

Golden Gate Area Council

Summer Camp 2024

Camp Wolfeboro Parents' Guide v1.0



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Proud Camping Sponsors of Golden Gate Area Council

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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, & Wente Scout Reservation in 1959. Each becoming a special place for Scouts of all ages.

The mission of our Camp staff is to facilitate an environment where scouts will be engaged in unique, evolving programs, while building character through the aims & 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, & provide a traditional camping environment that can be enjoyed by all ages for many years to follow.

The Scout Oath & 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 & 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, & 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 & my country & to obey the Scout Law;

To help other people at all times;

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

A Scout is:

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

Cheerful, Thrifty, Brave, Clean, & 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 **must be registered as an Adult Leader, including completion of a Criminal Background Check (CBC) & Youth Protection Training (YPT) prior to the start of the event.** <https://training.scouting.org/learning-plans/1179> In addition, the State of California passed AB506 that went into effect on January 1st, 2022. All registered BSA volunteers, employees, & other volunteers who are 18 years or older & who have direct contact with, or supervision of, children for more than 16 hours a month or 32 hours per year must complete a Live Scan background check & complete online mandated reporter training. Requiring registration, background checks, Youth Protection Training for all adults (18+, even if registered as a youth participant in Venturing or Sea Scouts) on Scouts BSA extended activities & complying with AB506 adds another dimension of protection for our Youth. To learn more please visit: <https://californiascouting.org/>.

- This requirement applies to any adult accompanying a Scouts BSA group on a single Scouting activity
- Adults **must** be registered as leaders, **including the completion of a Criminal Background Check (CBC) & 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 even longer - BE PREPARED by registering & completing your YPT & 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 & 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 & 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.

Camp Directors' Letter

Golden Gate Area Council proudly offers three outstanding Summer Camps for the Youth in 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 & 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 & enthusiastic Staff is awaiting the arrival of your Scouts & is eager to assist each Troop in developing its own program. You are still in charge of your Unit, & your Unit's program should reflect the needs & 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 & unparalleled programs, & an experienced & 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 & demanding a great time.

Your Unit's program can be tailor-made to meet your Unit's needs. The experience level of your Scouts & 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* & use it to plan your week. If you have any questions, please contact us directly & allow us to answer them.

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

Yours in Scouting,

McKenzie Llano

Camp Director
Camp Royaneh

Connor Brock

Camp Director
Camp Wolfeboro

Mike Hannah

Camp Director
Wente Scout Reservation

Jonas Elam

Program Director
Camp Royaneh

William Russell

Program Director
Camp Wolfeboro

Scott Suplick

Program Director
Wente Scout Reservation

Joe Barton

Director of Support Services
Golden Gate Area Council

Michael McDowell

Camping Committee Chair
Golden Gate Area Council

Planning Calendar

Fees	Dates
Pay Unit Camp Deposit	Year Prior
Pay Youth Camper Deposit	1/31/2024
Pay Youth Camper Balance	3/27/2024
Pay Adult Camper Fee	5/29/2024
Pay Bridging Webelos Fee	5/29/2024
Pay for Individual Meals	5/29/2024
Tasks	Dates
Follow your Camp on Social Media	ASAP
Register for Pre-Camp Leaders' Meeting (April 16, 2024)	April 15, 2024
Begin Populating Registration System with Scouts' Information	February 2024
Collect T-shirt Sizing Information	February 2024
Email Parents the Link to Parents' Guide	March 2024
Email Parents the Link to Annual Health & Medical Record	March 2024
Begin Merit Badge Scoutmaster Conferences	March 2024
Collect Dietary Restrictions & Allergies	April 2024
Register Scouts for Merit Badges	Beginning May 1, 2024
Collect & Review AHMR for All Campers	May 2024
Collect Firearms Use Permission Forms (p 45)	May 2024
Review Requirements Not Covered at Camp (Prerequisites)	May 2024
Distribute Packing Lists to Youth	May 2024
Review Troop Equipment Needs	May 2024
Review Travel Instructions	June 2024

Registration & Camp Fees

2024 Camp Fees & Payment Schedule

Who	Where	GGAC Units*	Out of Council Units
Youth Camper Fees	Wolfeboro per Scout per Week:	\$715	\$745
	Royaneh or Wente per Scout per Week:	\$725	\$755
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	1/31/2024	\$250 Deposit per Scout (ONLY REFUNDABLE IF CANCELLED BY COUNCIL)	
Youth Camper "Free T-shirt" Deadline	3/27/2024	Balance of CW \$715 CR or WSR \$725	Balance of CW \$745 CR or WSR \$755
Adult Leaders	5/29/2024	First Adult is FREE Remaining Adults are \$450 per Adult (Partial week Adults are \$90 per day)	
All bridging AOL Scouts Payment Deadline	Must be paid in full by 5/29/2024	CW \$715 CR or WSR \$725	CW \$745 CR or WSR \$755
Late Registration Fees & Deadlines			
Youth Campers	After 3/27/2024	CW \$745 CR or WSR \$755	CW \$775 CR or WSR \$785
AOL Scouts	After 5/29/2024	CW \$745 CR or WSR \$755	CW \$775 CR or WSR \$785
Adult Leaders	After 5/29/2024	\$450	\$450

- Campers with fees paid in full by March 27, 2024, will receive the annual camp cotton T-shirt free (T-shirts may not be available at camp in all sizes.) Arrow of Light Scouts registering by 5/29/2024 will also be eligible for the free annual camp T-shirt.
 - Your site & 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 & may only be applied to one camp per year.
 - The deadline for applying for Camperships is March 27, 2024. No late applications can be accepted.
 - Arrow of Light Scouts may apply for Camperships until May 29, 2024.
- *GGAC In-Council rates applicable to units coming from Councils without a functioning Summer Camp

Registration

We strongly encourage a Youth to Adult ratio of no lower than 5:1, while maintaining Two-Deep Leadership. If your unit needs to go lower than 5:1 after the Two-Deep Leadership requirement is met, please contact the Camping Program Department in writing at Camping@ggacbsa.org.

Council Refund Policy

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

The Council will refund up to 100% of the costs for any event it cancels. In order to maintain the most cost effective & positive program impact activity, camping, & 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 & timeline & are returned to the person or entity & 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, & 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 March 27th for continuing Scouts & May 29th for newly bridged Arrow of Light Scouts. (<https://ggacbsa.org/summercamp/>)

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 & beyond. You'll meet new people & 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 & fun camp experience. Provisional scouts can participate in all of the camp's exciting programs including advancement, competitions, & 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 at the 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 & High Adventure trips.

The Scout's family is responsible for transportation to & from Camp. Please contact the Golden Gate Area Council Camping & Outdoor Programs Department (camping@ggacbsa.org) for questions or more information.

