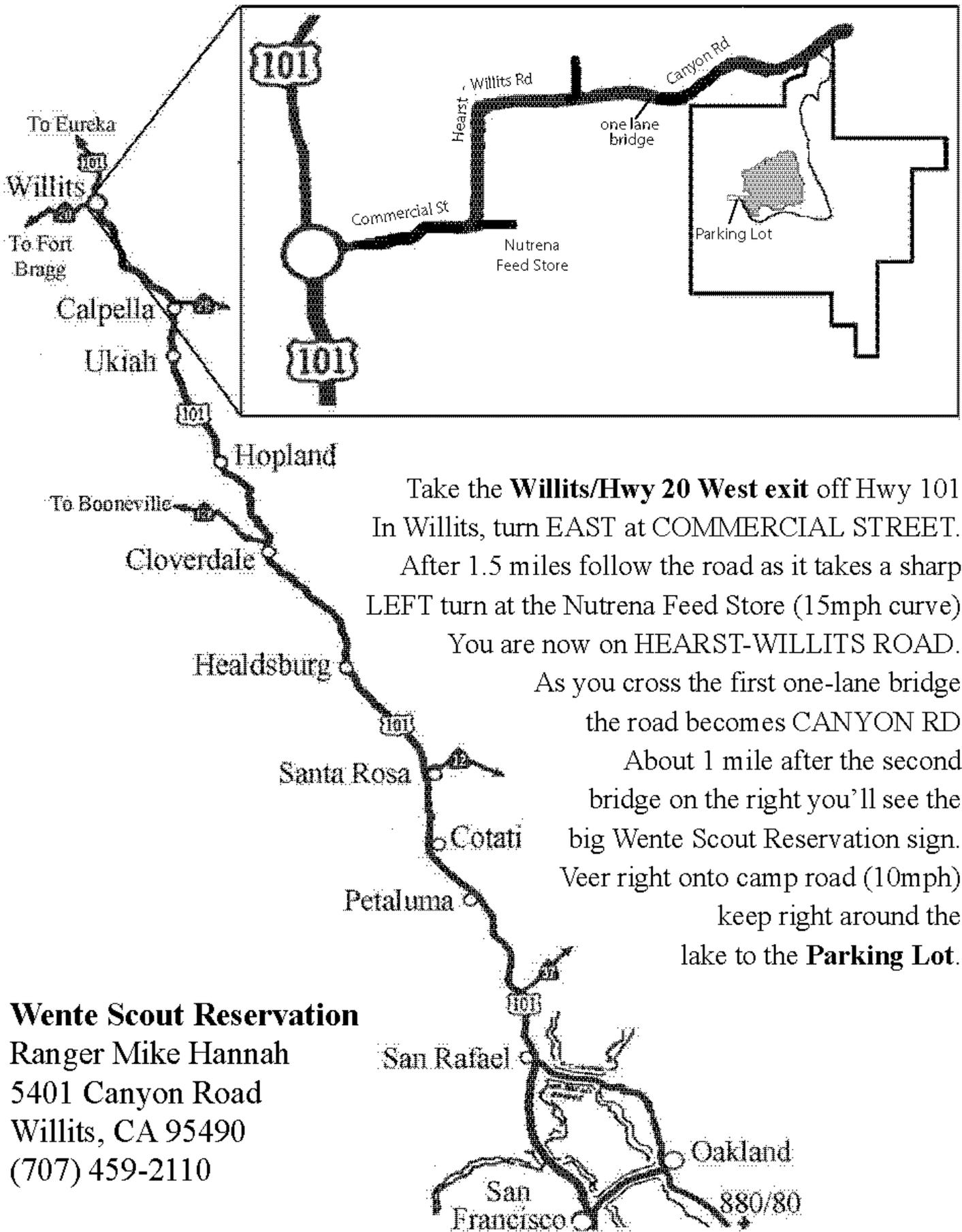
You should consult some form of GPS service to determine the best route from your location.

Once you turn onto Forest Service Road 7N02, you will cross a small stream and continue about 100 yards to a dirt parking area

UNLESS you drive all the way down the VERY rough road into camp which is about 2 more miles.



Directions to Wente Scout Reservation



Take the **Willits/Hwy 20 West exit** off Hwy 101
 In Willits, turn EAST at COMMERCIAL STREET.
 After 1.5 miles follow the road as it takes a sharp LEFT turn at the Nutrena Feed Store (15mph curve)
 You are now on HEARST-WILLITS ROAD.
 As you cross the first one-lane bridge
 the road becomes CANYON RD
 About 1 mile after the second bridge on the right you'll see the big Wente Scout Reservation sign.
 Veer right onto camp road (10mph)
 keep right around the lake to the **Parking Lot.**

Wente Scout Reservation
 Ranger Mike Hannah
 5401 Canyon Road
 Willits, CA 95490
 (707) 459-2110

San Rafael
 Oakland
 San Francisco
 880/80

RESIDENT CAMP STAKE A CLAIM RESERVATION

I HAVE
CAREFULLY
READ THE
INFORMATION
ON THE BACK
OF THIS FORM.

