Outdoor Traditions

2014

Camp
Leader
Guide
The mission of Seven Ranges Scout Reservation is to support the aims and methods of the Scouting program by helping the handbook come alive through activity, tradition, pride and excellence.

Buckeye Council NCAP Committee
Letter to Scoutmasters and Adult Leaders

We wish to thank you for once again choosing Seven Ranges Scout Reservation as your premier summer camping destination. We are diligently working during the off season to put together a staff made from the best Scouts your Troops have to offer. Together we can deliver an entertaining and meaningful program that will go over the top to reach every Scout.

In the world we live in today, it is easy to become overrun by technology. Too often we go about our day, distracted with work, school, video games, etc., seldom setting foot outside to revel at what Mother Nature has to offer. It is then fitting that the theme this year is Outdoor Traditions. Throughout the week we will examine the proud traditions that the great outdoors has to offer. From the cavemen creating fire in the shelters of their cave to the modern marvels man has created. Your Scouts will explore fun and innovative ways to enjoy the outdoors.

As you prepare your unit for camp, keep this guide by your side. It will answer many of the questions that you may have.

At Seven Ranges we strive to create a safe and healthy environment. In order to accomplish this, we need everyone’s cooperation. In the following pages, you will find a guide to our many programs and also the standards and expectations. I encourage you to familiarize yourself with its content and, as leaders, we can work together to provide every Scout with a lifelong memory.

We are anxiously awaiting your arrival Sunday afternoon and could not be more excited. If before you arrive at camp, you should have any questions or concerns, don’t hesitate to contact me at the email address below: miller1091@gmail.com

Yours in Scouting,

Ben D. Miller
Reservation Director
Seven Ranges Scout Reservation
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Section I - Summer Camp Overview

Seven Ranges Scout Reservation

The summer camp program at Seven Ranges is designed to provide the adventure, fun, and activities that are promised to every youth that joins Scouting. While at camp, Scouts have the opportunity to put into action the skills that they have practiced year-round within your unit program.

Seven Ranges Scout Reservation is operated by the Buckeye Council, Inc., Boy Scouts of America. It is located in Northern Carroll County and encompasses nearly 900 acres of rolling hills, woods, meadows, lakes and ponds. “Reservation” is the proper term used to describe a large tract of land that has multiple camping facilities. On the Seven Ranges Scout Reservation, we have Camp Algonkin, Camp Calumet, Camp Akela and several other activity areas that are utilized year-round. Contact the Buckeye Council office for a full description of the facilities and off-season rates.

Camp Algonkin

Camp Algonkin is the largest camp in the reservation. It has 25 campsites, including one specially designed for Scouts with special needs. Each campsite is adjacent to an outdoor latrine and covered washstand. Campsite furnishings include standard BSA Canvas Wall Tents, pitched on wooden platforms and steel cots. Modern hot water showers are located in close proximity to campsites. Camp Algonkin is home to the newly renovated Frank G. Hoover Dining Hall and kitchen facility; the Deaver Administration Building which houses offices and a complete first-aid facility; two woodland lodges housing the I.W. Delp Ecology Center and Handicraft Department; and areas for Field Sports, Outdoor Skills, a 40+ acre lake for Waterfront Activities and a Low C.O.P.E. course for older campers.

Camp Calumet

Camp Calumet is a more primitive camp area for those Troops who wish to partake in Troop or Patrol cooking. The camp contains latrine and washstand facilities, and refrigerators and freezers for food storage. Camp Calumet can accommodate four units per week and all share the program areas in Camp Algonkin.

Camp Akela

Camp Akela is home to the Buckeye Council’s Webelos Resident Camp. A large pavilion provides dining facilities, indoor restrooms, and acts as the main gathering spot in camp. Camp Akela has a beautiful amphitheater, a "Schoolhouse Pond", two large campsites, and a large activity field.

Turkey Ridge

Turkey Ridge is a portion of the reservation dedicated to off-season, primitive camping. The Summer Camp program will occasionally utilize portions of this area for Merit Badge
campouts. For more information about the availability of Turkey Ridge and how your unit could utilize this area, please visit the Camp Office.

Your Unit in Camp

Summer Camp is the proving ground for the “preferred method” of Scout camping: a unit operating under its own leadership. Your week in camp will give the Scouts an opportunity to grow as leaders. Time will be given for each Scout to work on personal advancement. There will be troop and patrol time, as well as time for Scouts to explore a range of personal interests. The unit organization used for the year-round program should be used for the implementation of each unit’s summer camp program.

• Each unit must be under the direction of a competent adult leader, 21 years of age or older, and registered with the Boy Scouts of America. This leader must be in residence with the unit at all times. This individual, normally the Scoutmaster, is in charge of the entire camp life of the unit.

• Assistant Unit Leaders or Assistant Scoutmasters, 18 years of age or older, should be in charge of a phase of camp life assigned by the Scoutmaster. It is suggested that they be placed in direct charge of the program. There must be at least two (2) adult leaders in camp at ALL TIMES. This requirement is both a local and national regulation. One of these leaders must be at least 21 years old and the other 18 or older. All leaders must be registered with the Boy Scouts of America prior to coming to camp.

• Junior Assistant Scoutmasters are usually given specific responsibilities involving definite skills such as instructor in camp craft, ecology, or the directing of certain activities such as campfires and games.

• The Senior Patrol Leader, as the youth leader of the troop, leads the patrols in all their patrol activities. He also chairs in the Troop Leaders’ Council. At least once a day, the Troop Leaders’ Council should meet to discuss the day’s schedule of duties and programs.

• The Patrol Method is the cornerstone of any Scouting program. There is no reason to suspend this method during summer camp. Occasionally, new patrols will have to be formed when coming to camp because all Scouts may not attend. Patrols should be established before coming to camp.

• There are several other leadership positions needed at camp that may not be typical in your troop operation:

• The Troop Astronomer should be an older Scout or even an adult that has an interest in Astronomy. The Troop Astronomer can guide Scouts through the astronomy requirements of the camp honor program. Training for this position will be provided.
• The **Troop Naturalist** should be one or two people, youth or adults that have some knowledge and familiarity with the environment and can guide other members of the unit through the nature requirements of their camp honor. Training for the Troop Naturalist will be provided.

• The **Chaplain’s Aide** is a Scout that shows an interest in helping his unit to be ever mindful of the twelfth point of the Scout Law: “A Scout is Reverent.” The Camp Chaplain will conduct a special training program for Scouts who wish to fill this role.

• The **Fire Warden** is a Scout who is charged with the responsibility of making sure the unit is following the Camp/Unit Fireguard Plan. Your unit’s Camp Commissioner will provide training for this position.

**Campsite Description**

The center of the unit’s program in camp is the campsite. Campsites are between one and two acres in size. This is to allow a two or three year rotation of the tents in order to better conserve the quality of our land.

It is important that each Scout be informed that there should never be any flames in a tent and that any kind of aerosol, especially insect repellent, should never be sprayed in a tent, as it will remove the water repellent protection.

Designated areas are provided for cooking and campfires. The conservation policy of Seven Ranges forbids fires to be built outside of these circles and forbids new fire circles to be selected without prior approval from the Camp Ranger. In extremely dry weather, it may be necessary for the reservation to be put under a “Limited Fire Plan” by the Ranger. If this happens, the camp administration will advise whether fires are permitted.

Each campsite has a flagpole. Units are strongly encouraged to display the American Flag and the Unit Flag during the day. Each campsite has a bulletin board on which to post important information. The buddy board should also be displayed in this area. Troop sites will have a picnic table. We encourage units to bring Troop dining flies as well.

**The Camp Commissioner**

Every unit camping in Seven Ranges will be assigned a Camp Commissioner for the duration of their stay in camp. This staff member is your ambassador to camp life and has direct communication with all other camp departments. Your Commissioner’s primary duties are:

• Ensure the health and safety of your unit and your campsite.

• Inform of daily camp wide program offerings.

• Help with your unit’s Troop Leaders’ Council organization both in and out of camp.
• Provide youth leader training and guidance.
• Suggest programming ideas for entire Troop or individual Patrols.
• Any other assistance that the Scoutmaster requests within reason.

Commissioners serve as a direct line of communication with the camp administration. The Commissioner staff offers an optional incentive evaluation to be conducted by your SPL and your Commissioner. This daily campsite evaluation will be conducted by assigning a score to several areas. Participation in this program is optional and is meant only to enhance your week at camp. Specific details of this evaluation program will be announced at the Leader’s Meeting on Sunday evening.

**Dining Hall Procedures**

The Dining Hall procedures at Seven Ranges are rooted in over 80 years of tradition at Buckeye Council camps. Great pride is taken in the orderly and mannerly way Scouts are expected to participate.

Upon arrival at the dining hall ten (10) minutes prior to the meal, members of the camp staff will greet your unit at the doors. Your unit should be under the leadership of your Senior Patrol Leader and other junior leaders when entering the dining hall. Scoutmasters, adult leaders, and visitors should meet at the patio behind the dining hall.

Prior to entering the dining hall, Scouts will be asked to demonstrate their ability to tie specific knots. A different knot, as outlined in this guide, is the Scout’s “key” to entering the dining hall. Either a staff member, or preferably, a patrol leader or senior patrol leader in your unit will teach Scouts who cannot successfully tie the knot. **Under no circumstances will anyone be denied access to the dining hall.** This is an opportunity for your Scouts to hone their skills while also serving as an opportunity for the camp staff to interact personally with the members of your unit.

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<td>Timber Hitch</td>
<td>Stevedore</td>
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<td>Lunch</td>
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<td>Dinner</td>
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When the bugle sounds, units will enter the dining hall in an orderly manner, in absolute silence and with arms folded. Scouts should find their way to their patrol tables and wait until grace is sung before taking a seat and engaging in conversation. Leaders, visitors and staff should find a designated guest spot at any table in the dining hall. Despite great efforts made
by the staff, every leader may not always be able to sit with their troop members. There will be seats available somewhere in the dining hall for these leaders.

Meals in the Frank G. Hoover Dining Hall are served family style using the host/ waiter system. For each table, a waiter should be selected who will report to the dining hall prior to the start to the meal at the following time:

**Breakfast**- 7:05 am  
**Lunch**- 11:55 am  
**Dinner**- 5:30 pm

To prepare for the respective meal each Scout will act as waiter for three consecutive meals beginning with Sunday dinner.

Waiters will be called to the kitchen to pick up food for their table. Your waiter is the only person permitted to enter the kitchen, retrieve beverage refills, etc. The camper seated to the left of the waiter will serve as the host. The host will portion the food out and pass the plates clockwise around the table. The waiter will receive his plate first followed by the leaders, visitors, and staff seated to the waiter’s right. It is the responsibility of the leaders and staff to ensure that Scouts follow this traditional eating style and use manners during the meal.

**Remember: “Manners Maketh the Man”**.

Immediately following the meal, some lively program including skits, songs, and special announcements will follow. At the conclusion of the meal, the Program Director will request everyone to “stand quietly for Trail the Eagle”. After singing, units may exit the dining hall.

It is the sole job of the waiter to remain in the dining hall for approximately 25 minutes to clean up the table after meals. **Please do not stack dishes or begin cleaning up during program, as this is distracting to others.**

**Food Allergies and Restrictions**
There are alternative menus options available for campers with a documented food allergy or diet restriction. Scouts or Scouters requiring modifications to the Camp Menu should complete the “Dietary Restrictions” form prior to camp. This form is available from the Buckeye Council Office and website or the Deaver Administration Office.
Section II - Planning for Camp and Arrival

Camp Fees

Disclaimer
All camp fees and discounts are subject to change without notice. The Buckeye Council is not responsible for typographical errors or omissions. All decisions made by the Buckeye Council Camping committee are final.

Scouts Fees for 2014
The cost of attending Camp Algonkin is $265 for Scouts registered in the Buckeye Council and $285 for Scouts from out of council units. In Camp Calumet (outpost camping), the price is $185 for Scouts registered in the Buckeye Council and $195 for Scouts from Troops out of council. Outpost camping does not include meals. If your Troop is staying in Camp Calumet, and requires any food from the camp commissary, you must make arrangements with the Food Service Manager prior to your week in camp.

Leaders Fees for 2014
The fee for each adult leader attending Camp Algonkin is $115. The fee for adults in Calumet is $65.00.

Discounts
If more than one Scout from the same household is attending Camp Algonkin or Camp Calumet, the fee for the second Scout will be reduced by $10.00. A third sibling Scout will receive an additional $10.00 discount. Discounts that are earned for camp in other Buckeye Council programs (popcorn) must be used by the camp season after they were earned or they will be forfeited.

Each Scout submitting a NON-REFUNDABLE $50.00 deposit by February 15 will receive an "Early Bird" gift. Each Scout who submits an additional $50.00 or more for a total of at least $100.00 by March 15 AND the remainder of their fees are PAID IN FULL no later than the April 15 or May 15 deadline will qualify for the $20.00 discount.

Each Adult submitting a NON-REFUNDABLE $40.00 deposit by February 15 will receive an "Early Bird" gift. Each adult who submits an additional $20.00 or more for a total of at least $60.00 by March 15 AND the remainder of their fees are PAID IN FULL no later than the April 15 or May 15 deadline will qualify for the $5.00 discount.

ADULTS CAMPING IN CALUMET: Each Adult submitting a NON-REFUNDABLE $15.00 deposit by February 15 will receive an "Early Bird" gift. Each adult who submits an additional $10.00 or more for a total of at least $25.00 by March 15 AND the remainder of their fees are PAID IN FULL no later than the April 15 or May 15 deadline will qualify for the $5.00 discount.
Payment
The full camp fee should be paid online at Buckeyecouncil.org or at the Buckeye Council Service Center ten working days prior to your week in camp. We prefer not to handle cash camp fees in camp. Full payment will speed up your Troop’s check-in. If any last minute payments are necessary, they should be made with a single check.

Refunds
All activities offered by the Buckeye Council require significant planning and purchase of materials well in advance of the event. These plans include, but are not limited to: staffing, food, program materials, patches, awards and other equipment that are a part of the program fees. Once an individual or unit makes a registration, the expenses related to that event are incurred to support that reservation.

• Registrations cancelled more than 30 days prior to the first day of an event will receive a refund, minus the $50 non-refundable deposit.

• Cancellations between 7 and 30 days prior to an event will receive a 50% refund, minus the nonrefundable fee.

• Cancellations 1 to 7 days prior to an event will receive a 25% refund, minus the non-refundable fee.

• No refunds will be issued for cancellations made the day your troop arrives in camp!

• All refunds will be issued to the unit and sent to the Pack, Troop, or Crew and Mailed to the Unit Leader of record.

All cancellations must be made directly to the Buckeye Council. Completion of a refund form is required to receive monies that may be due. Final decision on refunds is up to the Council Program Director. No money will be returned to an individual camper but only through the unit. Refund forms are available at buckeyecouncil.org.

Deposit
With our ‘deposit’ system - the amount paid may be used towards your summer camp fees for 2014, or “rolled over” into a deposit for 2015. The Site Deposit is: $150.00 for In Council units and $200.00 for Out of Council units per site your unit has requested to occupy. If you do not roll the fee over it will be nonrefundable. The Council reserves the right to assign a unit to a site that allows the best use of the camp facilities.

NOTE: A unit may reserve the same site and week for next year prior to leaving camp. If you do not have a deposit down before leaving camp, your current campsite will become available for another unit to reserve.

Insurance
The Buckeye Council’s accident and sickness insurance plan covers only Buckeye Council Troops. Units from out of Council need to provide proof of accident insurance upon arrival at Seven Ranges Scout Reservation.
Campership Funds (Due by March 1)

Every Scout should have the opportunity to experience long-term camping whether he has the funds to do so or not. Two campership funds are available for Scouts who need financial assistance in order to attend summer camp. Scouts in a Buckeye Council troop can apply for the Buckeye Council Campership Fund. Additionally, The Ohio Elks Association's Scout Financial Assistance Program is designed to assist any individual Scouts who will not have the opportunity to participate in troop activities, such as summer camp programs or summer Scouting trips, due to family situations.

Both applications are available online at buckeyecouncil.org. All information provided is considered confidential. Please be aware, in keeping with the ninth point of the Scout Law (Thrifty) each Scout is encouraged to earn at least 50% of his way towards camp. Unit participation in FOS, Popcorn Sale and Journey to Excellence programs is a major factor in determining who will be supported.