General Camp Information

2024 Camp Dates

Sunday to Saturday	CAMP ROYANEH	CAMP WOLFEBORO	WENTE SCOUT RESERVATION
June 16 – June 22	<input type="checkbox"/> Week 1	<input type="checkbox"/> Week 1	<input type="checkbox"/> Week 1
June 23 – June 29	<input type="checkbox"/> Week 2	<input type="checkbox"/> Week 2	<input type="checkbox"/> Week 2
June 30 – July 6	<input type="checkbox"/> Week 3	<input type="checkbox"/> Week 3	<input type="checkbox"/> Week 3
July 7 – July 13	<input type="checkbox"/> Week 4	<input type="checkbox"/> Week 4	<input type="checkbox"/> Week 4
July 14 – July 20	<input type="checkbox"/> Week 5	<input type="checkbox"/> Week 5	<input type="checkbox"/> Week 5
July 21- July 27	<input type="checkbox"/> Week 6	<input type="checkbox"/> Week 6	<input type="checkbox"/> Week 6
July 28 – August 3			<input type="checkbox"/> Week 7

2025 Camp Dates

Sunday to Saturday	CAMP ROYANEH	CAMP WOLFEBORO	WENTE SCOUT RESERVATION
June 15 – June 21	<input type="checkbox"/> Week 1	<input type="checkbox"/> Week 1	<input type="checkbox"/> Week 1
June 22 – June 28	<input type="checkbox"/> Week 2	<input type="checkbox"/> Week 2	<input type="checkbox"/> Week 2
June 29 – July 5	<input type="checkbox"/> Week 3	<input type="checkbox"/> Week 3	<input type="checkbox"/> Week 3
July 6 – July 12	<input type="checkbox"/> Week 4	<input type="checkbox"/> Week 4	<input type="checkbox"/> Week 4
July 13 – July 19	<input type="checkbox"/> Week 5	<input type="checkbox"/> Week 5	<input type="checkbox"/> Week 5
July 20- July 26	<input type="checkbox"/> Week 6	<input type="checkbox"/> Week 6	<input type="checkbox"/> Week 6
July 27 – August 2			<input type="checkbox"/> Week 7

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 & meet your unit at the Camp parking lot, & then assist you in settling into your campsite & starting your camp tour & check-in. Please do NOT enter camp without completing the initial 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 upper parking lot between 11:30 AM & 1:00 PM to allow enough time to hike the 2.5 miles in & set up camp.

Required Forms

BEFORE departing home please collect & double check the following documents are complete. Have them readily accessible at Camp to speed up the check-in process. **All campers (adults & scouts) must have all their paperwork & will not be allowed to enter camp without it.**

[BSA Annual Health & Medical Record](#) - ALL Campers, Youth & Adult, must have a current, completed BSA health form with all three sections (parts A, B, & C) & all appropriate parental & doctor signatures. The Health & 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 45): Youth campers are required to have an Official Firearms Permission Slip to participate in all Shooting Sports activities at Camp. One (1) signed copy is required per Youth. Youth permissions will be identified by their wristband.

Transportation & Parking

Transportation to Camp

Each unit committee plans & provides its own transportation to & 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/coupes down the access road.

Parking

Camp speed limit is 5 mph. To protect the health & safety of Campers & conserve Camp property. Council policy states that personal vehicles are not to be used on In-Camp service roads. Leaders & visitors should park in the parking lot near the main area of Camp. ALL Vehicles should stop in this lot & 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. Everyone who brings a vehicle onto the property is responsible for keeping their keys on their person at all times in case of an emergency.

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

Camp Wolfeboro Note: There is extremely limited parking at the bottom & 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

Units attending Camp Wolfeboro must provide their own tents & transport them to & 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" & have full dirt & water buckets nearby, per BSA regulations. (Camp makes every effort to have ample containers available.)

Medical Checks

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

All prescription medication brought to Camp must have original containers & original instructions for administration. At minimum, one adult leader will be required to work with Scouts to administer & 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 & Camp Tour, your unit will receive a Dining Hall orientation. Please alert the Dining Hall Steward of food allergies or dietary restrictions.

The first meal served at camp is Sunday dinner, & the last meal served is Saturday breakfast. For each meal, your unit must provide two hosts for every table that is assigned to the unit. The hosts will come to the dining hall to set up the table for the meal. 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 dinner ingredients are provided by the Dining Hall, but the meal is prepared by the units in their campsites. Units must bring stoves & necessary cooking equipment with them.

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

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 & 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 & during program time, is the place for you to pay for Open session project materials, Target & Range Sports tickets, & trail rides! You can also pickup patches, neckerchief slides, & belt buckles, many unique to specific years of camp. The Trading Post staff is happy to accept cash, check, & all major credit cards.

On average, a Scout spends \$100 during their week at camp. This amount will depend upon the Scout's personal needs & whether the Scout's interests require special purchases such as Open shoot rifle range targets or non-merit badge handicraft items. We ask that Scouts come with small bills to aid in making change. For \$100, we recommend one \$20, four \$10, six \$5, & ten \$1.

Target & Range Sports tickets are available for purchase at all Trading Posts. Tickets are \$2 each. (Please note that tickets are not required for the Target & Range Sports Merit Badges.)

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

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 and National registration requirements, only registered participants may participate in Camp programs, including staying overnight.

The best time to visit is the last full day of each session (Friday). The cost is \$90 per person per calendar day, meals included.

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

Uniforms

Field uniforms (a.k.a. "Class A") are worn at all flag ceremonies & at morning & evening meals. During the day & 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. Please see the Appendices for the Golden Gate Area Council Clothing Standards for a detailed description of "Scout Appropriate Attire." Swimsuits & sleeping attire are **NOT** acceptable at meals.

Camp Wolfeboro Communications

Mail

There is NO direct mail service to camp, so mail delivery to camp is infrequent. The outgoing mailbox is behind the Program Office. Incoming mail is distributed once in camp from the Bear Valley Post Office. **Camp is not responsible for lost or stolen mail.** The Trading Post stocks postcards, writing paper, envelopes, & stamps.

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 Wolfeboro. 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) 674-6100 to get a message to camp.**

Internet

There is a Wi-Fi hotspot at the Program Office (P.O.) & password will be given to Adult Leaders at the Leader's meeting Sunday evening. This is confidential & **NOT** to be shared with any Youth! Our internet is *extremely limited* & intended for quick emails & 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.

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 & sign out with the Adult Driver's signature.
2. Scout's Annual Health & Medical Record must list the driver as an Authorized Adult.
3. Adult Driver picking up the Scout must report directly to the Camp Office upon arrival.
4. Adult Driver's License & Insurance will be checked for validity.
5. Adult Leader Remaining in Camp verifies Unit knows when & with whom the Scout left.

In an emergency, these procedures can be suspended by mutual agreement of the Camp Director & 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, & 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.

Health & Safety

Communicable Diseases

With Covid-19 essentially endemic, we are shifting back to a commonsense policy of preventing the spread of communicable diseases. In other words, if any camper (Adult or Youth) or drivers are showing the following signs and/or symptoms within the 24 hours of arrival at camp, please stay home: Running a fever (>100.4 °F), Vomiting, Diarrhea, or New Cough.

Health

Health Facilities

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

For each camp arrangements for treatment of more serious cases have been made with medical clinics & 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 & 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 & 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 & show documentation of release & any medical restrictions & care.

If not returning to camp, notify your Unit Leaders at camp or leave a message with the Camp Office.

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 & have access to an ambulance service & hospital in the event of an emergency.

Medical Emergencies

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

Camp Wolfboro, 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.

Medications

The Boy Scouts of America National policy states:

“All prescription drugs (including those needing refrigeration) are to be kept in locked storage & 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 & Medical Record & 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 [13](#).

Special Needs

Unit leaders should understand the limitations & 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 & 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 & understanding on the part of unit leaders & other Scouts. A clear & open understanding should exist between the unit leadership & the parents or guardians of a Scout with a disability.

Scouts with special needs will be given opportunities to camp, hike, & take part in other unit activities based on their capabilities & safety. Using accessible facilities is an invitation for Scouts with special needs to feel welcome & 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 Camp Staff Coordinator (Camping@ggacbsa.org).

Insurance

The BSA's Annual Health & Medical Record form requests personal health & accident insurance carrier & policy number. This information is needed in the event someone has a life-threatening condition & is taken to the hospital & 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 Health Officer. Non-prescription medications (aspirin, cough syrup, etc.) may be used only with the approval of the Camp Health Officers. 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 & 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 & Leaders from the immediate area. For all emergency assembly purposes, a siren will sound, fire bell rung, & 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 Unit Roster printed from Black Pug. 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. In all cases, vehicle owners are required to keep their keys with them at all times while in camp.