Initial:

Unit # _____ B or G

Council or GGAC District: _____



Important information is sent to the people below throughout the year. Please be sure to inform us if these people change!

Adult Leader 1: _____

Adult Leader 2: _____

Position in Troop: _____

Position in Troop: _____

Address: _____

Address: _____

City: _____

City: _____

Zip Code: _____

Zip Code: _____

E-mail Address:

E-mail Address:

Home Phone (____) _____

Home Phone (____) _____

Work Phone (____) _____

Work Phone (____) _____

Cell Phone (____) _____

Cell Phone (____) _____

Sunday to Saturday	CAMP ROYANEH	WENTE SCOUT RESERVATION	CAMP WOLFEBORO
June 12 – June 18			<input type="checkbox"/> Session A
June 19 - June 25	<input type="checkbox"/> Session B	<input type="checkbox"/> Session B	<input type="checkbox"/> Session B
June 26 - July 2	<input type="checkbox"/> Session C	<input type="checkbox"/> Session C	<input type="checkbox"/> Session C
July 3 – July 9	<input type="checkbox"/> Session D	<input type="checkbox"/> Session D	<input type="checkbox"/> Session D
July 10 – July 16	<input type="checkbox"/> Session E	<input type="checkbox"/> Session E	<input type="checkbox"/> Session E
July 19 – July 23	<input type="checkbox"/> Session F	<input type="checkbox"/> Session F	<input type="checkbox"/> Session F
July 24 – July 30	<input type="checkbox"/> Session G	<input type="checkbox"/> Session G	
July 31 – August 6		<input type="checkbox"/> Session H	

CAMPSITE

1st Choice: _____ **2nd Choice:** _____

PROJECTED 2022 ATTENDANCE: _____ Scouts Adult
Leaders

Your reservation will be based on the average number of Campers in attendance during your last 3 years at Camp.

Instructions for filing Stake-A-Claim:

Each individual Unit attending Camp must file a separate Stake-A-Claim.

1. **This form and deposit** must be turned in during Camp or received in the Council Office by Aug. 31, 2021 to receive priority Campsite assignment (see #3 below).
2. Deposit is **\$500** per week, per Campsite, per Unit.
Deposits are non-refundable and non-transferrable.
3. On Sept. 1, 2021 units will be placed in Campsites using the following procedures:
 - A. Priority will be given to units requesting same Campsite and week number they had in 2020.
 - B. Units who attended Camp in 2021 but wish a different week or Campsite will be assigned depending on availability.
 - C. Units who attended Camp in 2021 but wish to switch Camps will be assigned depending on availability
 - D. Units who were not at Camp in 2021 will be assigned depending on availability.
4. Units submitting applications after August 31, 2021 will be assigned subject to availability.
5. Units will receive a confirmation of their reservation by November 2020.

NO 2021 Deposits will be rolled over.

2022 Stake-A-Claims must be accompanied by \$500 deposit per week, per Campsite, per Unit or it will not be processed.

Golden Gate Area Council reserves the right to place multiple units in Campsites; or to change Campsites as needed at a later date.

Camping Department Refund Policy applies; a copy can be requested from the Camping Department or found online at: ggacbsa.org

Mail with Payment to:

Golden Gate Area Council, BSA
Outdoor Program Office
1714 Everett Street, Alameda, CA 94501

CAMPSITE MAXIMUMS:**Camp Royaneh**

18 - Bear Gulch
20 - Buddy Point
42 - Foresters Village
36 - Fricot Meadows
58 - Frontiersman Village
24 - Kiwanis Grove
26 - Lion's Den
26 - Murphy's Gulch
72 - Pioneers Village
48 - Plainsmen Village
26 - Rifle Camp
22 - Rotary Rancho
32 - Scanlon Ridge
24 - Tree Haven

Camp Wolfboro

35 – 24 Camp
35 – Big Sandy
35 – Boucke
35 – Bridge
35 – Cedar
35 – Cliff
35 – Creekside
20 – Eagle
15 – Granite
30 – Little Sandy
25 – Manzanita
20 – McPherson
25 – Polaris
8 – Riverside
35 – Rodeo
35 - Tuolumne
35 – White Fir

Wente Scout Reservation

44 - Big Dipper
12 - Dimond W
62 - Little Dipper
32 - Madrone
22 - Moss Shadows
50 - Oak Flats
68 - Sailor's Rest
26 - Sky High
20 - Sleepy Hollow
46 - Sunrise Ridge
20 - Trail's End
54 - Turkey's Roost
52 - Wishbone
74 - 12 O'clock High

Golden Gate Area Council

PRE-CAMP LEADERS' MEETING

Join the Summer Camp Admin. Staff
and GGAC Outdoor Program Management
for information about 2021 Summer Camp at:

Camp Royaneh

Camp Wolfeboro

Wente Scout Reservation

There will be a general session for Council Policies common to all three camps followed by Breakout Sessions to discuss camp specific information. *Units attending more than one camp should plan to have at least one leader per camp attend.*

Please [**PRE-REGISTER**](#) here.

WHEN: **Tuesday, April 13, 2021**
6:30 PM – 8:30 PM

WHERE: online via Zoom

For questions please email: camping@ggacbsa.org