Preparing for Camp

What to Bring to Camp:

Personal Gear:
- Field Uniform and Activity uniform(s)
- 1 pair of sturdy hiking boots with good ankle support
- 1 pair of tennis shoes
- 7 blank or Scouting related T-shirts
- 2 pairs of pants or jeans, 5 pairs of shorts, and belt
- 1 long sleeve shirt and 1 sweatshirt (valuable for camp honors)
- Underwear/socks (1 week worth)
- Personal mess kit and eating utensils
- Personal hygiene items
- Shower shoes, 2 towels, and swim suit
- Flashlight and pocketknife
- Spending money
- 3’ whipped knot rope (for Dining Hall traditions)
- fishing pole, camera, and film (optional)
- Scout Handbook and merit badge prerequisites (Merit Badge books are available at camp)
- rain gear, sun screen, and insect repellent
- closed toe water shoes (Waterfront activities)
- Pipestone wood (if applicable)

Patrol Gear:
- Patrol flag
- Twine or rope
- Dining fly
- Patrol mess kit and eating utensils
- 2qt pot, cooking utensils, and frying pan or griddle
• Mattress (Optional) youth campers, including Senior Patrol Leaders, will not be provided with mattresses

• Personal time device (watch)

• Pad or plastic to cover spring or wooden bunk

• sleeping bag and backpack

• notebook, writing utensils, envelopes, and stamps

• blank or Scouting related hat

• Water cooler and camp stove (optional)

**Troop Gear to Bring:**

• buddy board (see Section VI - Glossary of Policy - “In Your Campsite”)

• American Flag (state flag if other than Ohio)

• Troop flag (for display in campsite)

• troop mess kits and eating utensils

• first aid kit

• extra lantern(s)

**Note:** If your unit has two troop flags, one may be flown at the parade grounds. Troops that do not have a second troop flag will be provided with a campsite flag by the camp staff to be flown at the parade grounds each day and to be retired at retreat. Your ‘primary’ official troop flag must be flown in your campsite.

**Pre Camp Time Line**

**As Soon as Possible**

• Inform all Scouts, second year Webelos, and their parents of the dates and cost of camp.

• Pre order your shirts! At
  http://www.sgtradingpost.com/sub_cat.php?sub_category_id=158

• Start collecting your pipestone wood.

• Recruit two adult leaders for every eight Scouts.

• Start developing unit leadership and goals for camp.

• Develop a savings program to help Scouts prepare for camp.

• Review the summer camp program. Help Scouts select merit badges and get them started on prerequisites.

Attend a “pre-planning conference”. The pre-planning conference is an opportunity for a representative of the camp staff to meet with Scoutmasters and Senior Patrol Leaders to discuss all aspects of camp programming and procedures, including changes or special program features for the summer. It is also an excellent opportunity to ask questions.
One Month Before Camp

- Out of council troops must file a tour plan.
- Send out a final camp notice to parents.
- Have troop committee members visit parents of Scouts not registered for camp.
- Finalize merit badge selections and continue to encourage Scouts to complete any necessary prerequisites. Register online.
- Provide Scouts with a list of what to bring to camp. Some suggestions are included in this guide.
- Check all Scout medical forms to make sure that they have been signed by parents this year and that the medical forms are current.
  - [http://www.buckeyecouncil.org/Camping/BoyScoutSummerCamp/Resources/](http://www.buckeyecouncil.org/Camping/BoyScoutSummerCamp/Resources/)
- Verify a certified and licensed health-care provider as listed on the medical form has signed all medical forms.
- Ensure that Scouts have awareness of, and have started on Merit Badge Prerequisites.
- Consider the resources that summer camp program can provide and complete a program of activities your troop would like to undertake.
- If your Senior Patrol Leader wishes to participate in the SPL2B program, please request an application from the Buckeye Council Service Center. See Section IV - Advancement & Schedule.

Two Weeks Before Camp

- Ensure that all of your adults and youth are registered in the buckeyecouncil.org system. This is necessary to ensure enough food is ordered for the dining hall.
- Pay in full any money owed for camp to Buckeyecouncil.org or at the Buckeye Council Service Center. The address is:
  - 2301 13th St. NW Canton, OH 44708
- Ensure that all other necessary forms have been mailed to the Council Service Center and that you have registered your Scouts for their merit badges via Buckeyecouncil.org. Please call the Council Service Center if you have any questions or concerns regarding these forms or merit badge registration.
- We will contact you with a check in time two weeks before your camp session.
- Scouts or Scouters requiring modifications to the Camp Menu should complete the “Dietary Restrictions” form prior to camp. This form is available from the Buckeye Council Office or Deaver Administration Office.
One Week Before Camp

- Inspect each Scout’s personal and patrol gear.
- Prepare troop equipment for packing.
- Print your troop roster from Buckeyecouncil.org.
- Remind Scouts of the customs, practices, and rules of the camp.
- Make a final check on transportation to and from camp. (You will be able to move your troop’s trailer to your campsite during Sunday check-in. No person is allowed past the main camp gate before 1:00 pm. Please check-in with the camp staff member at the main gate in order to take your trailer to your camp site. No camp pass will be required.
- If you haven’t yet done so, again make sure that your information for registration is correct in the system.
- Depending on your departure time, remind Scouts to bring Sunday’s lunch. The first meal at camp is not until dinner on Sunday evening.
- Give parents the reservation address so that they may send mail. The address is:

  Scout’s Name / Troop Number and Campsite Name
  7070 Meter Rd. NE
  Kensington, OH  44427

The Day Before Camp

There is no leadership provided in Seven Ranges from 12:00 PM Saturday until 1:00 PM Sunday; therefore, no campers or leaders are permitted on the reservation Saturday night without the permission of the Council Program Director.

The Day You Leave for Camp

- Make sure you have all camp medical forms and ensure they are signed and dated before leaving for camp.
- Check gear to ensure everyone is properly equipped and no restricted items are being brought to camp.
- Arrive between 1:00 PM - 3:00 PM. No units may enter camp before 1:00 PM. This policy is nonnegotiable. Please follow your assigned time.
- Verify scheduled transportation home. Advise drivers to be at camp at 11:00 AM the following Saturday.
Medical Forms

A health history and a physical examination conducted within the past 12 months are required for each youth and adult camper. Form #34605 must be completed and signed by a certified and licensed healthcare provider recognized by the BSA additionally, attach a photocopy of both sides of insurance card.

Be sure that the emergency name address and phone number appears on the medical forms and parents or guardians have signed and dated the form in the specified space. Use form #34605 for all youth and adults. This form is available at the Buckeye Council Service Center and on line.

All participants are required by national standards to undergo a one on one medical review upon arrival at camp. Each participant must have their own medical form in hand when going through the recheck process. Page protectors and binders will only serve to slow the check in process for your unit and should not be used.

Your First Day at Camp

The following section attempts to ensure that your Sunday check-in moves as smoothly as possible. Please read this section carefully and well in advance.

Check In (1:00 PM - 3:00 PM)
Units should report to the picnic area near the Deaver Administration Building until given further instructions.

1. The Scoutmaster and SPL will be greeted by the Reservation and Program Director at the front most picnic table. Here, the Scoutmaster will receive wristbands and other needed materials. At this time the Troop can be moving to the medical check-in area.

2. A knowledgeable leader should meet with the Business manager to review troop financial records.
   - A member of the camp staff will inform the unit of a time which they should report back to the camp office during the week to finish their financial paperwork.

3. Once the Scoutmaster has received all of the information required, the troop will move into the check-in area for medical re-check. The Senior Patrol Leader should have the unit in a single file line, adults in front, to ensure a smooth check in process.

NOTE: No one will be permitted to stay in camp overnight without a completed medical form.

4. After medical re-check your troop will be given the opportunity to have a Troop photo taken. This will take place behind the Deaver Administration building. Every Troop will sit for a camp photo. Scoutmasters will receive a complimentary photo during check out.
5. Turn in Pipestone Wood. The “Pipestone wood trailer” will be located near the parking lot. It is the unit’s responsibility to record the completion of the wood gathering requirement for their Scouts’ camp honors. Units may drop their wood off at the trailer at this time so they do not have to carry it to the campsite. It is the SPL’s duty to sign off on this Pipestone requirement. It is the SPL’s responsibility (not the Camp Staff) to ensure the quality of the bundle.

Report to Campsite.

Once in your campsite, a Camp Commissioner will stop by to check if you have any needs as well as take a quick inventory of tents and other camp equipment. Take this time to drop off gear and meet with your camp commissioner. Be sure to leave you site with enough time to arrive at your Swim Check on time.

NOTE:

1. Personal rifles, bows, shotguns, paintball guns, paintballs and ammunition are not to be brought to camp.

2. Provisions for transporting unit gear in any reasonably sized trailer with applicable ball hitch connection will be made. The trailer may be left in the campsite throughout the week and removed during departure on Saturday morning. **No personal vehicles will be permitted in camp at any time for any reason without permission from the Reservation Director.** Of course, accommodations for Scouts and Scouters with special needs will be made. Equipment brought for use in good turn projects can be moved later in the week.

Before leaving your campsite, take time to:

- Welcome Scouts to Seven Ranges.
- Remind Scouts they may not go anywhere without shoes on their feet (sandals and flip-flops are NOT permitted outside of tents and shower houses).
- Remind Scouts of the camp policies found throughout this booklet. Adjustments should be made immediately to ensure the unit and its members fall within the guidelines and policies of Seven Ranges, the Buckeye Council, and the Boy Scouts of America.

After swim tests are completed, stop by the tool house for any needed items.

Swim Checks

The troop will receive their Swim Check at the Waterfront as soon as they are able to arrive. Please move your Troop to that area as quickly as possible and thank you for your patience as we process all of our units through. **NOTE:** It is strongly suggested that adult leaders participate in swim checks. An adult taking his swim test sets the example and can calm any fears young Scouts may have.
Sunday Evening

1. Waiter call will be at 5:20 PM signaling the time for waiters to report to the dining hall. Send one waiter for every eight Scouts in your unit unless notified otherwise at check-in. No two waiters should be from the same patrol. If possible, make sure that first year campers are not waiters for this first meal.

2. Guest meals cannot be guaranteed to be available on Sunday evening. Please purchase dinner tickets at the Trading Post or Deaver Administration Building as they are available.

3. Report to the Hoover Dining Hall by 5:45 PM. All Scouts and Scouters should wear the official Scout field uniform to all dinner meals. Athletic shorts should not be worn for any dinner meal.

4. Troop numbers will be posted outside of the doors of the dining hall so that units will know which door to enter the dining hall from. Staff members will be present to help units line up.

5. Adult leaders will enter through the patio door at the rear of the dining hall. Bring this program guide, notepad, and a writing utensil to dinner, as a Leader Meeting will follow retreat.

6. Retreat will immediately follow the meal. All Scouts and leaders are asked to assemble, in uniform, for this ceremony on the reservation parade grounds just below the dining hall. Retreat is a ceremony of participation - not observation. Troops are encouraged to bring their troop and patrol flags to retreat. A camp tour is provided at this time and will end at the Bridgebuilders amphitheater in time for the Sunday night campfire.

7. All units and their members are required to participate in The Sunday Night Campfire. Scouts will not need to bring flashlights, since the paths will be lit back to your campsite. Adult leaders are permitted to use flashlights as needed.

8. After the campfire, leaders should escort Scouts quietly back to the campsite. Scoutmasters may wish to have a quiet conference with their Scouts before going to bed.
Section III - Program Offerings

Program Areas

The purpose of this section is to give an overview of the offerings of each program area in Camp Algonkin and explain how they can provide advancement opportunities. Please use this information to decide how to best implement these resources into Troop Program.

C.O.P.E.

Camp Algonkin offers C.O.P.E. (Challenging Outdoor Personal Experience) programs for units during the summer camp season. Project C.O.P.E. is a series of interrelated events, which challenge participants on an individual and group level. Events are divided into three offered categories: initiative games, trust events and low ropes course. Project C.O.P.E. has seven objectives: Teamwork, Self-confidence, Trust, Leadership, Communication, Decision Making and Problem Solving.

Games introduce teamwork concepts while also serving as warm up exercises. Trust events further teamwork development while developing risk taking from low to higher levels. Low rope elements involve teamwork close to the ground. The concept of “challenge by choice” encourages each person to participate fully while maintaining the right to “opt out” of any individual part of the program.

All participants must be at least 13 years of age and in good physical condition. Units wishing to participate during their stay in camp should schedule a time for their unit. The C.O.P.E. Director will provide details on how to sign up during the Leader’s Meeting on Sunday following retreat. Courses will be offered each afternoon during open program.

The C.O.P.E. course is operated under the supervision of a National Camp School certified director. The C.O.P.E. course was built under the strict standards of the Association for Challenge Course Technology. Standards of safety are stressed at every level.

Scheduled Events

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Ecology / Conservation

The Camp Algonkin Ecology and Conservation program is housed in the I. W. Delp Ecology Center. The Ecology Center is full of interesting items of nature, wildlife exhibits, a reference library, and a well trained staff eager to answer questions on nature and conservation as well as assist with troop program.

The purposes of the Ecology and Conservation Department are as follows:

• To help Scouts develop the right attitudes regarding the importance of natural resources and their use.
• To show Scouts that these resources are to be managed intelligently.
• To contribute to the rebuilding and wise use of America’s resources by actual work on the land, in forests, and along the waterways.
• To carry out such activities as erosion control, forest fire detection and prevention, and wildlife habitat improvement so that Scouts may learn some of the techniques necessary to the continued productivity of these resources.

Merit Badges

Naturology
The Ecology Department is pleased to offer a new combination package coined “Naturology”. Naturology will offer Forestry, Fish and Wildlife Management, and Soil and Water Conservation. The class will meet Monday-Friday from 10:00-11:50. Scouts completing all the requirements for all three badges will earn the limited edition Seven Ranges Naturology patch.

Leave No Trace
“Leave No Trace” is a nationally recognized outdoor skills and education program. The Boy Scouts of America is committed to this program. The principles of Leave No Trace are not rules; they are guidelines to follow at all times.

The Leave No Trace principles might not seem important at first glance, but their value is apparent when considering the combined effects of millions of outdoor visitors. One poorly located campsite or campfire is of little significance, but thousands of such instances seriously degrade the outdoor experience for all. Leaving no trace is everyone’s responsibility.

The Ecology Staff is pleased to offer a Leave No Trace Awareness Workshop to both youth and adults in camp. The Ecology and Conservation Director functions as the on-staff LNT trainer.
If you or members of your unit are interested in earning the LNT Awareness Patch, contact the eco/con staff for more information and for a detailed list of requirements.

**Environmental Interpreter**
The Environmental Interpreter strip is offered to recognize those who have a basic understanding of the local environment and the ability to interpret this for others. This strip is worn above the right hand shirt pocket on the BSA uniform. Scouts and leaders may earn this award by attending both Troop Naturalist sessions offered through the Ecology Staff.

**Hornaday Award**
This is an intense ecology award that can be worked on at camp but not completely earned due to the time involved to complete its requirements. The current requirements can be found in the Boy Scout Handbook. If interested in the Hornaday Award, talk to the Ecology Conservation Department Director.

They can help set up a program for a Scout working towards this award as well as give some project ideas.

**John Burroughs Nature Award**
The John Burroughs Nature Award was established in 1925 by Mr. I. W. Delp to acknowledge Scouts and leaders who demonstrate an outstanding knowledge and interest in the study of nature. The John Burroughs Nature Award is the highest recognition given in the field of nature by the Buckeye Council. Scouts wishing to undertake the John Burroughs program must secure permission from their unit leader and the Ecology Director. It is suggested that a person undertaking the program consider studying with the Ecology Staff over a period of one or two years before applying for the Burroughs program. This is best done by expressing an interest to the Ecology Director and attending star studies and plant walks whenever possible.

When a Scout does apply for the award, the Ecology Director will explain how the different levels of the Burroughs Award are earned. The award itself is a bronze, gold, or silver maple leaf that is to be worn on the right-hand pocket of the uniform shirt. These leaves signify the levels of Brave, Fellow, or Knight. The level earned is determined on the number of points received in different categories. The category of “extra points” is an accumulation of excess points over the minimum required in the other areas of identification.
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Note: All Burroughs’ requirements must be completed during one summer camp season. You may only attempt to earn a level of Burroughs once a year. If they are also being used for Pipestone requirements, they must be completed in full during the Scout or Scouter’s week at camp. A rhinestone is awarded to a holder of the John Burroughs Naturalist Award for showing exceptional knowledge and understanding of a specific field by recommendation of other John Burroughs Naturalist Award holders.