Emergency drills are held during each session of Camp. When the alarm sounds, all Scouts & 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, & 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 or the US Forest Service 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 & dry tinderbox during the summer. Be sure that all lanterns used are of approved status.

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

Program Safety

Aquatics

All Scouts & 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.

ATVs, COPE, Climbing, Corral

All Scouts & Adult Leaders should only enter these program areas with permission from a staff member who is present at the time. Appropriate safety equipment provided by staff must be worn at all times. These areas all require long pants & closed-toed shoes. The ATV program also requires long sleeves & shoes that cover the ankle.

Target & Range Sports

Permission from a parent or guardian is required for Scouts to shoot at any of our Camp ranges. A single copy of the Firearms Use Permission Slip is required. Troops will submit the completed forms alphabetically by last name. The Scout will then receive a wristband marked certifying that their Permission Slip is on file. The blank form can be found in the Appendix ([p 45](#)).

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

Eye & ear protection will be required for all participants & spectators. **Personal protective gear will only be allowed with Rangemaster discretion.** Please present your eye or ear protection for the Rangemaster to inspect or be prepared to use what is provided. All safety equipment is inspected for safety & replaced as necessary.

Protective equipment for Archery is **required to be worn by all participants, Scouts or adults.** Archers will wear finger tabs or gloves & arm guards while actively practicing archery, no exceptions. Failure to adhere to this policy will result in dismissal from range activities.

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, & the range is Open
- Yellow rope or caution tape designates a restricted area - - **DO NOT CROSS!**

Personal Safety

- Closed-toed shoes are required throughout all Camps. The **ONLY** exception is inside the pool or Waterfront areas.
- Everyone should carry a filled water bottle at all times.
- 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, & in any other activity they are participating.
- Initiations and/or hazing are strictly forbidden by BSA National Council Policy.
- Non-prescription drugs & alcohol have no place in Camp & 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 & 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, & ammunition at home! For the safety of Camp participants & 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 Target & Range 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 & Animals

While most of the animals we have at Camp are harmless, there are some to be very cautious around. Rattlesnakes & cougars occasionally make their way into Camp. Yellow jackets, scorpions, ticks, & spiders can be found lurking just about anywhere; all of them bite or sting & 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 & deposited in the appropriate location behind the Dining Hall. No food in any tents, as even mini bears (chipmunks & ground squirrels) can do considerable damage to tents & other equipment when searching out food.

Valuables

None of the Golden Gate Area Council Camps are responsible for the security 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 & 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 & 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 Wolfeboro's Lost & Found is kept up in the Program Office. Please talk with a staff member to retrieve an item.

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 & done. The Merit Badge program was designed to help Scouts become familiar with their world & stimulate interest in new subject areas. Furthermore, the program was designed to get Scouts out to meet new people in their community & 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, & 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 & your online access will allow you to print or re-print your own blue cards at home. Each camp will issue a "blue card" for each newly started merit badge. All advancement is done digitally & can be inspected throughout the week with 24/7 Scouting, & corrections will be made Saturday morning during checkout.

Partials

There are many badges that have requirements that cannot be completed at Camp. Some of these are due to time-bound requirements, & others simply cannot be done in a summer Camp setting, such as Camping requirement 9a (Camp a total of 20 nights at designated Scouting activities or events). 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.

Merit Badge Pamphlets

Scouts taking a merit badge are to provide their own copy of the merit badge pamphlet. The camps will no longer provide merit badge books/pamphlets for Scouts.

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 & 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 & other advancement & activities they want to do. Merit badge sign-ups will be accessed through <https://scoutingevent.com/023-CW2024>. The list of merit badges offered with prerequisites & the tentative schedule located on Pages [27-28](#) & [29](#), respectively.

It is beneficial for your unit to plan ahead for the High Adventure & 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 & the scout's buddy, patrol, & 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 & debate topics, & government at the local, state, federal, & international level. Eagle's End works to develop good citizenship in scouts while offering fun & engaging activities.

Merit Badges

American Heritage (ODD)
Architecture
Citizenship in the Nation
Citizenship in the World

Communication
Inventing
Public Speaking
Scouting Heritage (EVEN)

Special Programs

Eagle's End Debate—Come to Eagle's End every Thursday evening after dinner & debate an important topic of the day, such as what the strongest Pokemon is or the best flavor of ice cream.

Eagle's End Movie—Every Wednesday evening come to the Dining Hall & join your fellow campers as we watch a movie that shows everyone that the Scouting Spirit comes in many shapes & forms.

Flag Etiquette Training—Come to Eagle's End during evening program on Tuesday to learn about our country's most prominent symbol, our Flag. The Eagle's End Staff will help coach you on the care of the flag & how best to honor it at a flag ceremony.

Ecology & Conservation

One of the most exciting areas in camp because it is always changing, just like nature itself. 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.

Merit Badges

Archaeology
Astronomy
Bird Study
Environmental
Science *now 2hrs*

Fish & Wildlife
Management
Forestry
Geology
Insect Study
Mammal Study

Nuclear Science
Oceanography
Plant Science
Reptile & Amphibian Study
Soil & Water Conservation
Weather

Special Programs

Astro Overnight—Ever wonder what the night sky looked like to the early settlers? Come spend a night under the stars & hear the thrilling stories behind the constellations.

Astro Test—Come to the PO on Thursday evening to enjoy some hot cocoa under the starry night sky with the Eco/Con Staff. This is Mandatory for scouts in the Astronomy merit badge.

Environmental Science Hike—Have you ever wondered about all of the plant life we have in the Wolfeboro Valley? Come out & hike with the Eco-Con staff & learn just how beautifully diverse our plant life is.

Forestry Hike—The Jeffrey Pine is Wolfeboro's most iconic symbol. Want to learn more about it & the other trees that populate the valley? Come take a short hike to Upper Falls with the Eco-Con staff.

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 & 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, & leatherworking tools for a new ax sheath.

Merit Badges

Art
Basketry
Chess
Entrepreneurship (EVEN)

Journalism
Leatherwork
Music
Photography

Salesmanship (ODD)
Textile
Wood Carving

Special Programs

Branding—Give your souvenirs the Wolfeboro touch & uniquely brand them as yours. Friday afternoon.

Art Jam—Come to a nighttime party to work on crafts & souvenirs. Listen to music & relax with your friends & the Handicraft staff.

Scoutcraft

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

Merit Badges

Camping
Cooking

Emergency Preparedness
Fire Safety

First Aid
Fishing

Orienteering Pioneering

Public Health (ODD) Search & Rescue (EVEN)

Signs, Signals, & Codes Wilderness Survival

*There must be at least one (1) female adult leader present during the Wilderness Survival outpost on Wednesday night, if there are female scouts participating. If none are available, make arrangements for camp staff will have a female staff member instead.

Special Programs

Cooking Competition—Compete with others in a cooking face-off! Who will be the best camp chef capable of mastering the art of Dutch oven cooking? Use a plethora of ingredients to impress our guest panel of staff judges with a delicious dessert. Required for the Cooking Merit Badge.

Fire Safety Field Trip—Drivers needed! This Merit Badge session takes a field trip to the Bear Valley Fire Department during Lunch on Thursday. Required for the Fire Safety Merit Badge.

Scoutcraft Sports—Participate in classic scoutcraft games such as The Great Orienteering Race & Scoutcraft Baseball.

Wilderness Overnight—Test your survival skills by spending a night under the stars in the forest. Build a shelter & see if you'll make it through the night. Required for the Wilderness Survival Merit Badge.

Summit/Outpost

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. All participants must wear long pants & closed-toed shoes.

Merit Badges

Climbing (3-hr session)

Special Programs

Outpost Day Hikes—Customizable hiking opportunity to unique locations surrounding camp. Sign up at the trading post or hike shack for a guided hike led by one of our experienced outpost staff. See some of the lesser-known sites in & around camp Wolfeboro. Lunch & evening hikes available for small groups or whole units.

Sourdoughs 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 & camping skills to your first-year campers. Enroll online prior to camp with Merit Badge registration.

The Scouts will hike out of camp up the Highland Creek Trail to Greenwater. Here they will prepare a meal on backpack stoves or over a fire, practice camping skills, take a swim, & 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. See Trek supplies list below.:

Trek—Wolfeboro resides in a unique location within the Sierra Nevada’s that has much to be seen & discovered. Our TREK program offers a high-adventure experience unlike your typical stay at Wolfeboro tailored to explore the broader landscape surrounding camp. During the week, scouts ages fourteen & older will have the opportunity to participate in a multiple day, overnight backpacking trek outside of camp. Meet with staff on Monday to plan a customized route on one of several trails for a trip of thirty miles or more. Visit beautiful mountain lakes, see spectacular Sierra views & earn the coveted TREK rocker.

Sign-ups occur online with Merit Badge registration, prior to camp. It is important to note that treks depend on staff availability & those going on a trek must be in good physical condition & bring all the supplies listed below.

Pack Out List:

Backpack (50-L minimum)	Water (2-L min)	Appropriate clothing (Rain gear & cold weather gear included)
Sleeping Bag	Mess Kit	
Ground Cloth	Hiking Boots	
The Ten Essentials	Swimming Gear	Optional: camera, binoculars

Target & Range Sports

Wolfeboro's Target & Range Sports area encompasses its Shotgun, Rifle & Archery/Tomahawk ranges. Our friendly, knowledgeable staff go the extra mile to assist scouts in developing & honing their marksmanship skills, instructing the fundamentals of safe shooting & handling, as well as providing a fun & welcoming atmosphere to the ranges. We strive to educate, coach & above all, ensure safety. We welcome first time shooters as well as seasoned pros & everyone in between. We welcome you to come shoot with us this summer!

All Youth who wish to enter any of the Shooting Ranges MUST have a signed Firearms Use Permission Slip (See Page [45](#)).

Merit Badges

Archery

Rifle Shooting

Shotgun Shooting

Open Shoot Fees (Range tickets are \$2.00 each at the Trading Post):

- Archery: FREE
- Rifle: 1 ticket = 1 target & 5 shots per target
- Shotgun: 1 ticket = 1 clay pigeon, 1 shot per pigeon

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.

Tomahawks & Knife Throwing—Visit the Archery range to try tomahawk & knife throwing!

Trailhead

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

When each Scout enters Trailhead, the staff will guide them through requirements for rank advancement. The Scout will be taught the skill, then tested. We highly recommend that troop leadership then test the Scout before officially signing off on a requirement in the Scout's handbook.

Trailhead is designed to provide instruction in basic scouting skills & evaluate scouts in those skills. Advancement requirements are not considered 'complete' until they are signed off by troop leaders. Provided below is a list of requirements that are covered at Trailhead.

Session Information

Rank	Limit	Requirements Covered at Camp					Other Information	
		M	T	W	Th	F		
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 Monday 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 Wolfeboro Waterfront is positioned along an improved section of the North Fork of the Stanislaus River. Non-swimmers & beginning swimmers can take advantage of our wading areas & 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 *now 2 hrs*

Lifesaving

Rowing

Swimming *now 2 hrs*

Special Programs

Beach Party—Waterfront is the coolest place in camp. How could it possibly get any cooler? Beach balls, bumpin' music, snacks, & competitive games? YES! Waterfront is bringing the beach to you in classic Camp Wolfeboro style with our Waterfront Beach Party!

Jungle Cruise—Hippos, cavemen, toucans- OH MY! A unique experience that cannot be explained in words. Wade into the Waterfront waters to find out for yourself if we really have mermaids lurking in the brisk & refreshing currents of the Stanislaus River with the Jungle Cruise!

Polar Bear Swim—Need a "chill" rocker? Or do you just want some bragging rights in your troop? Either way, meet the Waterfront staff at the brisk & refreshing waters of Waterfront to test your strength against the elements of the river for the Polar Bear! A warm fire, hot chocolate, & high fives upon arrival are a certified Waterfront guarantee.

Safe Swim Defense

Safety Afloat

Camp Wolfeboro Merit Badges

Camp Wolfeboro 2024 Merit Badge Offerings

Merit Badge	Diff.	Limit	Age	Prerequisites	Information	Program Area
American Heritage	Hard	20		Highly recommend Req. 5b	Offered ODD years only.	Eagle's End
Archaeology	Hard	25		Req. 10	Requires extensive work outside session.	EcoCon
Archery	Hard	16		MUST be able to pull a 25 lb. bow. (Sunday)	May require extensive practice outside session. Older Scout priority.	Target & Range Sports
Architecture	Med.	30				Eagle's End
Art	Easy	20			May require time during open Handicraft.	Handicraft
Astronomy	Hard	25			Requires observation time outside session.	EcoCon
Basketry	Easy	25			Requires extensive time outside session.	Handicraft
Bird Study	Hard	25			Require observation time 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.	2-hr session. MUST be able to launch, carry & store boat with partner!	Waterfront
Chess	Med.	30			Requires time outside session to complete tournament.	Handicraft
Citizenship in the Nation*	Med.	20	14+	Req. 2		Eagle's End
Citizenship in the World*	Hard	20	14+		Req. 7 done in buddy pairs with counselor	Eagle's End
Climbing	Hard	12	14+		3-hr session.	Summit
Communication*	Hard	16		Req. 5 & 7 (opt. 7a can be done at camp)	Req. 8 requires extensive time & planning outside session.	Eagle's End
Cooking*	Hard	16		Reqs. 4 & 6	We can't accommodate all dietary restrictions. Must participate in Scoutcraft Cooking Competition on Wednesday.	Scoutcraft
Emergency Preparedness*	Med.	20	14+	Reqs. 1, 2b&c, 8b	Must have First Aid merit badge to complete.	Scoutcraft
Entrepreneurship	Med.	25			Offered EVEN years only.	Handicraft
Environmental Science**	Hard	30			now 2-hrs. Requires observation time & extensive writing outside session.	EcoCon
Fire Safety	Hard	20				Scoutcraft
First Aid*	Med.	20		Req. 5a	2-hr session.	Scoutcraft
Fish & Wildlife Management	Easy	35			Requires observation outside session.	EcoCon
Fishing	Med.	15		MUST bring own Fishing Gear	Need patience to catch fish, may need to walk with buddy to remote locations.	Scoutcraft
Forestry	Med.	30			Requires Nature hike outside session.	EcoCon
Geology	Med.	30			Requires collection & observation time outside session.	EcoCon
Insect Study	Med.	30		Req. 9		EcoCon
Inventing	Easy	15		Req. 8	Req. 7 finish at home.	Eagle's End
Journalism	Med.	10		Req. 4	Requires extensive writing & time outside session. Field Trip.	Handicraft
Leatherwork	Easy	25				Handicraft