Please consult the packet of information on the John Burroughs Nature Award Program (available from the Buckeye Council Service Center or the Seven Ranges Ecology and Conservation Department) for more information regarding this prestigious award. The Ecology and Conservation Center will be holding Burroughs instructional courses throughout the week in order for you to gain a better understanding of this program.

**World Conservation Award**

This award recognizes Scouts who have earned Environmental Science, Citizenship in the World, and either Soil and Water Conservation or Fish and Wildlife Management merit badges. See the Ecology and Conservation Department for details.

**Troop Naturalist**

The Troop Naturalist program will instruct unit representatives in the area of plant identification and other camp honor requirements. One or two carefully chosen individuals from your unit will be able to instruct other Scouts on this subject after completion of this program. Troop Naturalists meet both Monday and Tuesday at 2:20 PM for training.

**Troop Astronomer**

The Troop Astronomer will be assisted in his duties through the star study program. The program will be offered on a clear night during the week and will be announced over the camp P.A. system. This is a training program for the troop astronomers and should not be used to substitute troop-level fulfillment of Pipestone requirements.
Field Sports

Camp Algonkin has a complete Field Sports Department that offers opportunities for archery, fishing, rifle shooting, and shotgun shooting. All firearms use is done under the supervision of a qualified instructor whose primary role is to impart the Scouts with a sense of safety and the rewards of a life-long pursuit of the recreational benefits of field sports. Introducing Scouts to the proper techniques of handling rifles, shotguns, and bows lends us a great opportunity to help avert some of the firearm accidents that occur in our country each year.

In an effort to maintain the safety of the range and camp, no firearms, ammunition or personal bows are to be brought to camp by youth or adults. The Field Sports Department will provide the necessary firearms to adequately operate the range. All live rounds of any type must be kept and stored at the Field Sports Department.

Merit Badges
The Field Sports Department offers: Archery, Fishing (bring poles and tackle), Rifle Shooting, and Shotgun Shooting Merit Badges. Archery Merit Badge has an additional fee of $5 per Scout. All shotgun shooting (including Shotgun Merit Badge and open program) has an additional fee of $2.50 per 10 shots.

Handicraft

The Handicraft Department is equipped with supplies for craft pursuits of all sorts. At Handicraft, Scouts and leaders are invited to create their own hand-tooled leather or woodcarving projects. Supplies are available for completing many kinds of Native American crafts including beadwork. The Handicraft Staff is available for instruction in all these areas.

Merit Badges
The Handicraft Department offers: Basketry, Indian Lore, Leatherwork, and Wood Carving Merit Badges. The following Merit Badges require project material to be purchased from the Trading Post for use in class. Approximate project costs are shown and will vary based on the actual project purchased:

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Craftsman Award
The Craftsman Award was started in 1975 and is given to a youth or adult who has spent considerable time at the Handicraft Center helping Scouts and Staff with projects. The award is an arrowhead hung on a leather thong from the right side pocket of the uniform shirt. The
An arrowhead was chosen because it was often the craftsman of an Indian tribe who spent many hours making arrows for the hunt. Though it was the hunters who often won the respect of the people, the unacknowledged long hours of the craftsman made possible the deeds of the hunter. This award is a way of thanking a Scout or Scouter for their long hours of labor that help better the Handicraft program.

**Outdoor Skills**

The Outdoor Skills Department still provides all the programs that lie at the heart of Scouting’s outdoor camping program, but has expanded to include many new issues that address modern camping enthusiasts. These include, but are not limited to, the Leave No Trace standards of outdoor ethics as well as instruction for unit leaders on how to take their units into the backcountry safely with the Trek Safely certification.

The Outdoor Skills Department remains dedicated to ensuring the highest level of quality in the instruction of all Scoutcraft skills. Those include camping, cooking, knots, splices and lashings, fire building, survival skills, wood tool skills, orienteering and more. The Jones Outdoor Skills Lodge serves as the headquarters for the Outdoor Skills Department.

**Merit Badges**

The Outdoor Skills Department offers: Camping, Cooking, Emergency Preparedness, Fire Safety, First Aid, Geocaching, Personal Fitness, Pioneering, Orienteering, Search & Rescue, and Wilderness Survival merit badges. First Aid Merit Badge meets at the Netawotwes Pavilion (near the main parking lot).

**C.O.W.S.**

The Outdoor Skills Department is pleased to offer a new combination package. In this package, respectfully named C.O.W.S., scouts will have the opportunity to earn Cooking, Orienteering, and Wilderness Survival merit badges. This class will meet Monday-Friday, 10:00-11:50. Scouts successfully completing all the requirement for all three merit badges will earn the limited edition Seven Ranges C.O.W.S. patch.

**Totin’ Chip / Firem’n Chit / Chemical Fuel Chit**

The Totin’ Chip certification grants a Scout the right to carry and use wood tools while Firem’n Chit grants a Scout the right to carry matches and build campfires. Outdoor Skills Staff will instruct a course for Troop instructors of these certifications or for individual Scouts needing certification, by appointment.

**Paul Bunyan Woodsman Award**

This is an award open to both youth and adults. Those wishing to work on this award must have and instruct Totin’ Chip at camp in the presence of an Outdoor Skills Department staff member. The complete requirements can be obtained from the Outdoor Skills Director.
Waterfront

Camp Algonkin has a complete waterfront including swimming and boating areas. These areas, as well as all aquatic activity in camp, are conducted using the Safe Swim Defense and Safety Afloat programs of the Boy Scouts of America. The Waterfront Director, as a certified Aquatics Instructor through the BSA National Camping School, will serve as the qualified supervisor for all swimming and boating done in camp. All water activities will be done under the supervision of the Waterfront Director and the waterfront staff. Leaders who volunteer to support the waterfront staff will allow us to increase the number of youth served at waterfront during open swim. Please see the Aquatics Director to volunteer.

The waterfront program in Camp Algonkin is designed to accomplish and support the five purposes of the Scouting aquatics program. These are:

- Give Scouts self-confidence and skill in aquatics.
- Instruct Scouts in self-preservation, the care and use of aquatic equipment, and simple rescue methods.
- Promote aquatic recreation.
- Develop physical strength and coordination.
- Aid units in planning and conducting a safe, year-round aquatic program.

Unit leaders must help assure Scouts do not swim at any place on the reservation that is not under the Waterfront Director’s supervision.

Merit Badges

The Waterfront Department offers: Canoeing, Lifesaving, Rowing, Kayaking* and Swimming Merit Badges. It is helpful for any Scout planning on taking a waterfront merit badge to hold a current CPR certification, but not required. A CPR review course is offered on Wednesday afternoon to satisfy merit badge requirements. However, if a Scout does not wish to take part in this time-consuming activity and is a holder of valid CPR certification, they must present their certification card directly to their counselor in order to be passed on the requirement.

Aquatics Supervision

Aquatics Supervision: Swimming and Water Rescue and Aquatics Supervision: Paddle Craft Safety cover skills needed to meet Safe Swim Defense and Safety Afloat policies applied at the unit level. Anyone interested in either of the Aquatics Supervision training courses will make arrangements with the Aquatics Director on Sunday directly following the Leaders Meeting. Those participating must be 16 years of age or older. Both certifications are valid for three years.
Mile Swim BSA
The Mile Swim BSA program is designed to be a conditioning program to promote good physical fitness and safe practices in distance, open-water swimming. The conditioning program requires the participant to swim 1/4 mile on Monday during open swim, 1/2 mile on Tuesday during open swim, and a full mile in open water on Thursday evening. Participants, whether youth or adult, are required to complete all phases of the conditioning program as well as provide a rower and spotter to accompany them in a boat on Thursday evening. It is highly suggested that the person selected to be a rower has some rowing ability.

Quartermaster
Quartermasters can assist Troops with campsite problems such as platform repairs and latrine plumbing. Their knowledge and expertise can be a useful resource to units working on good turn or special projects.

The Service and Equipment Request Form
In order to improve communications and service, please use the “Service and Equipment Request” form. This form allows leaders to ask for maintenance related services and campsite equipment such as bunks and tent poles. The form may be obtained in the Scoutmaster Conference Room or from your Commissioner. Completed forms should be returned to the Quartermaster’s mailbox located in the conference room.

Tool House
The following items can be secured from the Tool House for use in maintaining your campsite: kerosene, toilet paper, pine cleaner, basic tools, trash bags, twine, and fire buckets. Each campsite may check out a lantern, and specific tools. If a tool is broken, return it to the Tool House for a replacement. Troops that damage tools will be responsible for their replacement. When returning tools, please make sure that they are clean and returned during open hours.

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*Hours are subject to change.
** The Tool House may be open at alternate time check for posting in the SM lounge

Good Turn
The Tool House Director is also in charge of good turn projects in camp. A list of camp good turn projects will be maintained in the Scoutmaster Conference Room at the Frank G. Hoover
Dining Hall. All good turn project must be approved prior to starting. To schedule a good turn contact the Tool House/ Good Turn Manager

**Merit Badges**
The Tool House offers: Electricity. To cover additional materials used, a program fee of $7 is necessary in all tool house badges.

**Training**

The Training Department has grown to include all aspects of learning and training on camp property. The Training Staff will work closely with the camp staff throughout the week to ensure the quality of merit badge instruction is at the highest level possible. While we encourage all Scouts to address concerns directly with their merit badge instructor, we understand Unit Leaders may also express opinions on behalf of their Scouts. When possible, we ask Unit Leaders to communicate with the Training Staff to address concerns they may have in any program area.

**Becoming a “Trained” Leader**
Scoutmasters and Assistant Scoutmasters are considered trained, and able to wear the Trained patch, when they have completed: Scoutmaster and Assistant Scoutmaster Leader Specific Training and Introduction to Outdoor Leader Skills. The Seven Ranges Training Department is committed to helping your future unit leadership become properly trained while in camp.

**Step 1 - This is Scouting**
“This Is Scouting” is divided into six modules. It picks up where Fast Start left off and introduces participants to the following areas of the Scouting program:

- Mission, Vision, and Values
- Programs for All Ages and Abilities
- Scouting Is Fun!
- Scouting in the Community
- Protecting Our Youth
- Scouting’s Legacy

**Step 2 - Scoutmaster and Assistant Scoutmaster Leader Specific Training**
Training for a specific Scouting position continues through Leader Specific training. This training provides the specialized knowledge a new leader needs to assume a leadership role. This training is classroom-led and training areas include: the Aims and Methods of Scouting, planning troop meetings, advancement, recruiting youth and volunteer adults, planning campouts, using the patrol method, managing membership, filing necessary paperwork, Unit finances, and proper uniform.
This course meets Monday thru Friday from 2:00 to 4:00 in the Scoutmaster Conference Room located below the Frank G. Hoover Dining Hall. Friday is a “make up” day to address any portions of the course that need additional time. There is a training fee of $7.

Step 3 - Introduction to Outdoor Leader Skills
An understanding of outdoor skills is critical to the success of the Scouting program, and Introduction to Outdoor Leader Skills will provide leaders with the basic outdoor skills information needed to start a program right.

Introduction to Outdoor Leader Skills is the required outdoor training for all Scoutmasters, Assistant Scoutmasters and Varsity Scout coaches. The skills taught are based on the outdoor skills found in The Boy Scout Handbook. The course is also ideal for Venturing leaders because it focuses on skills that build confidence and competence in leaders conducting outdoor camping experiences.

This course meets Monday thru Friday from 9:00 to 11:50 at Green Bar Country. As part of the experience, and in order to complete training, participants might be asked to attend and assist with an overnighter away from their campsite. There will be additional training times in the afternoon for leaders to attend. **There is a training fee of $10.**

Adult Leader Merit Badge
Adult leaders can earn a special merit badge alongside their Scouts. Details on this program will be made available to all adult leaders on the reservation at the Sunday Leader’s Meeting. Those completing the program for the first time will receive a campaign-hat (merit badge-style) patch. Those adults completing the program each successive year will receive the appropriate service star to commemorate their respective achievement. There are three years in total to this award.

Youth Protection Training
Training in the BSA Youth protection policy is provided for adult leaders in camp on Tuesday evening. All registered adult leaders from the Buckeye Council are required to be current in Youth Protection Training. At least two adults from each unit at summer camp must be current in the Youth Protection Training Course. Your unit’s commissioner may request to see your unit’s training cards.

Trek Safely
A guide to unit trek planning designed to help Scouting groups to be fully prepared for back-country treks. Certification can be obtained in about an hour. It applies to all types of treks involving at least one overnight. Learn the seven points of Trek Safely and provide better leadership to your unit. Class sessions will be announced in the Dining Hall and in the daily Commissioner’s Notes.
Climb On Safely
This certification is required by at least one adult leader in your unit for any unit function that involves climbing or rappelling. Class sessions will be announced in the Dining Hall and in the daily Commissioner’s Notes.

Safe Swim Defense and Safety Afloat
Training will be offered to adult leaders in the BSA Safe Swim Defense and Safety Afloat programs on Tuesday evening at the dining hall. This certification is valid for two years and gives the training necessary for conducting a year-round aquatic program.

Fundamental Requirements and Outdoor Growth (F.R.O.G.)
F.R.O.G. is a program designed specifically for the younger Scout who has not been to summer camp before. The purpose of the program is to help young Scouts make a smooth transition to camp life. Sometimes the idea of taking a merit badge and being at camp for the first time seems a little daunting to the new Scout. The idea of F.R.O.G. is to teach this Scout the skills to function in the camp environment.

No matter how you look at it, the First Year Camper Program is the most important program at any Boy Scout Resident Summer Camp. No other program has the impact on scout retention, advancement, and spirit that the First Year Camper Program does. To explore this, let’s quickly look at some statistics on Scout retention:

- Nationwide 24% of all boys who join Boy Scouts will leave the program
- 51% of those scouts will not reach Second Class
- 69% will not reach First Class.
- 39% of the boys who will drop out will do so during their first year in the program;
- 38% of the 12-14 year olds who drop out of the Scouting program do so because their experience has been boring, uninteresting, not fun, or too much like school.

Research shows that a Scout who is advancing through the ranks is far more likely to remain in the Scouting program. Achieving First Class quickly goes a long way to ensuring that a Scout remains a Scout, and the First Year Camper Program is a key element in this process.

When Participating in FROG Scouts will tackle fundamental requirements of Scouting and explore different program areas in camp where they will be introduced to the program. The F.R.O.G. Staff will ensure that the Scouts are exposed to the skills necessary to complete 10 parts of a rank to qualify for Pipestone. This instruction may cover such topics as knife and axe use, fire building, knot tying, plant identification, hiking, citizenship, physical fitness, first aid and the patrol method. An advancement card will also be delivered to Scoutmaster’s mailboxes to show what was covered with each individual Scout for the week. The F.R.O.G. program ends in time for Scouts who are learners or beginners to attend classes at the waterfront. If a first-year Scout is a swimmer, he may elect to take one of the merit badges recommended for first-year Scouts during the 11:00 AM - 11:50 AM class time.
For the 2014 summer camp season the F.R.O.G. program will be taught in at 3 different class times and will follow the merit badge schedule. Each class will be separate into groups to focus on their specific rank requirements. Each rank: Tenderfoot, Second Class, First Class; will be offered at every session. Class times are: 9:00-9:50, 10:00-10:50, and 11:00-11:50 Monday thru Thursday with any additional instruction requested on Friday. This will allow campers to attend other merit badges or training programs.

A daily record will be posted at the dining hall to keep leaders up to date on their Scouts’ progress. The F.R.O.G. staff will not pass Scouts on any requirements; instead they will keep track of what instruction the Scout was presented. It is up to the unit leader to decide if the Scout has an acceptable knowledge of each skill.

The program is designed for Scouts who are new to camp and Scouting. It is limited to those Scouts under the age of 13. F.R.O.G. may not be appropriate for Scouts who have more camping experience.

Those participating in F.R.O.G. may purchase the exclusive F.R.O.G. patch at the Trading Post.

**Trading Post**

The Trading Post is much like a general store. It has a little bit of everything and is stocked with items you will find convenient during your week in camp. These items include: refreshments, camping equipment, souvenirs, craft materials, and Scouting literature.

The Trading Post accepts cash and checks as well as MasterCard, Visa, and Discover. We also request that smaller bills be used to pay for items, as we do not keep large amounts of money to make change at the Trading Post.

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**Commissary**

A limited commissary is available through the loading dock doors of the dining hall to troops in Camp Algonkin and Camp Calumet. In addition to pots, griddles, utensils, and Dutch ovens, some food and cooking supplies are available for special troop events. Special items not listed may be obtained by making a request in advance. Please make arrangements for large orders or equipment prior to camp. Ice is available for $2.00 a bag. Three (3) gallon tubs of ice cream are available for troop campfire night on Thursday. Ice cream must be ordered by Wednesday breakfast. The cost is $29.00 per tub.
In Camp Algonkin, Wednesday lunch, Thursday dinner and Friday breakfast are cooked in the campsite. Your regular weekend campout cooking gear should be sufficient for the preparation of these meals as Styrofoam and plastic utensils will not be provided. The camp provides food for these meals. If your unit wishes to not receive the food for these meals, please make arrangements as soon as possible. The dining hall will serve all other meals. Units that would like to cook other meals in the campsite as part of a special troop activity or to practice skills may make arrangements early in the week.

Support Services

Deaver Administration Building
This Deaver Administration Building houses the offices of the Reservation Director, Program Director, Business Manager, and Health and Safety Director. Many administrative services are offered directly to units throughout their week in camp, including: checking in and out of camp, making reservations for the following year, and attending to the needs of your guests (signing in and out, purchasing meals, etc.) The office is able to supply you with general information about Seven Ranges as well as direct you to the correct person for specific inquiries.

<table>
<thead>
<tr>
<th>Sunday</th>
<th>Monday</th>
<th>Tuesday</th>
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<th>Saturday</th>
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<tr>
<td>1:00 – 9:00</td>
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<td>9:00 – 9:00</td>
<td>9:00 – 5:00</td>
<td>9:00 – 12:00</td>
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Medical Services and Health Lodge
Seven Ranges employs several Emergency Medical Technicians (EMTs) to provide medical attention and first aid to Scouts and Scouters in need. In emergency situations, they are able to coordinate additional assistance from the local hospitals and ambulance services. The Health Lodge portion of the Deaver Administration Building is open 24/7 starting at 1:00 PM on Sunday thru your departure Saturday. If the health officer(s) are out of the office, contact any staff member carrying a portable radio. If a scout must be temporarily or permanently removed from camp due to an illness or injury, you must notify the health & safety staff prior to doing so. All illnesses and injuries must be documented in the first aid logbook provided at check in. If a unit or individual fails to pick up their physicals during check out on Saturday, they will be destroyed after five (5) business days. It is strongly encouraged that scouts and scouters turn in a copy of their medical form and retain the original for their own records.

Merit Badges
The Support Services Department offers Bugling (by appointment), Chess, and Traffic Safety. Scouts interested in Bugling should meet with the announced Counselor early in the week to ensure completion.
Seven Ranges Baden-Powell Patrol Award

This award is a great way to build patrol spirit and the use of Robert Baden-Powell’s patrol method. The requirements are to be done as a patrol during their stay in camp and signed off by their Camp Commissioner. Patrols planning on participating should bring a patrol flag to camp and be prepared for a Uniform Inspection (Form #34283) conducted by their Camp Commissioner. This award is also a great start for patrols to earn the National Honor Patrol Award.

Hutch’s Trail

Hutch’s Trail was developed by the Summer Camp Staff and Alumni in hopes of providing a means by which Scouts could come to love and appreciate the diversity the entire Reservation has to offer. Named after Thomas Hutchins, the first recorded man to survey the area, the trail winds through many scenic environments and creates the opportunity for memorable sights and sounds. We hope you’ll help preserve and enjoy the serenity of the “Beaver Pond”, and the old world mystique of the “Forgotten Pines”. Experience the magnificence of our man-made dam, which creates the 40-acre Lake Don Brown and step back into history as you pass through the “Lost Valley”.

The Trail is a perimeter trail that basically encircles Seven Ranges. It is composed of five loops of varying length and difficulty. The entire trail takes approximately 4 ½ hours to complete and covers 8 ½ miles. We suggest all hikers wear long pants and take along a canteen. As always, utilize the buddy system when hiking and share your trip plan with your unit before beginning. Camp Commissioners will lead a run of Hutch’s Trail on Tuesday afternoon. Units interested in exploring at other times should ask their Commissioner for a map and more details.

Seven Ranges Survivor

This biannual program consists of five components, which push participants both physically and mentally. The four components are: 1) Complete Mile Swim BSA, 2) Complete Hutch’s Run individually, 3) Participate in the Field Sports Challenge (pick any 3 of 4 events), 4) Fire Starting, and 5) Complete the Orienteering or Geocaching course. The Survivor Award is open to both youth and adults. All requirements must be completed during your week in camp. Completed sign-off sheets must be turned in to the Commissioner Director’s mailbox no later than noon on Friday. Blank sign-off sheets are available in the Scoutmaster Lounge or from the commissioner staff. Upon successful completion of the Seven Ranges Survivor program, participants will be awarded a distinctive Survivor patch and be recognized in the dining hall on Saturday morning. Ask your Commissioner for more information.

Chaplain

The Chaplain relates to the twelfth point of the Scout Law: “a Scout is Reverent”. Seven Ranges offer several ways for scouts and leaders to improve their spiritual character.
The Chaplain will counsel campers and help them handle issues such as behavior problems and homesickness. The Chaplain takes strong personal interest in maintaining high moral standards in camp and enjoys visiting with the units. Feel free to request his services so that he can pay your unit a special visit.

**Chaplain Aide**

The purpose of the Chaplain Aide program is to:

- Make the 12th point of the Scout Law more meaningful in life
- Promote a greater understanding of, and appreciation for, all religions
- Provide the opportunity to work with an ordained member of clergy, thereby gaining insight into the religious professional life
  - Chaplain’s aides are an approved youth leadership position. Their responsibilities are to encourage spiritual awareness and growth in the lives of troop members and to assist the chaplain. It is recommended that the Boy Scout selected be at least First Class.
- Duties of the Chaplain Aide in camp:
  - Assist in maintaining the troop’s religious emblems award progress chart
  - Present an overview of various religious emblems programs to the troop at least annually, instructing members to contact their own clergyperson or religious counselor to guide them in the appropriate study program
  - Prepare a troop prayer
  - Participate in patrol leader’s council planning sessions. Ex vespers, prayer before meals, camp fires etc.

During their week in camp, chaplain aides will have a daily training class with the camp chaplain from 4:00 – 5:00 at the chapel. The chaplain aide position is for Scouts of any faith. The chaplain aide program will carry over from Summer Camp and into the troop year round.

**Leaders**

Adult leader training entitled “What do I do with my Chaplain Aide?” will be held on Monday from 9:30 AM – 10:00 AM in the Scoutmasters’ lounge. There are also several vespers service opportunities throughout the week, which include:

- Thunderbird Hill Vespers (Monday after Dinner meet at the Trading Post)
- Catholic Mass (Tuesday 1:30 at the Chapel)
- Traditional Vesper service (Wednesday 7:30 at the Chapel)
- Mondays, Wednesdays, Thursdays and Fridays from 1:30 – 2:15 will be available for other faith communities to hold services. Please contact the camp chaplain on Sunday after arrival.

**Duty to God Program at Summer Camp**

In 2012, you were able to participate in the first year of the Duty to God program. If you are a returning camper, you will be able to complete your second year. New Scouts attending their
first year will have the opportunity to complete the anchor patch. Upon completion of the program, Scoutmasters are required to fill out the Duty to God form and will have to obtain the camp chaplain’s signature. You must have this form in order to purchase the patches in the trading post.

**Volunteer Camp Chaplaincy Program**

Any adult leaders that are ordained or have a religious education background that would like to assist the camp chaplain while in camp are asked to please contact the Camp Chaplain.

**Religious Emblems**

The religious emblems programs are created by the various religious groups to encourage youth to grow stronger in their faith. The religious groups – not the Boy Scouts of America – have created the religious emblems program.

The Boy Scouts of America has approved of these programs and allows the recognition to be worn on the official uniform, but each religious organization develops and administers its own program. Any questions you may have on the religious emblems programs may be directed to the camp chaplain or reference the websites listed below:

- [http://www.praypub.org](http://www.praypub.org)
- [http://www.nccs-bsa.org](http://www.nccs-bsa.org)

**Section IV - Advancement & Schedule**

**Class Sizes**

In order to thoroughly and effectively teach certain merit badges, it is necessary to limit the size of some classes. Please note these limits when registering scouts for badges and have your Scouts plan accordingly. The Program Director reserves the right to limit the class size of any badge at any time in order to maintain quality control. Scouts are advised to have alternative selections in mind should their first choice(s) be denied.

**Partials**

If a Scout has started a merit badge at camp and does not finish it, you will receive a partially completed blue card for the Scout in your mailbox.

Existing partial merit badges can be completed during the Scout’s time in camp, providing that the original issuing counselor is registered within your council. The camp staff reserves the right to re-check a Scout on any requirement already completed with another counselor. Scouts with existing partials should complete the merit badge “by appointment” with members of the camp staff, but must make the appropriate arrangements by Monday afternoon.
Prerequisites

Several Merit Badges offered here at Seven Ranges have requirements that cannot be completed during a Scout’s week at camp due to various reasons including time, facilities, or personal contacts the Scout may need to make. These requirements are known as prerequisites. Prerequisites need to be completed prior to a Scout’s participation in the Merit Badge. This means they must be turned into the camp merit badge counselor on the first day of instruction for the merit badge. Outlined below are the Merit Badges that have prerequisites associated with them, along with the specific requirements and how we would like the Scout to accomplish them. We ask that unit leaders be the first line of quality control when it comes to Scouts and prerequisites, verify that a Scout is doing the appropriate steps needed to accomplish the requirement, we don’t want to set Scouts up to be disappointed when they have put effort into work that isn’t what the Merit Badge is asking for. All Scouts working on Merit Badges with prerequisites need to have a current copy of the Merit Badge Book, having this book will help the Scout understand what is being asked of them and help you, the leader, understand what is being asked as well. We cannot alter or make exceptions to prerequisites of Merit Badges.

All Merit Badge requirements and availability at camp are subject to change to.

<table>
<thead>
<tr>
<th>Merit Badge</th>
<th>Prerequisites</th>
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| Bugling     | #6 - Serve as bugler in your troop for three months.  
|             | The Scout needs to: Bring a signed letter from a unit leader verifying his completion of this requirement. |
| Camping     | #4B - Help a Scout patrol or a Webelos Scout unit in your area prepare for an actual campout, including creating the duty roster, menu planning, equipment needs, general planning, and setting up camp.  
|             | The Scout needs to: Bring signed letter from a unit leader verifying his completion of this requirement.  
|             | #5E - Present yourself to your Scoutmaster with your pack for inspection. Be correctly clothed and equipped for an overnight campout.  
|             | The Scout needs to: Bring a signed letter from his scoutmaster verifying his completion of this requirement. |
|             | #9a - Camp a total of at least 20 days and 20 nights. Sleep each night under the sky or in a tent you have pitched. The 20 days and 20 nights must be at a designated Scouting activity or event. You may use a week of long-term camp toward this requirement. If the camp provides a tent that has already been pitched, you need not pitch your own tent.  
|             | #9b - On any of these camping experiences, you must do TWO of the following, only with proper preparation and under qualified supervision: |
1. Hike up a mountain, gaining at least 1,000 vertical feet.
2. Backpack, snowshoe, or cross-country ski for at least 4 miles.
3. Take a bike trip of at least 15 miles or at least four hours.
4. Take a nonmotorized trip on the water of at least four hours or 5 miles.
5. Plan and carry out an overnight snow camping experience.
6. Rappel down a rappel route of 30 feet or more.

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<tr>
<th>#9c - Perform a conservation project approved by the landowner or land managing agency</th>
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<tr>
<td><strong>The Scout needs to:</strong> Bring signed letter from a unit leader verifying his completion of the requirement listed above. (4B,5E,9ABC)</td>
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### Cooking

Note: The meals prepared for Cooking merit badge requirements 5, 6, and 7 will count only toward fulfilling those requirements and will not count toward rank advancement. Meals prepared for rank advancement may not count toward the Cooking merit badge. You must not repeat any menus for meals actually prepared or cooked in requirements 5, 6, and 7.

| #5 - Using the MyPlate food guide or the current USDA nutrition model, plan a menu for three full days of meals (three breakfasts, three lunches, and three dinners) plus one dessert. Your menu should include enough to feed yourself and at least one adult, keeping in mind any special needs (such as food allergies) of those to be served. List the equipment and utensils needed to prepare and serve these meals. Then do the following: a. Create a shopping list for your meals showing the amount of food needed to prepare and serve each meal, and the cost for each meal. b. Share and discuss your meal plan and shopping list with your counselor. c. Using at least five of the seven cooking methods from requirement 4, prepare and serve yourself and at least one adult (parent, family member, guardian, or other responsible adult) one breakfast, one lunch, one dinner, and one dessert from the meals you planned.* d. Time your cooking to have each meal ready to serve at the proper time. Have an adult verify the preparation of the meal to your counselor. e. After each meal, ask a person you served to evaluate the meal on presentation and taste, then evaluate your own meal. Discuss what you learned with your counselor, including any adjustments that could have improved or enhanced your meals. Tell how better planning and preparation help ensure a successful meal. f. Explain how you kept foods safe and free from cross-contamination. |
| #6 - Using the MyPlate food guide or the current USDA nutrition model, plan a menu for your patrol (or a similar size group of up to eight youth, including you) for a camping trip. Include five meals AND at least one snack OR one dessert. List the equipment and utensils needed to prepare and serve these meals. Then do the following: a. Create a shopping list for your meals showing the amount of food needed to prepare and serve each meal, and the cost for each meal. |
b. Share and discuss your meal plan and shopping list with your counselor.

c. In the outdoors, cook two of the meals you planned in requirement 6 using either a lightweight stove or a low-impact fire. Use a different cooking method for each meal.** The same fireplace may be used for both meals. Serve this meal to your patrol or a group of youth.

d. In the outdoors, cook one of the meals you planned in requirement 6. Use either a Dutch oven, OR a foil pack, OR kabobs. Serve this meal to your patrol or a group of youth.

e. In the outdoors, prepare a dessert OR a snack and serve it to your patrol or a group of youth.

f. After each meal, have those you served evaluate the meal on presentation and taste, and then evaluate your own meal. Discuss what you learned with your counselor, including any adjustments that could have improved or enhanced your meals. Tell how better planning and preparation help ensure successful outdoor cooking.

g. Explain how you kept foods safe and free from cross contamination.

*The meals for requirement 5 may be prepared on different days, and they need not be prepared consecutively. The requirement calls for Scouts to plan, prepare, and serve one breakfast, one lunch, and one dinner to at least one adult; those served need not be the same for all meals.

**#7 -Using the MyPlate food guide or the current USDA nutrition model, plan a menu for trail hiking or backpacking that includes one breakfast, one lunch, one dinner, and one snack. These meals must not require refrigeration and are to be consumed by three to five people (including you). List the equipment and utensils needed to prepare and serve these meals. Then do the following:

a. Create a shopping list for your meals, showing the amount of food needed to prepare and serve each meal, and the cost for each meal.

b. Share and discuss your meal plan and shopping list with your counselor. Your plan must include how to repack foods for your hike or backpacking trip to eliminate as much bulk, weight, and garbage as possible.

c. While on a trail hike or backpacking trip, prepare and serve two meals and a snack from the menu planned for requirement 7. At least one of those meals must be cooked over a fire, or an approved trail stove (with proper supervision).**

d. For each meal prepared in requirement 7c, use safe food handling practices. Explain how you kept foods safe and free from cross-contamination. Clean up equipment, utensils, and the site thoroughly after each meal. Properly dispose of dishwater, and pack out all garbage.
e. After each meal, have those you served evaluate the meal on presentation and taste, then evaluate your own meal. Discuss what you learned with your counselor, including any adjustments that could have improved or enhanced your meals. Tell how better planning and preparation help ensure successful trail hiking or backpacking meals.