Merit Badge	Diff.	Limit	Age	Prerequisites	Information	Program Area
Lifesaving**	Hard	20		Req. 2a (MUST have Swimming Merit Badge)	2-hr session. 400 yard swim at start of class.	Waterfront
Mammal Study	Easy	30				EcoCon
Music	Med.	25				Handicraft
Nuclear Science	Hard	20	14+	Recommend prior knowledge of basic Chemistry.		EcoCon
Oceanography	Med.	30			Requires observation time outside session.	EcoCon
Orienteering	Med.	20			May require extensive time outside session.	Scoutcraft
Photography	Med.	20			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 session.	Scoutcraft
Plant Science	Med.	30				EcoCon
Public Health	Hard	10	16+	MUST have First Aid & Emergency Prep.	Will discuss complex topics. Offered ODD years only.	Scoutcraft
Public Speaking	Med.	10			Requires time outside session. Requires speech writing & delivery with audience.	Eagle's End
Reptile & Amphibian Study	Med.	30		Req. 8	Requires observation time outside session.	EcoCon
Rifle Shooting	Med.	16		Firearm Use Permission Slip	May require extensive practice shooting outside session.	Target & Range Sports
Rowing	Med.	12		Pass BSA Swim Test before start of badge.		Waterfront
Salesmanship	Med.	25			Requires time outside session. Offered ODD years only.	Handicraft
Scouting Heritage	Med.	25		Req. 5	Offered EVEN years only.	Eagle's End
Search & Rescue	Med.	20	14+	Req. 6a		Scoutcraft
Shotgun Shooting	Hard	8		Firearm Use Permission Slip	May require extensive practice shooting outside session.	Target & Range Sports
Signs, Signals & Codes	Easy	20				Scoutcraft
Soil & Water Conservation	Easy	30				EcoCon
Swimming**	Med.	15		Pass BSA Swim Test before start of badge.	now 2-hr session. Water is brisk & refreshing.	Waterfront
Textile	Easy	20				Handicraft
Weather	Med.	30		Req. 9a on Sunday	Requires observation outside session.	EcoCon
Wilderness Survival	Med.	30			Requires Overnight Outpost to complete, you build your shelter & spend the night in it.	Scoutcraft
Woodcarving	Med.	15		Totin' Chip (Sunday session if needed)		Handicraft

* Eagle Required **Eagle Required option

2024 Camp Wolfeboro Merit Badge & Activities Schedule

MORNING PROGRAM AFTERNOON PROGRAM EVENING PROG.

8:30 PM

4:00 PM

3:00 PM

2:00 PM

11:00 AM

10:00 AM

9:00 AM

PROGRAM AREA	9:00 AM	10:00 AM	11:00 AM	2:00 PM	3:00 PM	4:00 PM	8:30 PM	
Eagle's End	Cit. in the Nation	Cit. in the Nation	Public Speaking	Cit. in the World	Cit. in the Nation	Architecture	Flag Etiqu(T) Movie(W)	
	Cit. in the World	Cit. in the World	Scouting Heritage	Communication	Communication	Inventing	Debate (Th)	
	Archeology	Astronomy	Archeology	Fish & Wildlife Mgmt.	Fish & Wildlife Mgmt.	Geology	Astro Hike (T 9:30)	
	Astronomy	Bird Study	Forestry	Mammal Study	Geology	Insect Study	Astro Overnight (W 9:30)	
Ecology & Conservation	Bird Study	Reptile & Amphibian St.	Nuclear Science	Plant Science	Mammal Study	Weather	Astro Test (Th 9:30)	
	Environmental Science <i>now 2hrs</i>	Environmental Science <i>now 2hrs</i>	Oceanography	Environmental Science <i>now 2hrs</i>	Environmental Science <i>now 2hrs</i>	Soil & Water Cons.		
	Chess	Salesmanship	Art	Basketry	Salesmanship	Art	Art Jam (W) Open Handicraft	
	<i>new</i> Journalism	Leatherwork	Photography	Chess	Leatherwork	Music		
Handicraft	Wood Carving	Textile	Wood Carving	Leatherwork	Wood Carving	Wood Carving		
	Camping	Emergency Prep	Camping	Orienteering	Emergency Prep.	Cooking		
	Orienteering	First Aid <i>now 2hrs</i>		Pioneering	Fishing	Fire Safety		
	Pioneering	Signs Signals & Codes	First Aid <i>now 2hrs</i> - P1	First Aid <i>now 2hrs</i> -P2	Wilderness Survival	Fishing	Cooking Competition (W)	
Scoutcraft	Wilderness Survival					Search & Rescue		
Summit	Climbing (3-hour session)			Climbing (3-hour session)			Sourdough Prep (M 7:00)	
	Archery	Archery	Archery	Open Shoot All Ranges				closed
Target & Range Sports	Rifle Shooting	Rifle Shooting	Rifle Shooting	Troop Shoots				
	Shotgun Shooting	Shotgun Shooting	Shotgun Shooting	Tenderfoot	Tenderfoot	Open Scout Skills		
	Tenderfoot	Tenderfoot	Tenderfoot	Second Class	Second Class			
Trailhead	Second Class	Second Class	Second Class	First Class	First Class			
	First Class	First Class	First Class	Canoeing <i>now 2hrs</i>				
	Rowing	Lifesaving <i>now 2hrs</i>	Lifesaving <i>now 2hrs</i>	Lifesaving <i>now 2hrs</i>	Lifesaving <i>now 2hrs</i>	Open Swim & Boating	Jungle Cruise (T)	
Waterfront	Swimming <i>now 2hrs</i>	Swimming <i>now 2hrs</i>	Swimming <i>now 2hrs</i>	Beginner Swim	Beginner Swim			

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 Games

These activities will be held on Wednesday evening. Youth unit leadership & camp staff develops activities for patrol & troop & 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

Wolfeboro Rockers & Requirements

For those who are looking to earn more than merit badges, the Wolfeboro program areas offer rockers that you may earn & 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 & 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 & 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 & lead a conservation project of at least 2 hours. It must not only help the environment, but also serve to educate your fellow Scouts & 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 & at home. Explain at least ten different ways for your troop to conserve resources at home & 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, & 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 & be able to play it

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

2. Participate in the Indian Lore Campfire, play the games, & tell a story.
3. Complete a project & 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 the Pajama Party or Art Jam & Make something to hang up.

Grizzly (Scoutcraft)

1. Participate in all of the following activities: Cooking Demo, Scoutcraft Baseball, & 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 & 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 ¼ mile (16 laps).
3. Be trained in Safe Swim Defense & Safety Afloat.
4. Show a Waterfront staff member your knowledge of proper rowing & 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).
 - a. Indian Lore Campfire (Handicraft)
 - b. Polar Bear Swim (Waterfront)
 - c. Cooking Demonstration (Scoutcraft)
 - d. Orienteering Course (Scoutcraft)
 - e. Environmental Science Hike (Eco-Con)
 - f. Forestry Hike (Eco-Con)
 - g. Astronomy Hike (Eco-Con)
 - h. Bird Study Hike (Eco-Con)
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 & erosion.
 - b. The limiting factors & general ecosystem of the Sierras.
 - c. Wilderness survival in the Sierra Nevada, including edible indigenous plants, building materials, & navigation.
 - d. Natural dangers, including heat stroke, hypothermia, snake bites, & fractures.
 - e. Possible futures for humanity including: population growth, pollution, technological advances, & resource depletion.
 - f. Your spiritual relationship with nature.
3. Build a wilderness survival shelter & 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 & 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, & sway with the wind.
7. Organize & lead a service project of at least one hour. It must not only help the environment, but also serve to educate your fellow Scouts & 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 & follow? Why is it important to foster, care for, & respect nature? What do you do to help others appreciate & work towards improving the outdoors?
2. Do the following:
 - a. Be able to identify any plant or animal in the field using available tools & resources.
 - b. Demonstrate to a group of Scouts how to properly use a dichotomous key to identify plants & animals.
3. Lead an effective nature hike.
4. Lead a successful Nature Game or equivalent outdoor teaching tool & effectually debrief the participants afterward.
5. Organize & 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 & Water Conservation, & Fish & Wildlife Management merit badges.
7. Earn one of the following:
 - a. Bird Study
 - b. Mammal Study
 - c. Reptile & Amphibian Study
 - d. Geology
 - e. Forestry
 - 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 Olympic 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 & give a five-minute speech about what it means to be a good citizen in your community, nation, & world.
4. Participate in morning or evening flags.
5. Plan, carry out, & 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 & continue until all the staff has come down the stairs.
8. Show good citizenship in the camp & 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 & Friday Night

There will be a campfire on Monday & 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."

Camp Buddy Campfire

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

Ad hoc Unit Activities

Activities include: archery shoot, rifle shoot, unit swim or boating, volleyball, team-building games, & service projects. Your unit can reserve times to go & 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 & back! Can you beat the staff? This activity is open to all youth & adults.

Special Awards

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

Gold Cross Award & Super Gold Cross Award

The Wolfeboro Gold Cross & Super Gold Cross Awards are presented to those units that take advantage of all the experiences at camp. The awards are 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, & Scout Spirit. Complete instructions & score sheets will be available at the SPL & SM meeting on Sunday.

Units who achieve the Gold Cross & Super Gold Cross Awards 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 & adhere to two-deep leadership.
2. **Sign out at the Program Office, provide a route itinerary & 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 outside of camp boundaries 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 & 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
6:15	Have ready at arrival:					Polar Bear Swim	
7:00		Brkfst A Waiters	Brkfst A Waiters	Brkfst A Waiters	Brkfst A Waiters	Brkfst A Waiters	Brkfst A Waiters
7:15		Breakfast A	Breakfast A	Breakfast A Sourdoughs bk	Breakfast A Sourdoughs bk	Breakfast A new SPL Breakfast	Breakfast A
8:00	<ul style="list-style-type: none"> Annual Health & Medical Record with all Medications in original containers * Firearms Permission Slips 	Flags Brkfst B Waiters	Flags Brkfst B Waiters	Flags Brkfst B Waiters	Flags Brkfst B Waiters	Flags Brkfst B Waiters	Flags Brkfst B Waiters
8:15		Breakfast B	Breakfast B	Breakfast B	Breakfast B	Breakfast B	Breakfast B
9:00		Morning Program (9 - 12)	Morning Program (9 - 12)	Morning Program (9 - 12)	Morning Program (9 - 12)	Morning Program (9 - 12)	Merit Badge Make-Ups
9:15			SM Meeting				
10:00			Sourdoughs 1 Meet & Depart	Sourdoughs 2 Meet & Depart			
11:00	Staff Meeting		Knot Tying Contest			Staff Off Duty	
12:00	Troop Arrival, Gear in Camp Truck & Hike-In 11:30 - 1pm Troop in the Valley by 2pm * Camp Tours * Medical Check * Swim Checks CAMPSITE SET-UP	Lunch A Waiters	Lunch A Waiters	Lunch A Waiters	Lunch A Waiters	Lunch A Waiters	Travel Home Safely! See You next Summer! Come back & see us for: * Family Camp * Good Turn Weekend * Work Parties
12:15		Lunch A	Lunch A	Lunch A	Lunch A	Lunch A	
12:45			SM Luncheon	Directors Meeting		Adult Pioneer Elections	
1:00		Lunch B Waiters	Lunch B Waiters	Lunch B Waiters	Lunch B Waiters	Lunch B Waiters	
1:15		Lunch B Forestry Hike	Lunch B Envi Sci Hike	Lunch B	Lunch B Fire Safety FT	Lunch B	
2:00		Afternoon Program (2:00 - 5:00)	Afternoon Program (2:00 - 5:00)	Afternoon Program (2:00 - 5:00)	Adult Leader Shoot & Climb	Open Shoot (2-4) Open Swim Boat (3-5) EcoCon TeaParty	
3:00		Open Swim & Boat	Open Swim & Boat	Open Swim & Boat	Camp-wide Games (3 - 5)	H'craft Branding S'craft Sports (4:30)	
5:00		Dnr A Waiters	Dnr A Waiters	Beach Party (4-5)	Dnr A Waiter		
5:15		Dinner A	Dinner A	Flags @ 5:15 then Dinner Pick-up	Dinner A		
6:00		Flags Dnr B Waiters	Flags Dnr B Waiters	Flags Dnr B Waiters	Flags Dnr B Waiters	Flags Dnr B Waiters	
6:15	Dinner B	Dinner B	Dinner B	Dinner B	Pizza Party Old Goats Dinner		
7:00	Finish Campsite Set-up	Sourdoughs Prep Meeting	Run to Top SPL Meeting	Dinner dishes Drop-off 7:15	Scouts Own	SPL Meeting	
7:30		SM/SPL Meeting	Pioneer Meeting	Pioneer Work Party & Cracker Barrel	CampWide Game Climb on Safely		Pioneer Elections
8:30	Troop Campfires	Monday Night Campfire	Golden + Campfire Flag Etiquette Jungle Cruise	Art Jam Cooking Contest Eagle's End Movie	Eagle's End Debate	Closing Campfire	Remember to submit your Site Saver for next summer!
9:30			Astro Hike	Astro Overnight	Astro Testing Polaris Hike Wild.Surv. OverN		
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 & 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 & Super 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 & Scouting at Camp Wolfeboro. The Pioneers are dedicated to the promotion of camping & scouting at Camp Wolfeboro. One of the key aspects of time at Camp Wolfeboro is promoting good fellowship & sportsmanship & making the camping experience enjoyable for present & 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), & 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, & voted in by the Pioneer members in camp.

Appendices

Packing List

GGAC Clothing Standards

Merit Badge Glossary

Parental Firearms Use Permission Form

Campership Information & Application

Camp Maps

Driving Directions to the Camps

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! ALL CAMPER!!*
- ___ **Signed Permission Slips (especially Firearms Use Permission Slip, see Page 45)**
- ___ 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*)
- ___ Appropriate Swimsuit
- ___ *See Clothing Standard
- ___ Hat or Visor*
- ___ Raincoat / Poncho / Raingear
- ___ Gloves

Hygiene Kit

- ___ Toothbrush*
- ___ Toothpaste*
- ___ Comb/Brush*
- ___ Soap*
- ___ Wash cloth & 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 (*Wolfboro*)
- ___ Mess Kit with Utensils

Merit Badge / Rank Adv. Items

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

Patrol and/or Troop Items

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

Unit Paperwork

- ___ Final Unit Roster
- ___ Troop Advancement Records
- ___ YPT Verification for ALL Adults
- ___ Unit Schedule from 247Scouting

Optional Items

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

Items to LEAVE at Home!

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

- Sheath Knives & Hatchets*
- Alcohol & Drugs*
- Tobacco (for Youth)*
- Pets*

- Ammunition, firearms*
- Archery equipment*
- Fireworks*

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

GGAC Resident Camp Activity Apparel Standard

Purpose:

Golden Gate Area Council (GGAC) resident camps are the highlight of a Scout's year. As such, proper attire at camp is essential so Scouts & Scouters:

- are prepared for an active & rugged environment,
- can safely enjoy the camp experience,
- can fulfill the Mission & Vision of the Boy Scout of America, and
- uphold the ideals of the Scout Oath & Law,

Definitions:

- Activity Uniform – Often referred to “Class B”, the activity uniform consists of shorts or pants & a Scouting related t-shirt/shirt/tank top. Shirts must be long enough to reach the top of the waistband. Non-Scouting T-shirt/shirt/tank top must follow BSA Scouting policy of scout appropriate & align with the scout Oath & Law: this definition includes, no graphics or statements regarding politics, sexual content, drugs, race, religion, or gender.
- Field Uniform – Often referred to as “Class A”, the field uniform consists of an official uniform shirt & short/pants/skort.