**The Scout needs to:** Complete the requirement sheet and have the scoutmaster sign off. Bring meal plans to class on Monday.

<table>
<thead>
<tr>
<th>Electricity</th>
<th>#2 - Complete an electrical home safety inspection of your home, using the checklist found in the Electricity badge pamphlet or one approved by your counselor. Discuss what you find with your counselor.</th>
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<td><strong>The Scout needs to:</strong> Complete the inspection and bring the results to class on Monday.</td>
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<td>#8 - On a floor plan of a room in your home, make a wiring diagram of the lights, switches, and outlets. Show which fuse or circuit breaker protects each one.</td>
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<td><strong>The Scout needs to:</strong> Complete the wiring diagram and bring it to class on Monday.</td>
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<td></td>
<td>#9B - Read an electric meter and, using your family's electric bill, determine the energy cost from the meter readings.</td>
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<td><strong>The Scout needs to:</strong> Bring results to class on Monday.</td>
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<tr>
<th>Emergency Preparedness</th>
<th>#1 - Earn the First Aid Merit Badge.</th>
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<td><strong>The Scout needs to:</strong> Bring a signed letter from a unit leader verifying his completion of this requirement. All Scouts must have earned this merit badge prior to beginning Emergency Preparedness in camp.</td>
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<td>#2B - Make a chart that demonstrates your understanding of each of the aspects of emergency preparedness in requirement 2a (prepare, respond, recover, mitigate) with regard to 10 of the situations listed below. You must use situations 1, 2, 3, 4, and 5 below in boldface but you may choose any other five listed here for a total of 10 situations. Discuss this chart with your counselor.</td>
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<tr>
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<td>1. Home kitchen fire</td>
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<td>2. Home basement/storage room/garage fire</td>
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<td>3. Explosion in the home</td>
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<td>4. Automobile accident</td>
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<td>5. Food-borne disease (food poisoning)</td>
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<td>6. Fire or explosion in a public place</td>
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<td>7. Vehicle stalled in the desert</td>
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<td>8. Vehicle trapped in a blizzard</td>
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<td>9. Flash flooding in town or the country</td>
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<td>10. Mountain/backcountry accident</td>
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<td>11. Boating accident</td>
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</table>
12. Gas leak in a home or a building  
13. Tornado or hurricane  
14. Major flood  
15. Nuclear power plant emergency  
16. Avalanche (snow-slide or rockslide)  
17. Violence in a public place

**The Scout needs to:** Bring his completed chart to camp and be prepared to discuss it.

#2b - Complete a family plan. Then meet with your counselor and report on your family meeting, discuss their responses, and share your family plan.

#2c - Meet with and teach your family how to get or build a kit, make a plan, and be informed for the situations on the chart you created for requirement.

**The Scout needs to:** Bring a signed note from an adult family member verifying that he has met with his family. Along with the note, the Scout must bring his family plan to camp.

#7 - Take part in an emergency service project, either a real one or a practice drill, with a Scouting unit or a community agency.

**The Scout needs to:** Bring a signed letter from a unit leader verifying his completion of requirement (NOTE this is an emergency service project not a simple escape drill or emergency drill during his week in camp).

#8c - Prepare a personal emergency service pack for a mobilization call. Prepare a family kit (suitcase or waterproof box) for use by your family in case an emergency evacuation is needed. Explain the needs and uses of the contents.

**The Scout must have:** Both a personal and family emergency kit. In order for the counselor to verify the kits and the contents we ask that scouts bring a printed picture of their kits spread out at home so all the individual parts can be identified (a list of required contents can be found in the book). Along with the pictures the Scout must bring a signed note from an adult family member verifying the kits and must be prepared to discuss the contents.

**Energy**

#4 - Conduct an energy audit of your home. Keep a 14 day log that records what you and your family did to reduce energy use. Include the following in your report and, after the 14 day period, discuss what you have learned with your counselor.

A. List the types of energy used in your home such as electricity, wood, oil, liquid petroleum, and natural gas, and tell how each is delivered and measured, and the current cost; OR record the transportation fuel used, miles driven, miles per gallon, and trips using your family car or another vehicle.

B. Describe ways you and your family can use energy resources more
wisely. In preparing your discussion, consider the energy required for the things you do and use on a daily basis (cooking, showering, using lights, driving, watching TV, using the computer). Explain how you can change your energy use through reuse and recycling.

**Environmental Science**

### #3E2 - Do research on one species that was endangered or threatened but which has now recovered. Find out how the organism recovered, and what its new status is. Write a 100 word report on the species and discuss it with your counselor.

**The Scout needs to:** Bring his 100 word report to camp and be prepared for a discussion.

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**Fire Safety**

### #6 - Conduct a home safety survey with the help of an adult. Then do the following: a. Draw a home fire escape plan, create a home fire-drill schedule, and conduct a home fire drill.

**The Scout needs to:** Bring his home escape plan, fire-drill schedule and a signed note from an adult family member verifying that a home fire drill was carried out.

### #11 - Visit a fire station. Identify the types of fire trucks. Find out about the fire prevention activities in your community.

**The Scout needs to:** Visit a fire station prior to coming to camp and write up a report about the types of trucks he saw also detailing fire prevention activities in his community. A scout must also bring a signed note from a unit leader or firefighter verifying a station visit.

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**First Aid**

### #1 - Satisfy your counselor that you have current knowledge of all first aid requirements for Tenderfoot, Second Class, and First Class ranks

**The Scout needs to:** Bring a signed note from a unit leader verifying current knowledge of first aid requirements.

### #2D - Prepare a first aid kit for your home. Display and discuss its contents with your counselor.

**The Scout needs to:** Bring his prepared first aid kit to camp (a list of required contents can be found in the book). #7 requirement will be assigned on the first day of class.

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**Fish and Wildlife Management**

### #5C – Design and implement a backyard wildlife improvement project and report the results.

### #6B – List the wildlife species in your state that are classified as endangered, threatened, exotic, game species, furbearers, or migratory game birds.

**The Scout needs to:** Bring proof of backyard wildlife improvement project and results, and list of wildlife species to class on Monday.

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**Geocaching**

### #7 - With your parent’s permission*, go to [www.Gecaching.com](http://www.Gecaching.com). Type in your zip code to locate public geocaches in your area. Share the posted information about three of those geocaches with your counselor. Then,
pick one of the three and find the cache.

**The Scout needs to:** Create a free account on the website. Locate three caches local to the Scout’s home AND three caches local to Seven Ranges. Bring in the printed information on these local public caches. Scouts do not need to locate a cache prior to camp.

<table>
<thead>
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<th>Nature</th>
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<tbody>
<tr>
<td><strong>#4A2</strong> - Make and set out a birdhouse OR a feeding station OR a birdbath. List what birds used it during a period of one month. <strong>The Scout needs to:</strong> Bring a photo or plans of their birdhouse, feeder, or bath and documentation of the types of birds that visited.</td>
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<tr>
<th>Personal Fitness</th>
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<tr>
<td><strong>#1A and 1B</strong> Do the following:</td>
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<td>A. Before completing requirements 2 through 9, have your health-care practitioner give you a physical examination, using the Scout medical examination form. Describe the examination. Tell what questions the doctor asked about your health. Tell what health or medical recommendations the doctor made and report what you have done in response to the recommendations. Explain the following:</td>
</tr>
<tr>
<td>1. Why physical exams are important</td>
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<tr>
<td>2. Why preventive habits (such as exercising regularly) are important in maintaining good health, and how the use of tobacco products, alcohol, and other harmful substances can negatively affect your personal fitness</td>
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<tr>
<td>3. Diseases that can be prevented and how</td>
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<tr>
<td>4. The seven warning signs of cancer</td>
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<tr>
<td>5. The youth risk factors that affect cardiovascular fitness in adulthood</td>
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<tr>
<td>B. Have a dental examination. Get a statement saying that your teeth have been checked and cared for.</td>
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<tr>
<td><strong>#6</strong> - Before doing requirements 7 and 8, complete the aerobic fitness, flexibility, muscular strength, and body composition tests as described in the Personal Fitness merit badge pamphlet. Record your results and identify those areas where you feel you need to improve.</td>
</tr>
<tr>
<td><strong>#7</strong> - Outline a comprehensive 12-week physical fitness program using the results of your fitness tests. Be sure your program incorporates the endurance, intensity, and warm-up guidelines discussed in the Personal Fitness merit badge pamphlet. Before beginning your exercises, have the program approved by your counselor and parents.</td>
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</table>
| **#8** - Complete the physical fitness program you outlined in requirement 7. Keep a log of your fitness program activity (how long you exercised; how far you ran, swam, or biked; how many exercise repetitions you completed; your exercise heart rate; etc.). Repeat the aerobic fitness, muscular strength, and flexibility tests every two weeks and record your
| Reptile and Amphibian Study | **#8** - Do ONE of the following:  
A. Maintain one or more reptiles or amphibians for at least a month. Record food accepted, eating methods, changes in coloration, shedding of skins, and general habits; or keep the eggs of a reptile from the time of laying until hatching; or keep the eggs of an amphibian from the time of laying until their transformation into tadpoles (frogs) or larvae (salamanders).  
B. Choose a reptile or amphibian that you can observe at a local zoo, aquarium, nature center, or other such exhibit (such as your classroom or school). Study the specimen weekly for a period of three months. At each visit, sketch the specimen in its captive habitat and note any changes in its coloration, shedding of skins, and general habits and behavior. Find out, either from information you locate on your own or by talking to the caretaker, what this species eats and what are its native habitat and home range, preferred climate, average life expectancy, and natural predators. Also identify any human caused threats to its population and any laws that protect the species and its habitat. After the observation period, share what you have learned with your counselor.  

**The Scout needs to:** Complete the requirement sheet and have the scoutmaster sign off. Bring records of the physical fitness program and tests to class on Monday. 

| Search and Rescue | **#5** This is an update!  
Working with your counselor, become familiar with the Incident Command System. You may use any combination of resource materials, such as printed or online. Discuss with your counselor how features of the ICS compare with Scouting's patrol method*  

*Scouts who have already completed the original requirement 5 as published in the current Search and Rescue merit badge pamphlet need not redo this updated requirement in order to earn the badge. 

| Space Exploration | **#2** - Design a collector’s card, with a picture on the front and information on the back, about your favorite space pioneer. Share your card and discuss four other space pioneers with your counselor.  

**The Scout needs to:** Bring completed card to class on Monday.  

**#8** - Discuss with your counselor two possible careers in space exploration that interest you. Find out the qualifications, education, and preparation required and discuss the major responsibilities of those positions.  

**The Scout needs to:** Choose two possible careers and prepare a brief (1-2
| Traffic Safety | #5 - Do ONE of the following:  
| A. Interview a traffic law enforcement officer in your community to identify what three traffic safety problems the officer is most concerned about. Discuss with your merit badge counselor possible ways to solve one of those problems.  
| B. Using the Internet (with your parent’s permission), visit five Web sites that cover safe driving for teenagers. As a group, discuss what you learn with your counselor and at least three other teenagers.  
| C. Initiate and organize an activity or event to demonstrate the importance of traffic safety.  
| D. Accompanied by an adult and a buddy, pick a safe place to observe traffic at a controlled intersection (traffic signal or stop sign) on three separate days and at three different times of the day, for 30 minutes on each visit. At this intersection, survey such violations as running a red light or stop sign; or (2) seat belt usage. Count the number of violations or number of drivers not wearing a seat belt. Record in general terms if the driver was young or old, male or female. Keep track of the total number of vehicles observed so that you can determine the percentage of compliance vs. violations. Discuss your findings with your merit badge counselor.  
| **The Scout needs to:** Prepare a brief (1 page) written account of his fulfillment of this requirement. |

| Woodcarving | #2A- Earn the Totin' Chip recognition  
| **The Scout must:** Earn the Totin Chip prior to coming to camp. For safety reasons a scout will not be allowed to take a Totin Chip class and take Wood Carving Merit Badge during the same week in camp. The scout must bring his Totin Chip Card to class with him every day. |

| Wilderness Survival | #5 Put together a personal survival kit and explain how each item in it could be useful.  
| **The Scout needs to:** Bring his personal survival kit to camp (a list of required contents can be found in the book). |
### Merit Badge Grid

<table>
<thead>
<tr>
<th>9:00 - 9:50</th>
<th>10:00 - 10:50</th>
<th>11:00 - 11:50</th>
<th>2:20 - 3:30</th>
</tr>
</thead>
<tbody>
<tr>
<td>Basketry</td>
<td>Basketry</td>
<td>Basketry</td>
<td>Astronomy</td>
</tr>
<tr>
<td>Bird Study</td>
<td>Canoeing</td>
<td>Camping</td>
<td>Emergency Preparedness</td>
</tr>
<tr>
<td>Camping</td>
<td>Chess</td>
<td>Electricity</td>
<td>Cooking</td>
</tr>
<tr>
<td>Canoeing</td>
<td>Fire Safety</td>
<td>Energy</td>
<td>Geocaching</td>
</tr>
<tr>
<td>Emergency Preparedness</td>
<td>Fishing</td>
<td>Fishing</td>
<td>Indian Lore</td>
</tr>
<tr>
<td>Fishing</td>
<td>Forestry</td>
<td>Leatherworking</td>
<td>Mammal Study</td>
</tr>
<tr>
<td>Leatherworking</td>
<td>Geology</td>
<td>Nature</td>
<td>Search &amp; Rescue</td>
</tr>
<tr>
<td>Pioneering</td>
<td>Leatherworking</td>
<td>Orienteering</td>
<td>Space Exploration</td>
</tr>
<tr>
<td>Rowing</td>
<td>Personal Fitness</td>
<td>Reptile Amphibian Study</td>
<td>Radio</td>
</tr>
<tr>
<td>Soil &amp; Water Conservation</td>
<td>Weather</td>
<td>Traffic Safety</td>
<td>Wood Carving</td>
</tr>
<tr>
<td>Wood Carving</td>
<td>Wilderness Survival</td>
<td>Wood Carving</td>
<td></td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>9:00 - 10:20</th>
<th>10:30 - 11:50</th>
<th>By Appointment</th>
</tr>
</thead>
<tbody>
<tr>
<td>Archery</td>
<td>Archery</td>
<td>Bugling</td>
</tr>
<tr>
<td>Environmental Science</td>
<td>Environmental Science</td>
<td></td>
</tr>
<tr>
<td>First Aid</td>
<td>First Aid</td>
<td></td>
</tr>
<tr>
<td>Kayaking</td>
<td>Kayaking</td>
<td></td>
</tr>
<tr>
<td>Lifesaving</td>
<td>Rifle Shooting</td>
<td></td>
</tr>
<tr>
<td>Rifle Shooting</td>
<td>Shotgun Shooting</td>
<td></td>
</tr>
<tr>
<td>Shotgun Shooting</td>
<td>Swimming</td>
<td></td>
</tr>
<tr>
<td>Swimming</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>10:00-11:50</th>
</tr>
</thead>
<tbody>
<tr>
<td>C.O.W.S.</td>
</tr>
<tr>
<td>Naturology</td>
</tr>
</tbody>
</table>
## Merit Badge Schedule