Attire Requirements:

- Field uniform (“Class A”) must be worn for morning & evening flags & morning & evening Dining Hall service unless told otherwise by Camp Staff. Activity uniform (“Class B”) can be worn at lunch. Swimwear or sleeping attire is not acceptable in the Dining Hall.
- During the day & most nights after dinner, the activity uniform (“Class B”) is worn. Scout appropriate attire is required at all times.
- Shorts should enable Scouts to comfortably participate in all camp activities, including mountain biking. We recommend opting for hiking/cargo shorts with an inseam of at least 4 inches. It's important that these shorts are constructed from durable materials suitable for the rigors of an active outdoor environment.
- All undergarments must be covered.
- At the waterfront, Scouts are encouraged to wear swimwear that is suited for active water sports (such as tops: long line & tankini; bottoms: high waist, swim briefs, shorts, jammers & trunks). Swimwear should be comfortable, functional, & appropriate for all aquatic activity allowing Scouts to conduct all forms of swim strokes & lifesaving techniques while remaining secure enough to not shift or fall off while participating. An Activity uniform, as defined above, is expected to be worn when leaving the aquatic area.
- Closed-toed shoes must be worn at all times when not in a designated aquatics area or shower house.

- Additional attire requirements may be necessary for certain activities at Camp (such as horseback riding, ATVs, & climbing); please review the camp's current Leader's Guide for the full list to ensure you are prepared to participate in those activities. Camp Staff will not allow individuals to participate in activities that have additional attire requirements if those requirements are not met.

Applicability:

This standard pertains to all ages & genders of Scouts, Scouters, staff, visitors, & family members at camp. Individuals will be asked to change if they do not meet these standards.

Unit leadership is responsible for ensuring compliance with these standards.

If there are any concerns or suggestions regarding a youth's or adult's attire outside your unit, please direct all comments & suggestions directly to the Camp Director. Do not approach the youth or adult individually or in a group & make any comments or give corrective advice directly.

References:

[Guide to Awards & Insignia](#)

[Guide to Safe Scouting](#)

[Mission & Vision of Boy Scouts of America](#)

[National Camp Accreditation Program \(NCAP\) Standards](#)

[Scoutshop.org](#)

[Swimwear Recommendations for Local Councils](#), National Aquatics Subcommittee

Merit Badge Glossary

* Eagle Required MB **Eagle Required MB Option

American Business—Learn how to start your own business!

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

American Labor—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 – Science behind horses and other livestock while getting in some more barn time.

Archaeology—Ancient cultures roamed the streams & mountains around our camps. Written work is required.

Archery—Shooting experience is highly recommended & time is needed to qualify. **Must have a signed Firearms Use Permission Slip (page 45)**

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

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

Astronomy—Scouts will observe the beautiful night sky over Wolfeboro. Career opportunities in astronomy will be discussed.

Backpacking—Do you love to camp & hike? Why not do both & backpack. Learn the ins-and-outs of getting into the backcountry & 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.

Bugling—Earn the least awarded merit badge in all of Scouting with our Camp Maestro. No experience is required, but you must be able to perform after instruction.

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 & stamina are required for this merit badge. Must be a swimmer to start this badge.

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

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

Citizenship in the Nation* or World*—Scouts can earn their Citizenship Badges at camp if they complete the prerequisites. Citizenship in the World covers international government & foreign relations. Citizenship in the Nation covers the United States & Federal affairs.

Climbing—Throughout the week scouts learn about the preparation, safety, & equipment needed to climb & repel. For this exciting activity, Scouts must be at least 14+ years old. Session limit: 12 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 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*— Scouts sign up for 1 session only & meet all week. This badge is a partial. *CR note: Sessions overlap meal shift. Scouts will not eat in Dining Hall with their troop starting Monday*

Cycling**—Explore the amazing mountain biking trails around Wentz Scout Reservation & learn how to take care of these machines of fun.

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

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

Engineering—Explore the *FUN*damentals of engineering & the role it plays in society.

Entrepreneurship—Find out what it takes to bring an idea from the drawing board to a product you can purchase in store.

Environmental Science**—This badge can be used as an Eagle-required merit badge. It requires day hikes, field notes, & experiments. There is a great deal of written material. This program is recommended for mature Scouts. **Now 2-hr session at all camps.**

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

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

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

First Aid*—Scouts will learn safety & how to provide aid for all types of injuries & situations. **2024 changes add more hands-on requirements. Now 2-hr session at all camps.**

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

Fishing—Excellent for younger Scouts, requires some written work. Royaneh & Wolfeboro Note: A California State sport fishing license is required for all adults & youth over the age of 16. The Trading Post does NOT sell licenses, so these must be purchased prior to your arrival in camp. (Wente's private lake requires only a Wente Fish License & camp provides gear)

Fly-Fishing—Come join our special guests as they teach you how to fish with a fly rod & tie a fly then try your luck in the lake at Wente Scout Reservation. (Wente's private lake requires only a Wente Fish License & camp provides gear)

Forestry—Our camps all have excellent opportunities to learn about this topic. Scouts will learn about current issues in forestry, do a conservation project, & 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, make a new game & challenge your Troop mates.

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

Geocaching—Learn more about GPS units & 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 & minerals & how they are formed & used.

Hiking**—Get out & see the world with your feet as transport.

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

Indian Lore—Scouts of all ages learn the fascinating history & culture of various Native American nations.

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

Journalism—Scouts will learn about the importance of the First Amendment & the role of journalism in transmitting news & information.

Kayaking—Learn how to kayak in Scout Lake. Good physical strength & stamina are required for this merit badge. Must pass the BSA Swim Test at Swimmer level to start this badge.

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

Lifesaving**—This challenging merit badge requires physical strength & stamina. Must have Swimming merit badge & be able to swim 400 yards at start of session.

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

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

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

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

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

Nuclear Science—Come explore the atom & the power it contains. Learn about the promises & 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 & Compass is the name of the game. Scouts will complete four orienteering courses across camp. This badge is recommended for older Scouts.

Photography—Fun for those Scouts looking to learn about the growing influence of digital media. Scout must bring a digital camera with charging cables to camp. Scouts must have BSA Cyber Chip prior to arrival.

Pioneering—Scouts will put their knots & lashings skills to the test by building gadgets, towers, & structures with rope & 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 & create a work of art.

Public Health— Scouts will learn about the various aspects & importance of Public Health including how diseases are spread via animals & the environment.

Public Speaking—Scouts will learn how to address groups & 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 & plants into paper.

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

Reptile & Amphibian Study—This badge requires drawings & 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 45)**

Rowing—This session requires physical strength & 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 & 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 & Rescue (SAR) then go out & put those ideas & skills into practice.

Shotgun Shooting—This program teaches Scouts the basics of handling & 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 45).**

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

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

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

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

Sustainability**—Learn how to live more sustainably with food, Community, Energy, & waste.

Swimming**—Want to be more confident in the water? Swimming is a great life skill & it is a prerequisite for the Lifesaving merit badge. **2024 changes add more skills to demonstrate in a strong manner. Now 2-hr session at all camps.**

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

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

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

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

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

Unit #: _____
Unit Type: _____
Last Name: _____
First Name: _____

Parental Firearms Permission Form

Consent for Minor to Use Firearms & Live Ammunition

Golden Gate Area Council

1 copy is 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 a single copy of this form to camp with your child.

Signature of Parent or Legal Guardian Date _____

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 & 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 & Scouts only. Camperships are designed to assist Scouting units & 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, & 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 (March 27, 2024). We recommend you submit one month before the early discount day & not the day before. This is to ensure there is time to review & respond to each application. 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 & 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 & council fund raising opportunities within the past year.**
4. The Cubmaster/Scoutmaster/Advisor endorses the application & a letter explaining the unit position with any other information helpful in making a decision & mails/delivers both to the Golden Gate Area Council, 6601 Owens Drive Suite 100, Pleasanton, CA 94588 or email to Melissa.Yarns@scouting.org with subject line 2024 Campership Application.
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. The online registration portal (247Scouting) will be updated.
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 the form is also available on the council web site at <http://www.ggacbsa.org/summercamp/>. *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 Weekend Camping, & Summer Camp. You must sign up for camp through your pack, troop, ship, or crew.
10. You must include the camp & 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, 6601 Owens Drive Suite 100, Pleasanton, CA 94588.

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

RULES FOR ACCEPTANCE & 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. Camperships will NOT be awarded to Scouts attending multiple sessions of Summer Camp.

Applications with missing information will **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 clearly in ALL CAPS)**

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

Primary language spoken at home _____ Scout's Ethnicity _____

School Scout Attends _____

PARENT/GUARDIAN INFORMATION

Parent / Guardian's Name: Last _____ First _____

Tele # (____) _____ email _____

INCOME INFORMATION

Gross Monthly Income \$ _____ AND

Assistance Program Eligibility (national school lunch program, Foster Child, TANF, AFDC, etc.)

Number of persons in your household? _____

A few words describing the Scout & 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 & correct to the best of my knowledge.

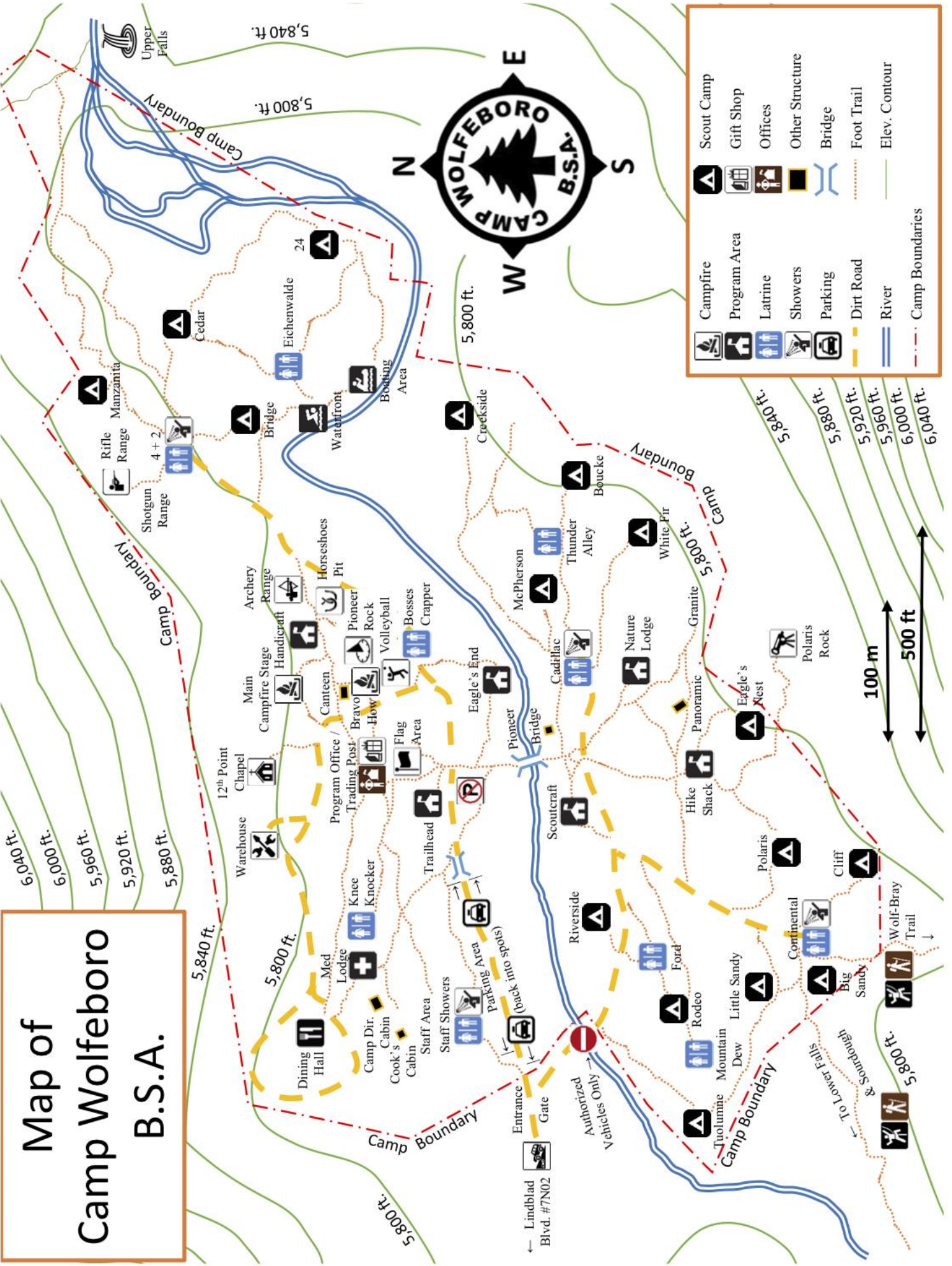
Parent/Guardian *Signature*

Unit Leader *Signature*

Parent/Guardian PRINT

Unit Leader PRINT

Map of Camp Wolfeboro B.S.A.A.



Driving Directions to Camp Wolfeboro

Camp Wolfeboro is on:

Forest Service Road 7N02

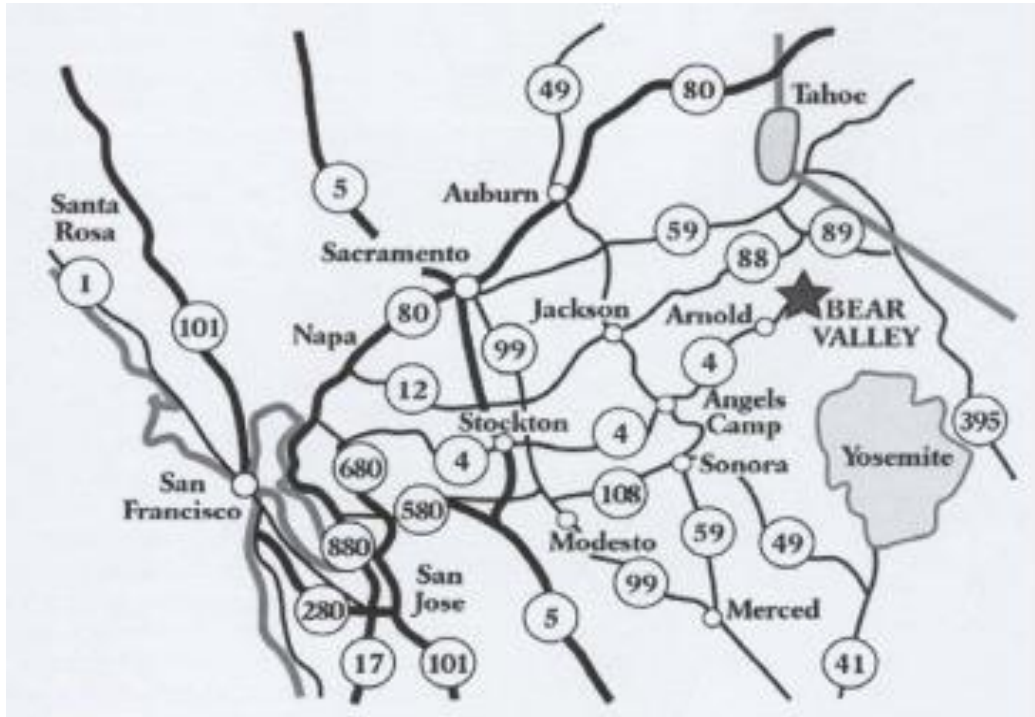
off Highway 4

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, & 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 & 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 & 4, which is located at Angels Camp & 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 & 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.