<table>
<thead>
<tr>
<th>Merit Badge Class</th>
<th>Age</th>
<th>Rank</th>
<th>Size</th>
<th>Time</th>
</tr>
</thead>
<tbody>
<tr>
<td>Archery *</td>
<td>11</td>
<td>Tenderfoot</td>
<td>24</td>
<td>9:00 - 10:20 or 10:30 - 11:50</td>
</tr>
<tr>
<td>Astronomy *</td>
<td>11</td>
<td>Tenderfoot</td>
<td>30</td>
<td>2:20 - 3:30 (M-Th)</td>
</tr>
<tr>
<td>Basketry</td>
<td>10</td>
<td>Scout</td>
<td>50</td>
<td>9:00 - 9:50, 10 - 10:50, or 11 - 11:50</td>
</tr>
<tr>
<td>Bird Study</td>
<td>10</td>
<td>Scout</td>
<td>30</td>
<td>9:00 - 9:50</td>
</tr>
<tr>
<td>Bugling</td>
<td>11</td>
<td>Tenderfoot</td>
<td>15</td>
<td>Available By Appointment</td>
</tr>
<tr>
<td>Camping *</td>
<td>12</td>
<td>Second Class</td>
<td>30</td>
<td>9:00 - 9:50 or 11:00 - 11:50</td>
</tr>
<tr>
<td>Canoeing</td>
<td>11</td>
<td>Tenderfoot</td>
<td>20</td>
<td>9:00 - 9:50 or 10:00 - 10:50</td>
</tr>
<tr>
<td>Chess</td>
<td>11</td>
<td>Tenderfoot</td>
<td>15</td>
<td>10:00-10:50</td>
</tr>
<tr>
<td>Cooking *</td>
<td>13</td>
<td>First Class</td>
<td>25</td>
<td>2:20-3:30</td>
</tr>
<tr>
<td>Electricity</td>
<td>13</td>
<td>Star</td>
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<td>11:00-11:50</td>
</tr>
<tr>
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<td>12</td>
<td>First Class</td>
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<td>9:00-9:50 or 2:20 - 3:30 (M-Th)</td>
</tr>
<tr>
<td>Energy</td>
<td>10</td>
<td>Scout</td>
<td>40</td>
<td>11:00 - 11:50</td>
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<tr>
<td>Environmental Science *</td>
<td>12</td>
<td>Second Class</td>
<td>35</td>
<td>9:00 - 10:20 or 10:30 - 11:50</td>
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<tr>
<td>Fire Safety</td>
<td>10</td>
<td>Scout</td>
<td>30</td>
<td>10:00 - 10:50</td>
</tr>
<tr>
<td>First Aid *</td>
<td>12</td>
<td>Second Class</td>
<td>30</td>
<td>9:00 - 10:20 or 10:30 - 11:50</td>
</tr>
<tr>
<td>Fishing *</td>
<td>10</td>
<td>Scout</td>
<td>30</td>
<td>9:00 - 9:50, 10:00 - 10:50 or 11:00 - 11:50</td>
</tr>
<tr>
<td>Forestry</td>
<td>10</td>
<td>Scout</td>
<td>60</td>
<td>9:00 - 9:50, 10:00 - 10:50 or 11:00 - 11:50</td>
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<tr>
<td>Geocaching*</td>
<td>12</td>
<td>Second Class</td>
<td>20</td>
<td>2:20 - 3:30 (M-Th)</td>
</tr>
<tr>
<td>Geology</td>
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<td>Scout</td>
<td>25</td>
<td>10:00 - 10:50</td>
</tr>
<tr>
<td>Indian Lore</td>
<td>10</td>
<td>Scout</td>
<td>30</td>
<td>2:20 - 3:30 (M-Th)</td>
</tr>
<tr>
<td>Kayaking</td>
<td>11</td>
<td>Tenderfoot</td>
<td>10</td>
<td>9:00 – 10:20, 10:30 - 11:50</td>
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<tr>
<td>Leatherwork</td>
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<td>Scout</td>
<td>60</td>
<td>9:00 - 9:50, 10:00 - 10:50 or 11:00 - 11:50</td>
</tr>
<tr>
<td>Lifesaving</td>
<td>13</td>
<td>Second Class</td>
<td>25</td>
<td>9:00 - 10:20</td>
</tr>
<tr>
<td>Mammal Study *</td>
<td>10</td>
<td>Scout</td>
<td>50</td>
<td>2:20 - 3:30 (M-Th)</td>
</tr>
<tr>
<td>Nature</td>
<td>10</td>
<td>Scout</td>
<td>30</td>
<td>11:00 - 11:50</td>
</tr>
<tr>
<td>Orienteering *</td>
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<td>Second Class</td>
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<td>11:00 - 11:50</td>
</tr>
<tr>
<td>Personal Fitness*</td>
<td>13</td>
<td>First Class</td>
<td>25</td>
<td>10:00-10:50</td>
</tr>
<tr>
<td>Pioneering</td>
<td>10</td>
<td>Scout</td>
<td>24</td>
<td>9:00 - 9:50</td>
</tr>
<tr>
<td>Radio *</td>
<td>12</td>
<td>Second Class</td>
<td>12</td>
<td>2:20 - 3:30 (M-Th)</td>
</tr>
<tr>
<td>Reptile and Amphibian Study</td>
<td>10</td>
<td>Scout</td>
<td>30</td>
<td>11:00 - 11:50</td>
</tr>
<tr>
<td>Rifle Shooting *</td>
<td>12</td>
<td>First Class</td>
<td>24</td>
<td>9:00 - 10:20 or 10:30 - 11:50</td>
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<tr>
<td>Rowing</td>
<td>12</td>
<td>Second Class</td>
<td>16</td>
<td>9:00 - 9:50</td>
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<tr>
<td>Search &amp; Rescue</td>
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<td>First Class</td>
<td>20</td>
<td>2:20-3:30 (M-Th)</td>
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<tr>
<td>Shotgun Shooting *</td>
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<td>First Class</td>
<td>15</td>
<td>9:00 - 10:20 or 10:30 - 11:50</td>
</tr>
<tr>
<td>Soil &amp; Water Conservation *</td>
<td>10</td>
<td>Scout</td>
<td>30</td>
<td>9:00 - 9:50</td>
</tr>
<tr>
<td>Space Exploration*</td>
<td>14</td>
<td>Star</td>
<td>15</td>
<td>2:20-3:30 (M-Th)</td>
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<tr>
<td>Swimming</td>
<td>10</td>
<td>Scout</td>
<td>25</td>
<td>9:00 - 10:20 or 10:30 - 11:50</td>
</tr>
<tr>
<td>Traffic Safety</td>
<td>15</td>
<td>First Class</td>
<td>25</td>
<td>11:00-11:50</td>
</tr>
<tr>
<td>Weather</td>
<td>10</td>
<td>Scout</td>
<td>30</td>
<td>10:00 - 10:50</td>
</tr>
</tbody>
</table>
Wilderness Survival*  12  Tenderfoot  25  10:00 - 10:50
Wood Carving  10  Scout  35  9:00 - 9:50, 11 - 11:50, or 2:20 - 3:30 (M-Th)

All merit badges meet Monday-Friday unless otherwise noted. * May require additional classes or practice time in the afternoon or evening.

**Special Programs**

<table>
<thead>
<tr>
<th>Class</th>
<th>Age</th>
<th>Rank</th>
<th>Size</th>
<th>Time</th>
</tr>
</thead>
<tbody>
<tr>
<td>Learner &amp; Beginner Swim Class</td>
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<td>Scout</td>
<td>-</td>
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<tr>
<td>F.R.O.G.</td>
<td>10</td>
<td>Scout</td>
<td>-</td>
<td>9:00-9:50, 10:00-10:50, 11:00-11:50</td>
</tr>
<tr>
<td>C.O.W.S*</td>
<td>13</td>
<td>First Class</td>
<td>25</td>
<td>10:00-11:50</td>
</tr>
<tr>
<td>Naturology*</td>
<td>12</td>
<td>Second Class</td>
<td>25</td>
<td>10:00-11:50</td>
</tr>
</tbody>
</table>

*C.O.W.S and Naturology contain merit badges that have prerequisites. Prerequisites for Cooking, Wilderness Survival, and Fish and Wildlife Management can be found in the Prerequisite section of this guide.
Important Meeting Times

Sunday
7:30p - Leader Meeting in Scoutmaster Lounge
7:30p - SPL Meeting at Central Camp

Monday
1:00p - Youth 4th and 5th Year Pipestone Candidates meet at Scoutmaster’s Patio
1:00p - Pipestone Meeting for Unit Leaders in Scoutmaster Lounge
3:30p - Burroughs Candidates at Ecology
4:00p - Chaplain’s Aide Meeting at Chapel
10:00p - SPL Meeting at Dining Hall

Tuesday
4:00p - Chaplain’s Aide Meeting at Chapel
7:00p - OA Brotherhood Meeting at Dining Hall Patio
10:00p - Adult Leader Meeting at Dining Hall

Wednesday
3:30p - OA Brotherhood Meeting at Neta Pavilion
4:00p - Chaplain’s Aide Meeting at Chapel
10:00p - OA Meeting at Dining Hall

Thursday
1:00p – Interested in Camp Staff, Scoutmaster Patio

Friday
1:00p - Pipestone Meeting for Unit Leaders in Scoutmaster Lounge
1:00p - Youth 4th and 5th Year Pipestone Candidates TBA
Order of the Arrow

Each Scout troop can honor worthy members of their unit by electing them into the Order of the Arrow. Membership in the Order is composed of those Scouts who are outstanding campers and who best exemplify the Scout Oath and Law in their daily lives. When a Scout is chosen, it is a clear sign that his fellow campers hold him in the highest regard. Arrowmen are reminded that you were inducted “not so much for what you have done, but for what you are expected to do.”

An official Lodge Election Team must conduct unit elections before May 15th. After May 15th, all elections are final. There are no exceptions to this policy. Unofficial elections will not be recognized.

Much as Pipestone is our camp honors program, Order of the Arrow is a nationally sanctioned honor society. We ask the same reverence and respectful attitude be shown by all in camp on Wednesday night during the OA ceremony as is shown on Friday night during the camp honor program. It is asked that units begin to quiet their activities at 8:00 PM. Taps will not be played on Wednesday due to the OA ceremony.

Immediately following the camp vespers service, those units wishing to observe the ceremony will be escorted from the chapel to the Bridgebuilder’s Amphitheater.

Beginning in 2014 the Sipp-O Lodge will begin to offer the opportunity to earn the Brotherhood Honor only at the four special events held each year: 2 ordeals and 2 fellowships. The Section offers the opportunity to earn Brotherhood at the Section Conclave as well. This honor is the next level in the OA that signifies your commitment to the Order and Scouting.

If your unit is from another lodge, we request your help in coordinating records. Units with elected members who need called out need to secure written permission from their home lodge chief or advisor indicating that they are permitted to be called out at Seven Ranges.

Every Wednesday at camp is ‘Order of the Arrow Day’. Members are encouraged to proudly wear their sash. On Wednesday afternoon, the Sipp-O Lodge Chief (or representative) will hold a meeting with all troop representatives. Meeting time and location will be announced at camp.

Help is needed to prepare and present the calling out ceremonies. Order of the Arrow members (from ALL lodges) are invited to participate. Times for assisting will be announced.

SPL2B Program

The SPL2B program is a chance for a Senior Patrol Leader to come to camp a week or two before his troop and work on advancement and camp honor requirements. The SPL may then
return to camp with his unit for free! By coming to camp early and staying with a host troop, a SPL will be able to give his own troop the attention they will demand when they are in camp. There will also be opportunities to take leadership classes under the direction of the Commissioner Staff that will help hone the skills necessary to lead a successful unit. SPL’s participating in this program may not use their second week of camp to earn additional merit badges or certifications.

Scouts who are going to serve as the Senior Patrol Leader for their troops at camp this summer MUST obtain a SPL2B application from the Buckeye Council Service Center. Applications should be submitted to Council Office at least 15 days prior to the week in which they would like to attend camp as a SPL2B. Participants will not receive confirmation from the camp staff. They should report to the reservation office between 1:00 PM and 3:00 PM on Sunday of their SPL2B session to be placed with a unit for the week.

Thursday Night Campfires

Troops are encouraged to have a troop night at camp on Thursdays. Most troops have troop campfires and invite family members, other troops and/or staff members to their site or visit another troop at their site. This is a terrific night for fun and fellowship on the reservation. Troops are encouraged to create and maintain a unique set of traditions on Thursday night.

Troops needing assistance planning activities for Thursday should work with their Commissioner for ideas or support.

VISITOR POLICIES

See Policy #8 in the Glossary of Policies Section
Section V - Pipestone

The Buckeye Council’s Pipestone Camp Honor is unique in Scouting. For eight decades, Scouts of our council camps have earned the right to wear this venerable token. The Pipestone comes to us from a location in Minnesota where Native American descendants still work to retrieve the stone from the Earth. Nowhere else can this award be earned other than at Seven Ranges Scout Reservation. Scouts who wear the Pipestone Award, prize it highly and its spirit is prevalent in our camp.

Pipestone is not a required program. It is offered as part of the overall summer camp program for Scouts to utilize it, if they so desire. Any coercion to participate is detrimental to its values. Coercion and peer pressure are not necessary to make the program function. The requirements have been structured so as to appeal to the Scouts strictly on their own merits. It is something that should attract and interest the majority of Scouts and be consistent with current Scouting advancement. Scouts who work to earn the five years of Pipestone are also being encouraged toward orderly advancement in rank. The Unit leader should make sure that each member of the unit understands the camp honor requirements and is given the opportunity to participate.

Finally, those who achieve the Fifth Year Camp Honor become members of the camping alumni who are devoted to the ideals for which Pipestone stands and to the Buckeye Council Camp Program.

History

The Pipestone Camp Honor Program began in Camp Tuscazoar, Zoarville, Ohio in the summer of 1926. The founders of the Ceremony and related camp advancement program which, by tradition, has become the heart of the Summer Camp Program of the council, were George M. Deaver, Scout Executive of the Council; C. L. Riley, a teacher at Canton McKinley High School, who was serving as Camp Director at the time; I. W. Delp, Principal of Lehman High School in Canton; and Charles E. Mills, a Scouter who was skilled in theatrical production.

The program’s intent was the rewarding of Scout campers who excelled in advancement and Scouting spirit during their week in camp with an experience, and a token of that experience which would capture their imaginations. An Indian ceremony was a natural choice of a vehicle to convey this message and token. The valley of the Tuscarawas was a prime area of Indian activity as attested by the history of the area.

The spontaneous enthusiasm for the program led its founders to set it as a five year series, this being the maximum number of years attendance in Summer Camp which could be expected of a Scout in the late 1920’s. The basic theme of the five years’ ceremonials have withstood the test of the years, being as viable now as they were in 1926 when the program was conceived.
Sunday Night Campfire

The Sunday Night Campfire is a spirited way to start the week. After the songs and skits, the campfire will end with a serious talk about the history and meaning of the Pipestone Camp Honor Program. After these reflective moments, everyone will be instructed to leave the campfire without talking, and without lights. This simple act will help Pipestone candidates when they return from the Friday Activities. You can help by directing that only your adult leaders should take flashlights to the Sunday campfire. Scouts will also be directed to go directly to bed without talking, unless you want to have a meeting with them. This can help set the tone of self-discipline for the week. It can also help you to have a quiet first night in camp after a long check-in day.

Friday Activities

As a Unit Leader, please take care in following the instructions and filling out the Pipestone Qualification forms. The camp staff will give you instructions at the Leaders' meeting. Your care and concern will ensure an equitable and safe experience for everyone. After retreat on Friday all campers will be instructed to return to their campsites until it is time for the Pipestone Ceremonies to begin. The Pipestone flag will be flown after retreat, as a solemn reminder of the evening's activities. Please take this time for quiet activities, and preparation for the evening! The boys must realize that they are about to be honored in a very serious and rewarding Ceremony.

The camp staff will give you complete information on times, places, and proper attire. Please check your Scouts thoroughly before they leave your campsite to make sure that they have on the proper clothing, and have their Pipestone, if they are Second Year or higher Candidates.

Wearing and Care of the Pipestone Award

The Pipestone is to be worn buttoned under the right shirt pocket flap of the Scout Uniform. Caution your Scouts not to wear the Pipestone in rough games or outdoor activities where it may be lost. The Indian polished Pipestone with the natural oil from the side of the nose.

Requirements

Unit Leaders, we ask your help in continuing the rich heritage and tradition of the Pipestone Honor by ensuring that all requirements are met. All Pipestone requirements are kept relevant to National Standards in Skill and Merit Badge requirements. Remember, “Disappointment is often a better teacher than recognition easily come by.”
ALL PIPESTONE REQUIREMENTS MUST BE COMPLETED BY NOON ON FRIDAY!

Adult Campers (All Years)

Adult leaders who attend Summer Camp are encouraged to earn their Pipestone as well. The camp honor requirements for adults are as follows:

- Be a registered Scouter.
- Attend Summer Camp as part of a Boy Scout Troop, Venture Scout, or Explorer organization.
- Complete a Camp Good Turn as described.
- Complete attendance requirements described in the section entitled “Pipestone Attendance Requirements”.
- Function fully in a leadership capacity to Boy Scouts, Varsity Scouts, or Explorers while in camp as determined by the Reservation Director. Attendance without leadership service does not qualify an adult for camp honors.

Adults should not bring Pipestone wood to camp but should exercise leadership by closely supervising the quality and quantity of Pipestone wood collected by Scout candidates using the standards listed above.
Youth Requirements

Excluding the Good Turn and Pipestone wood requirements, ALL requirements must be completed during the candidate’s single week in camp.

<table>
<thead>
<tr>
<th>First Year Pipestone Requirements</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Rank</strong></td>
</tr>
<tr>
<td>Scout + Pipestone Wood</td>
</tr>
<tr>
<td><strong>Scouting Skills</strong></td>
</tr>
<tr>
<td>10 parts of any rank ** or one merit badge.</td>
</tr>
<tr>
<td><strong>Ecology</strong></td>
</tr>
<tr>
<td>Identify in the field: any combination of 15 trees, plants, or shrubs. Identify 4 constellations and 8 insects.</td>
</tr>
<tr>
<td><strong>Swimming</strong></td>
</tr>
<tr>
<td>Jump feet first into water over your head, swim non-stop using any stroke a distance of 25 yards. ***</td>
</tr>
<tr>
<td><strong>Good Turn</strong></td>
</tr>
<tr>
<td>Unit Participation</td>
</tr>
<tr>
<td><strong>Scout Spirit</strong></td>
</tr>
<tr>
<td>This is the daily practice of the living Code of the Scout Oath and Scout Law. Camp Spirit is very important. A Scout could complete all the other requirements and not be eligible for the award because he did not live by the Scout Oath and Scout Law.</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Second Year Pipestone Requirements</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Rank</strong></td>
</tr>
<tr>
<td>Second Class Scout + Pipestone Wood</td>
</tr>
<tr>
<td><strong>Scouting Skills</strong></td>
</tr>
<tr>
<td>12 parts of any rank ** or one merit badge.</td>
</tr>
<tr>
<td><strong>Ecology</strong></td>
</tr>
<tr>
<td>Identify in the field: any combination of 25 trees, plants, or shrubs. Identify 6 constellations and 10 animals, mammals, reptiles, fish, crustaceans, or amphibians.</td>
</tr>
<tr>
<td><strong>Swimming</strong></td>
</tr>
<tr>
<td>Jump feet first into water over your head, swim non-stop using any stroke a distance of 50 yards. ***</td>
</tr>
<tr>
<td><strong>Good Turn</strong></td>
</tr>
<tr>
<td>Unit Participation</td>
</tr>
<tr>
<td><strong>Scout Spirit</strong></td>
</tr>
<tr>
<td>This is the daily practice of the living Code of the Scout Oath and Scout Law. Camp Spirit is very important. A Scout could complete all the other requirements and not be eligible for the award because he did not live by the Scout Oath and Scout Law.</td>
</tr>
</tbody>
</table>
### Third Year Pipestone Requirements

<table>
<thead>
<tr>
<th>Rank</th>
<th>First Class Scout + Pipestone Wood</th>
</tr>
</thead>
<tbody>
<tr>
<td>Scouting Skills</td>
<td>14 parts of any rank ** or one merit badge.</td>
</tr>
<tr>
<td>Ecology</td>
<td>Identify in the field: any combination of 35 trees, plants, or shrubs. Identify 8 constellations and 10 birds.</td>
</tr>
<tr>
<td>Swimming</td>
<td>Jump feet first into water over your head, swim non-stop using any two different strokes a distance of 100 yards.***</td>
</tr>
<tr>
<td>Good Turn</td>
<td>Unit Participation</td>
</tr>
<tr>
<td>Scout Spirit</td>
<td>This is the daily practice of the living Code of the Scout Oath and Scout Law. Camp Spirit is very important. A Scout could complete all the other requirements and not be eligible for the award because he did not live by the Scout Oath and Scout Law.</td>
</tr>
</tbody>
</table>

### Forth Year Pipestone Requirements

<table>
<thead>
<tr>
<th>Rank</th>
<th>Star Scout + Pipestone Wood</th>
</tr>
</thead>
<tbody>
<tr>
<td>Scouting Skills</td>
<td>One merit badge.</td>
</tr>
<tr>
<td>Ecology</td>
<td>Serve as or assist the Unit Naturalist or Astronomer or service in a designated leadership capacity.</td>
</tr>
<tr>
<td>Swimming</td>
<td>Jump feet first into water over your head, swim non-stop 125 yards, of which 25 yards must be a resting backstroke. ***</td>
</tr>
<tr>
<td>Good Turn</td>
<td>Leadership on the unit’s project.</td>
</tr>
<tr>
<td>Scout Spirit</td>
<td>Same as for all years. However, particular emphasis is placed upon Scout Spirit for the 4th year candidates. They should set an example for the younger Scouts. Example should be 90% of this requirement.</td>
</tr>
</tbody>
</table>
### Fifth Year Pipestone Requirements

<table>
<thead>
<tr>
<th>Rank</th>
<th>Life Scout</th>
</tr>
</thead>
<tbody>
<tr>
<td>Scouting Skills</td>
<td>Serve in a designated leadership capacity.</td>
</tr>
<tr>
<td>Swimming</td>
<td>Jump feet first into water over your head, swim non-stop 150 yards of which 25 yards must be a resting backstroke AND pass or hold swimming merit badge. ***</td>
</tr>
<tr>
<td>Good Turn</td>
<td>Serve in a designated leadership capacity.</td>
</tr>
<tr>
<td>Scout Spirit</td>
<td>This is the daily practice of the living Code of the Scout Oath and Scout Law. Camp Spirit is very important. A Scout could complete all the other requirements and not be eligible for the award because he did not live by the Scout Oath and Scout Law.</td>
</tr>
</tbody>
</table>

* Requirements for rank must be completed, but a Board of Review is not required to have been completed.

** Excluding Scout Spirit and a Board of Review. The Scoutmaster’s Conference may be counted if all the other requirements for that rank have been completed. If the required number of skills cannot be met, a merit badge must be earned.

*** Waiving the swimming requirement for one’s camp honor shall be governed by the guidelines set forth under the “Disabilities” section of this guide.

### Notes on Pipestone Requirements:

**Attempts**
A camper may only attempt to earn the Pipestone Award once per summer. He may not come back for a second week if falling short on the first attempt.

**Eagle Campers**
A Scout who comes to camp with his Eagle rank is not required to pass additional merit badges in camp unless he does not have Swimming merit badge. However, fulfillment of the Scout Skills requirement for any year’s camp honor must be met by service in a clearly designated leadership position.
**Definition of Requirements**

Any 10 (1st year), 12 (2nd year), or 14 (3rd year) numbered parts of rank or any combination of rank numbered parts as listed in the Scout Handbook are acceptable.

**Designated Leadership Positions**

The Scout shall confer with his Unit Leader or the Reservation Director, set a leadership goal that is mutually agreeable to the Scout and leader, carry out said project during his week in camp, and complete a written report on the project signed by himself and the leader by noon on Friday.

This report must be made out by the camper and placed in the Reservation Director’s mailbox in the Adult Leader’s Conference Room, located at the Dining Hall. Projects may be in the nature of specific counseling of Scouts who need assistance on a specific project to a unit leader or camp staff member, etc. The criteria to be applied must be “that significant personal growth through assistance to others is achieved.” Serious thought on the part of the involved Scout must be given to this project.

**Burroughs Award Camp Honor Requirements**

Candidates for the John Burroughs Award may apply their accomplishments in this field toward their camp honor for which they are working. In addition, they must fulfill Rank, Swimming and Camp Scout Spirit requirements. A Scout who is proficient in nature may elect to take the three degrees of John Burroughs over a 3-year period or any level in a single year and apply the earning of that specific year towards his camp honor. A specific degree may only be earned once and only a degree of more difficulty may be earned a second and third year.

**Explanation of the Second and Third Year Ecology Requirements**

For animal identification, the candidate must identify in the field mammals, reptiles, fish, crustacean, birds, or amphibians either by sight or by identifying evidence of their presence (e.g. tracks, dens, burrows, droppings, calls, or feeding areas). Domestic animals are not included in this requirement.

**Good Turn Requirements**

During the week in camp, every camper, youth and adult, shall participate in an approved project to maintain or improve Seven Ranges Scout Reservation. Emphasis should be on participation as a patrol effort, but an individual camper or leader may complete the requirements. A unit that wishes to carry out a significant good turn (i.e. a project which involves construction, special tools or materials) for the camp prior to its week in camp must request prior approval for such a project from the designated representative(s) of the Buckeye Council Properties Committee. If the project is approved and completed, those unit members who participated in the project will receive credit for their good turn for camp that season.
Pipestone Wood
Each camper, except fifth year candidates, is expected to provide one cubic foot of Pipestone wood during his week in camp. This may be fulfilled by bringing the wood to camp on Sunday (tightly wrapped with twine) or by gathering it in the camp by Thursday afternoon. This is hardwood only, which has lost its bark naturally and burns quietly. It should be reasonably straight with no branches or protruding stubs, approximately twelve inches long (broken, not sawn), no thinner than the little finger and no thicker than the thumb.

Fifth year candidates need not bring wood to camp but should complete part of their leadership requirement by closely supervising the quality and quantity of wood collected by other campers. Wood bundles deemed acceptable by the troop leadership should be placed on the “Pipestone wood trailer”.

**Emerald Ash Borer Quarantine Counties:** Many units live within a county that has been quarantined by the Ohio Department of Natural Resources in order to stop the spread of the invasive Emerald Ash Borer beetle. Quarantine regulations require that firewood not be transported out of a quarantined county. According to ODNR, Pipestone wood **DOES NOT** meet the criteria to be quarantined and is therefore unaffected by the quarantine.

**SPL2B Camp Honor Requirements**
Senior Patrol Leaders who are participating in the SPL2B program must complete their advancement, ecology, and swimming requirements the week before their troop is in camp. The candidate will fulfill their leadership requirement while their unit is in camp.

**Pipestone Attendance**
Youth campers must be in camp from Sunday Campfire through Saturday checkout to qualify for camp honors. Serious personal reasons are justified excuses for qualification. Vacations, athletics, and other such activities are not excusable. The Reservation Director shall be the final authority in determining the acceptability of a Scout’s reason for leaving camp in regards to earning camp honors.

Adult campers must spend four full days and three full nights in attendance (one of the nights may not be Friday night). This must be completed during the single week for which leadership is being provided.

**Disabilities**
The Reservation Director is empowered to adjust camp honor requirements for Scouts unable for sound medical reasons, physical or mental, to meet the requirements prescribed. Unit leaders are urged to use restraint in requesting such adjustments. As support for such a request, the Scout’s current Personal Health and Medical Record must indicate specific limitations advised by his physician. Considering the unique circumstances of each case, the Reservation Director will make substitutions of a fair and equitable proportion. Substitutions must be made by Monday and will then become the true objectives of the Scout in question.
**Pipestone Scorecard and Report Forms**

A special scorecard is available for each camper to maintain his own record. Unit leaders and junior leaders (authorized by the Unit Leader) will sign the Scout’s card and certify that he has met the requirements. All requirements must be completed by 12:00 noon on Friday. By 1:00 PM Friday afternoon, Unit Leaders must submit the official report at the designated meeting or to the Pipestone mailbox as directed listing those campers who have clearly fulfilled the camp honor requirements.

**Final Instructions**

All final instructions pertaining to preparation for the Pipestone ceremony will be given at the Friday afternoon unit leader’s meeting. Please follow these instructions exactly as a tight schedule is necessary. Immediately upon the conclusion of the Friday evening retreat ceremony, all campers are to return to their campsite quietly. All program areas, including the Frank G. Hoover Dining Hall, will be closed and are off limits. Units are to remain in their campsite and prepare for the evening quietly. An important part of the ceremony is to be prepared mentally. Use this time wisely.
Section VI - Glossary of Policy

1. Camp Attire

1.1 Activity Wear
For most of the day, it is preferred that all Scouts wear a Scouting related or blank shirt. Any clothing that advertises or implies obscenities, alcohol, or tobacco is not appropriate in camp. All clothing and accessories must reflect the values of Scouting. The Program Director, Reservation Director, or Chaplain will provide rulings upon clothing items of a questionable nature.

1.2 Shoes
BSA policy requires that shoes are to be worn at all times except when swimming, showering or in a tent. Sandals and flip-flops are NOT considered shoes.

1.3 Dinner and Retreat
The official Scout shirt and Scout shorts for your type of unit is the appropriate uniform for dinner and retreat. **No form of athletic wear, gym shorts, sweats, biking pants, etc. will be accepted as proper for dinner or retreat.** If an individual cannot obtain or borrow the proper uniform, then a Scouting related or blank shirt and clean and conservative shorts or pants will be accepted.

1.4 Color Guard
Without exception, Scouts who provide the color guard service at the retreat ceremony must be in full BSA field uniform and should borrow any missing uniform parts (ie: scout shorts). The Commissioner Director will determine and enforce uniform completeness prior to retreat.

2. Facilities

2.1 Camp Security
Seven Ranges has a number of entrances and exits, most of which are closed off with locked gates. However, there are a few access points that do not have gates. **At no point in time should these access points be used.** The only entrance that should be used is the main entrance for Camp Algonkin, or the tree farm entrance for Camp Calumet. Individuals camping on the Mountain or on the Ridge may use the Camp Akela Entrance but only when holding a valid car pass from the camp office.

2.2 Parking
Cars should only be parked in the main parking lot. The only vehicles in camp must have a camp car pass and be registered in the camp office. Any vehicle in camp that is not registered or does not have a car pass is subject to removal. Car passes will only be issued to campers or visitors who have disabilities. The Reservation Director has the final authority to authorize a camp car pass.
2.3 Cars in Camp
Because of the concern for the safety of all campers and the ongoing practice of good conservation, no vehicles are permitted in camp with the exception of service personnel. All cars are to be kept in the parking lot. We will make provisions for leaders and Scouts with disabilities that restrict mobility. Please contact the Reservation Director upon arrival to make the appropriate arrangements.

2.4 Frank G. Hoover Dining Hall Porch
Please do not sit upon or lean against the porch railing.

2.5 The Waterfront
As a safety measure, all swimming, boating and canoeing activities will be under the control and supervision of the Waterfront Staff. Unit leaders must see to it that Scouts do not swim at any other places. Additionally, the Safe Swim Defense and Safety Afloat plan is in effect at all times. Instruction for these plans is provided at camp on Tuesday evening. No one is permitted to play on or around (including fishing from) the rocks currently holding water in Lake Don Brown.

2.6 All Program Areas
Other than scheduled open program times, all program areas are off limits to ensure safety.

2.7 Right to Search and Seizure
The Reservation Director reserves the right to search campsites, troop trailers, tents, coolers, “chuck boxes,” vehicles, packs, trunks, and any other personal or troop belongings brought onto camp property. Furthermore, the Reservation Director reserves the right to confiscate or seize any prohibited items.

3. Firearms & Bows

3.1 Firearms
No firearms or ammunition are to be brought to camp. All firearms or ammunition needed for program will be provided. Regardless of state or federal permits, all persons must immediately declare any firearm carried onto camp property with the Reservation Director. (Also see “Knives, Firearms, and Other Weapons”)

3.2 Bows
Personal bows are not permitted on the Reservation per BSA National Regulations.

3.3 Fireworks
Absolutely no fireworks will be allowed in camp because of the risk of injury and fire. Unit leaders are responsible to ensure this rule is enforced. If fireworks are discovered, please present them to the Reservation Director for proper disposal.
4. **Health and Safety**

4.1 **Campsite Inspection**

All leaders have a serious responsibility for the health and safety of the campers in their charge. Any concerns for the health, safety, or sanitation of the camp and its campers should be reported to the Health & Safety Director. Unit leaders are required to bring all sick cases to the first aid facility at the Deaver Administration Building.

The Senior Patrol Leader (not an adult leader) will conduct daily campsite evaluations with their Camp Commissioner to ensure health and safety.

4.2 **Insurance**

All Buckeye Council Troops are covered by the council accident and sickness insurance.

4.3 **Medical License in Camp**

It is understood medical care professionals on the reservation may wish to act within their scope of practice as delineated by their licensing board. There is also a responsibility of Buckeye Council and Seven Ranges Reservation to have knowledge and documentation of anyone on the reservation who has given or received care.

As Medical professionals, prior to the delivery of any care rendered to persons on the reservation, that professional will have submitted a copy of their documented licensure to the Health Officer, or designee, upon check in to camp. Because of our professional and personal responsibilities to persons on this reservation, any care given will be reported to and documented with the Health Officer at the Health Lodge.

4.4 **Medication in Camp**

All medication brought to camp by both youth and adults must be kept locked up per BSA National Standards. The dispensing of medication must be logged in a first aid logbook, No. 33681 per the same standards. All refrigerated medication must be turned in at medical re-check on Sunday for storage. Units may check out a lock box with the Health Officer at check in.

A First Aid Logbook, No. 33681, will be provided for each campsite and must be turned in to the camp office prior to departure on Saturday.

4.5 **Hazing**

Hazing in any form will not be tolerated. Hazing does nothing to contribute to character or development.

4.6 **Homesick Scouts**

It is the unit leader’s duty to see that each new camper has a healthy and constructive time at camp. In order to ensure that this happens, bring any homesick cases to the attention of the Chaplain.
4.7 Severe Weather Policy
In the event of severe weather on the Reservation, Camp Staff will make every effort to inform adult leaders of the conditions as they approach. Should severe weather strike, campers are asked to take cover until the weather passes. No person should be unsheltered or change location during a storm. Weather situations may vary and are constantly monitored by the camp administration. Further details regarding camp severe weather procedures are available in the Emergency Management Plan (EMP), which is on file at the Deaver Administration Building for review by anyone in camp.

4.8 Dietary Restrictions
Scouts or Scouters requiring modifications to the Camp Menu should complete the “Dietary Restrictions” form prior to camp. This form is available from the Buckeye Council Office or Deaver Administration Office.

5. Restricted Items

5.1 Alcohol and Drugs
No alcoholic beverages or drugs are permitted at any Scout facility or activity. Any individual who is in possession or under the influence of alcohol or drugs will be ejected immediately and authorities will be notified.

5.2 Tobacco
Tobacco use in camp is not permitted or accepted under the age of 18. All others are to refrain from using tobacco in tents, on trails, in program areas, in or around the dining hall, or in any buildings. Using tobacco in the presence of Scouts is against BSA National Policy. Please consult the Guide to Safe Scouting for more information.

5.3 Knives, Firearms, and Other Weapons
All firearms, ammunition, paintball guns, BB guns, air/airsoft guns, or “look alikes” are prohibited on camp property. Concealed Weapons permits are NOT honored on property and violations of this policy will result in immediate removal from camp by law enforcement personnel. Camper or visitor brandishing a firearm in any area, except the designated camp shooting range, will be considered an armed intruder and will be immediately reported to law enforcement.

Ohio law enforcement officers who are authorized by their employer to carry concealed weapons are permitted to carry on property, but are asked to declare their intention to carry to the Reservation Director upon arrival in camp and should be prepared to present their credentials.

All other weapons are prohibited, to include: brass knuckles, throwing stars, swords, fixed-blade/sheath knives, switch blade knives, “butterfly” knives, machetes, crossbows, batons/clubs, Tasers and electroshock weapons, mace/pepper spray, and any improvised weapon.
Anyone with knowledge of a prohibited weapon in camp, who fails to report it promptly to camp staff, will be immediately removed from property.

The Reservation Director is the final authority on all camp policy, to include interpretation and enforcement of the above weapons policy.

5.4 Radios
It is recommended that music players of any kind not be brought to camp. They are not typically conducive to the outdoor program of Scouting. If any such listening device (including iPods, Walkman’s, or MP3 players) should be brought to camp, it must stay in the unit’s campsite and should not be heard outside the campsite.

5.5 Cellular Telephones
It is strongly recommended that youth campers do not bring cellular telephones to camp. If a cell phone is brought to camp, it should remain in the campsite as to not distract from camp programs. We recommend Unit Leaders closely monitor the use of all cell phones, especially in the case of homesick Scouts. Adult leaders with a need for a cell phone should set the example for their youth by using the device discreetly and responsibly. Any cell phones brought to flag ceremonies, merit badge classes, camp wide activities or into the Frank G. Hoover Dining Hall should remain on silent or vibrate mode.

5.6 Scanners & Walkie-Talkies
The use of walkie-talkies and “talk-about” radios is prohibited for youth members of your unit with the exception of the Senior Patrol Leader. If at any time the use of these devices interferes with the camp radio system, they will be confiscated. Seven Ranges Scout Reservation depends on its staff radio system for both camp safety and administrative functions. In addition, the use of scanners is prohibited for all in camp. From time to time, these radios interfere with the camp radio system. If this situation presents itself, the Reservation Director reserves the right to ban these radios from being used for the remainder of the week.

6. Youth Protection

6.1 “Two Deep Leadership”
There must be at least two (2) adult leaders in camp at all times. This requirement is both a local and a national regulation. One adult leader, at least 21 years of age, is to be in attendance at all times. The other leader may be an assistant at least 18 years of age. All registered Buckeye Council adult leaders
6.2 Shower Times

BSA Youth Protection policies require separate showering times for youth and adults. Youth campers may shower when the facilities are not specified for adult use.

<table>
<thead>
<tr>
<th>Adults</th>
<th>5:00 PM - 6:00 PM</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>Taps to Reveille</td>
</tr>
<tr>
<td>Youth</td>
<td>6:00 PM to Taps</td>
</tr>
</tbody>
</table>

*Individual stalls are for adult use only.*

6.3 Youth Protection Training

It is the policy of the Buckeye Council that Youth Protection Training is to be renewed by adult leaders at least every two years. Two adults from each unit at summer camp must be current in the Youth Protection Training Course. Your unit’s commissioner may request to see your unit’s training cards.

7. In Your Campsite

7.1 Camp Solicitation

No person shall solicit any item or service without the expressed written permission of the Reservation Director. Any person who wishes to solicit any item or services while on camp property must submit the purpose of solicitation and a list of items being solicited.

7.2 Camp Pranks

Many times pranks played on other troops or the entire camp are in good humor. However, these pranks can be viewed as disrespectful and offensive, which can decay camp morale. Therefore, camp pranks of any sort are prohibited. Any person involved in a camp prank is subject to immediate dismissal. The Reservation Director reserves the right to determine disciplinary action.

7.3 Flames in Tents

Unit leadership is responsible to ensure that all Scouts and leaders in camp are aware of the potential dangers of having flames of any type in tents. It is the camp policy that no flames enter a tent at any time. Units will be charged for aerosol damage to tents.

7.4 Platforms

We are privileged to have council committees that have supplied camp with tent platforms for your comfort during the week. These committees have also developed a conservation plan to retain the beauty of nature of each campsite. To follow the guidelines set forth by the Buckeye Council and reduce the wear and tear on platforms, no platforms are to be moved during your stay in camp.

Please, do not move tents or platforms. The moving of these items disturbs the rotation within the campsite and places unnecessary strain on the equipment.
7.5 Buddy Boards
Each unit MUST develop and bring a buddy board to be displayed in their respective campsite. Sections of the board must consist of more than a generic list of “in” or “out” of the campsite and should reflect, as closely as possible, the different areas of Seven Ranges Scout Reservation. In any case, your Troop’s board must indicate where each Scout and Leader is at all times. The purpose of the board is to make sure every member of the Troop - youth or adult - can be located in the event of an emergency. Camp commissioners will be checking this board on a daily basis to see that it exists and is being used in proper fashion.

7.6 Liquid Fuel Policy
Kerosene, liquefied petroleum fuels, and compressed gas may be used in camp under adult supervision only for cooking use only. They may not be used inside tents. Propane may be used under a dining fly for cooking and lanterns.

ALL LIQUID FUELS THAT ARE NOT IN USE MUST BE KEPT LOCKED. CONTAINERS ARE PROVIDED THROUGHOUT CAMP IF YOUR UNIT DOES NOT HAVE APPROPRIATE AND APPROVED STORAGE FACILITIES.

If you have any questions, please consult your unit’s commissioner.

7.7 Litter and Trash
Pop cans and slushy cups must stay in the immediate area where they were purchased. Never put trash in the latrines as this clogs the equipment that empties them. Having litter and trash in camp is not in line with the Scouting method of camping and conservation. Please help keep the entire Reservation litter free and beautiful.

7.8 Recycling
A glass, plastic, cardboard and metal recycling dumpster is located near the loading docks of the Frank G. Hoover Dining Hall. Please take care to separate and dispose your waste into the appropriate dumpster.

7.9 Taps and Reveille
The camp staff will sound reveille and taps for the units each day. In some parts of camp the P.A. system may not be heard. Unit leaders may want to bring wind-up alarm clocks as a backup. Taps is at 10:00 PM. Each unit has the obligation to ensure Scouts are in the campsite at this time and enforce the camp policy of quiet hours between taps and reveille. No camper should be out of their campsite after taps.

7.10 Timber Conservation
The only standing timber that may be cut is timber that is approved to be cut by the Camp Ranger. A $25.00 fine will be issued for any timber, regardless of size, dead or alive, that is cut without permission. If a tree farm tree is cut or damaged, the unit will be charged the commercial price of the tree.
8. Visitors in Camp

8.1 Check In
In order to maintain an accurate headcount, all visitors in camp must check in and out with the Camp Administration and sign in and out at the Deaver Administration Building. Visitors’ presence will be limited to activities that deal specifically with their own unit. At all times visitors must be escorted by a member of the unit that they are visiting. A government issued photo ID is required as a condition of entry into camp as a visitor. Visitors should keep in mind that vehicles are prohibited in camp and should plan accordingly.

8.2 Medical
Any visitor staying the night in camp must be registered with the Boy Scouts of America and have a completed health history form on file with the Camp Health Officer.

8.3 Meals
A limited number of meals can be provided to visitors in the dining hall by making advanced reservations. Due to limited seating and food, visitor meals may not always be possible. Do not guarantee visitors a meal until the camp office has accepted payment. All guest meals must be paid for in advance. All guest meals are $5.

8.4 Suggested Visiting Days
On Sunday, parents are invited to visit with their units and observe the check-in procedures. Due to the large number of visitors in camp on Sunday, only Scouts and leaders listed on the troop roster will be permitted to eat in the dining hall. Grills and picnic tables are available at the Netawotwes pavilion near the Deaver Administration Building. Around 8:45 PM, visitors are invited to the Bridgebuilder’s Amphitheater to enjoy and participate in the Sunday Night Opening Campfire. Visitors are asked to sit in the last two rows of seats so that they can be escorted back to the parking lot after the campfire.

On Wednesday evening, Sipp-O Lodge will hold a calling out ceremony for Ordeal and Brotherhood candidates. The public may view the calling out ceremony. Visitors may park in the Camp Algonkin parking lot and check-in at the Deaver Administration Building.

Your unit is encouraged to promote Thursday night as the ideal day for visitors to come to Seven Ranges. The activities and campfire program in your campsite lend themselves well to visiting with parents, siblings, Troop alumni, and other visitors. Please do your best to inform visitors they must sign in at the Deaver Administration Building before making their way to your campsite.

Due to camp wide involvement in the camp honor program, we do not suggest visitations Friday evening.

8.5 Policies Affecting Visitors
Seven Ranges Scout Reservation has published a strict camp security plan for the safety of everyone in camp. Visitors are required to follow all rules and regulations set forth by the
Boy Scouts of America and Buckeye Council while on camp property. A government issued photo ID is required as a condition of entry onto camp property and must be presented upon request. Visitors, including children 5 years of age or older, must wear the visitor wristband issued at the camp office for the duration of their visit. Persons in camp not wearing appropriate identification will be escorted off property.

Visitors are reminded that the main entrance to camp is the only authorized route of entry or egress from camp property. Vehicles are to remain parked in the designated parking area and are not authorized in camp. Camp staff will make every effort to assist those with disabilities and/or large amounts of food or equipment; however, camp staff are not obligated to provide transportation and such assistance is contingent upon available resources. Please plan accordingly!

All visitors are required to comply with all camp staff instructions. By entering camp property, visitors agree to be in compliance with all rules and regulations set in this guide, and by camp, council, or national policy. The Reservation Director reserves the right to order any visitor off property at any time or for reason.
Section VII - Emergency Procedures

Reporting Emergencies

All emergencies, lost persons, fires, water emergencies, structural damage, etc. must be reported to the Reservation Director, Program Director, Administration Office or a staff member carrying a portable radio. Weather emergencies need not be reported - in case of severe weather, campers should take cover in the nearest building or in their campsite unless otherwise notified by the camp staff. General emergency procedures will sometimes follow a weather emergency to ensure that all are accounted for in camp.

Remember, in all emergency situations the most important thing is to remain calm!

Unit Responsibility

Unit Leaders are expected to know the whereabouts of Scouts, Scouters, and visitors in their Unit at all times. The Reservation Director or Program Director must be notified immediately if someone cannot be accounted for.

The camp emergency alarm consists of one or more of the following:

• Continuous ringing of the fire bell(s)
• Series of three (3) shots from the cannon.
• Emergency bugle call sounds from the camp P.A. System.
• Sets of three (3) blasts from the air horns located at the Deaver Administration building.

Where to go

If you are a camper in Camp Algonkin and:

• You are anywhere in Camp Algonkin, return to your campsite as quickly as possible.
• You are in Camp Akela or Camp Calumet; go to the picnic pavilions located in those camps.

If you are a camper in Camp Calumet and:

• You are anywhere in Camp Calumet; go to the picnic pavilion in that camp.
• You are in Camp Algonkin; go to the parade grounds.
• You are in Camp Akela; go to the picnic pavilion in that camp.
If you are hiking Hutch’s Trail:

• Move to the nearest vehicle accessible area and wait for 30 minutes. If after 30 minutes you have not been contacted by a member of the camp staff, return to main camp and report to the nearest camp staff member.

• Always make certain an adult knows if unit members are hiking on the trail.

Accounting for Camp

Units must immediately begin accounting for all members of their Unit. Camp Staff will provide instruction early in the week for reporting this information during an emergency.

Resolution

A camp emergency is resolved when all three alarms cease for a period longer than five minutes.

Fires in Camp

Campers are not permitted to fight fires. If in danger from fires, units should move away to the parking lot, open field or to the dam at the south end of the reservation.

Camp Emergency Plans

Seven Ranges Scout Reservation has published an extensive and detailed Emergency Management Plan (EMP) which outlines procedures for all types of potential emergency. This plan is available for review by all in camp. Camp administration strongly encourage unit leaders to stop by the Deaver Administration Building to look over this plan. Any questions or concerns may be directed to the Health & Safety Director or Reservation Director.
<table>
<thead>
<tr>
<th>Time</th>
<th>Monday</th>
<th>Tuesday</th>
<th>Wednesday</th>
<th>Thursday</th>
<th>Friday</th>
<th>Saturday</th>
</tr>
</thead>
<tbody>
<tr>
<td>6:00</td>
<td>Dinner</td>
<td>Dinner</td>
<td>Dinner</td>
<td>Dinner</td>
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<tr>
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<td>1st Year &amp; Guest Tour</td>
<td>Thunderbird Hill (depart from TP)</td>
<td>Youth Protection</td>
<td>Vespers at Chapel</td>
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<td>Campfire at BridgeBuilder’s Amphitheater</td>
<td>8:45 Safe Swim Defense &amp; Safety Afloat</td>
<td>9:15 OA Ceremonies</td>
<td>8:30</td>
<td>Troop Campfires</td>
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<td>9:00 thru 11:50</td>
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**Check In**

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**Breakfast**

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<tbody>
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<td>Breakfast</td>
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<tr>
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<td>MB &amp; Program</td>
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**Lunch**

<table>
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<tbody>
<tr>
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<td>Siesta &amp; Meeting Time</td>
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<tr>
<td>2:20 - 5:20</td>
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**Dinner**

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<tbody>
<tr>
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<tr>
<td>7:00</td>
<td>Retreat</td>
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<tr>
<td>7:45</td>
<td>Thunderbird Hill (depart from TP)</td>
</tr>
<tr>
<td>8:45</td>
<td>Safe Swim Defense &amp; Safety Afloat</td>
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<tr>
<td>10:00</td>
<td>Taps Taps SPL Meeting</td>
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<td>Taps Adult Leader Meeting</td>
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**Cartoon**

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<td>MB &amp; Program</td>
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**Religious Activities**

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**Special Events**

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**Saturday Checkout**

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**Campfire Program**

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<tr>
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**Taps**

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<td>Taps Adult Leader Meeting</td>
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**8:15**

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<tr>
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**12:15**

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**5:00 - 7:30**

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<td>Troop Time</td>
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