

CAMP EMERSON

At Boseker Scout Reservation





CAMP LEADER'S GUIDE SUMMER 2016



POBox 8910 Redlands, CA 92375-2110 (909) 793-2463



Dear Unit Leader: Welcome to Camp Emerson!

Located at about a mile in elevation, high in the San Jacinto Range, Camp Emerson is the oldest continuously operated Boy Scout Camp in the Western United States. It is a thrill to be in camp when the last rays of the summer sun cast a pink and purple haze on majestic Tahquitz Peak, and dusk fades into the night sky with stars so big and bright that you can almost reach up and touch them. These sights - these experiences will create memories that last a lifetime.

Native Americans chose this place as their home because of its beauty, mild weather, abundance of plants and animals and the availability of water from the two beautiful creeks that wander through the camp. It is for those same reasons that Scouts have enjoyed this mountain paradise called Camp Emerson for almost 100 years. Now, it is yours to enjoy!

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

Your task as unit leader is to compress many years' worth of adventure into one week of camp. With unique and unparalleled programs, an experienced and handpicked staff, and an emphasis on customer service, Camp Emerson offers you the best Scouting environment you could ask for in a summer camp. Come to camp expecting, and demanding, a great time.

Your unit's program can be tailor-made to meet your unit's needs. The experience level of your Scouts and leaders will be important considerations in building your camp program. The camp staff is available to help you make your individualized camp program work. Read this guide carefully and use it to plan your week. If you have any questions, please allow us to answer them.

The Camping Program of the California Inland Empire Council is proud to be a part of your troop's effort in serving youth; we look forward to meeting all of you this summer.

In the spirit of Scouting,

Kyle Gonering, Program Director Emerson. Program Director@gmail.com Jeff Lambert, Camp Director

<u>Jefflambertcampdirector@verizon.net</u>



The California Inland Empire Council offers a summer camp program for registered members of the Boy Scouts of America and does not discriminate against any youth or adult in regards to race, color, religion, age, sex, handicap, or national origin.

Camp Emerson at Boseker Scout Reservation is nationally accredited by the National Council of the Boy Scouts of America. These camps maintain a top rating for their facilities, programs, and staff. Camp Emerson operates under guidelines established by both the State of California, and Riverside County, respectively.

YOUTH PROTECTION

Every unit is responsible to ensure that each adult receives Youth Protection Training before arrival.

You can contact your Council or District Training Chair for available training dates or complete the training online here:

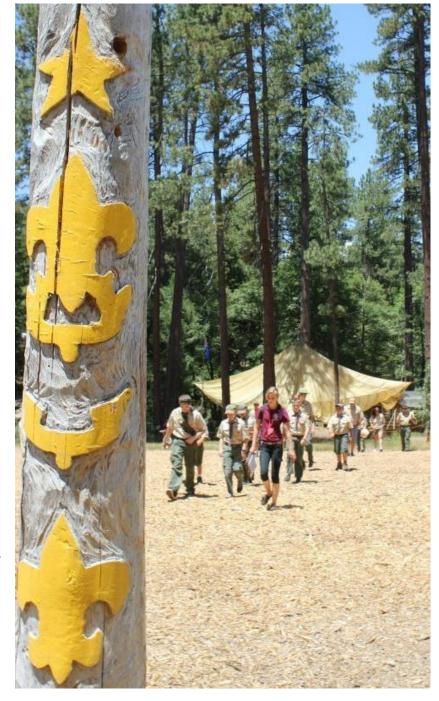
www.scouting.org/training/youthprotection.aspx

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

Adults must respect the privacy of youth members. Youth and leaders

may not share sleeping facilities at any time (unless it is your own child).

Leaders will only use the adult side of the Pool House and will not accompany any youth into the Pool House. If private issues between a youth and an adult must be dealt with, two adults must be present during the conference, health check, or other event. Please see the Camp Administration if you or your unit needs assistance or advice in this area.



2016 Camp Emerson Dates

Session#1	July11-16	Monday Start
Session#2	July 17-23	Sunday Start
Session #3	July 25-30	Monday Start



Fees and Payment Schedule

Fees are all-inclusive and include Shooting Sports and E-Team.

To reserve your spot

- \$200 deposit due with registration form. This fee is non-refundable, but will be applied to your overall camp fees.
- Final payment for reserved sites is due by end of business on June 17th, 2016.
- Please submit one check per unit.
- Please use transmittal form in the registration packet for each payment.
- All cancellations and refund requests must be made in writing. (See the council refund policy in this packet for more information.)

To receive the 2015 early bird fee units must pay the \$200 campsite deposit and a \$50 per scout deposit by 12/31/2015. For the 2016 early bird fees, the cut-off date is 04/15/2016.

Camp Fees

All Campsites: (Campsites are reserved on a first come, first served basis).

Early bird fee: 2015 reservations require a \$50 per Scout deposit by 12/31/2015 to receive the 2015 pricing (\$325 for youth, \$180 for adults), in addition to the initial \$200 deposit. For reservations made after 12/31/2015 but before 04/15/2016 the price becomes: \$335 for youth and \$190 for adults.

Regular fee: April 16th through June 17th = \$360 for youth and \$190 for adults

Late fee: After May $20^{th} = 370 for youth and \$190 for adults

One leader is free, with 5 Scouts attending.

Out of Council Units pay at the same rate as listed above. For Scouts wishing to attend a second week of camp, they receive a \$100 discount off the price.

Full Payment of all fees must be received at the Council Scout Center no later than 06/17/2016

Special Programs

High Adventure E-Team is available at no extra cost for Boy Scouts, Varsity Scouts and Venturers who are 13 years of age and older and finished the 8th grade. This program includes metalworking, geocaching, climbing, and both high and low COPE activities.

Mountain Bikes will be available at camp, but those Scouts wishing to participate in the Mountain Biking program are encouraged to bring their own bike and protective gear, as well as anything else they may need to make their rides more enjoyable.

Fee Payment Schedule

All deposits are transferable, but non-refundable. Final payment is due by June 17th, 2016. Units not paid in full prior to arrival will be assessed a \$10 per camper late fee. Plan ahead to save your Scouts and parents money!

Pre-Camp Leader Orientation Meeting

There will be a pre-camp leader meeting at Camp Emerson on April 2nd, 2016 at 09:30 AM, where brunch will be served. Please be sure that your Senior Patrol Leader, Team Captain, or Crew President attends. This will help to enable their success and the success of the rest of the unit during camp.

Unit Leadership

It is the policy of the Boy Scouts of America that trips and outings are never led by only one adult. At least two adult leaders, one of whom must be at least 21 years of age, are required to be in camp for the entire week. The second adult must be at least 18 years old. Both leaders must be in camp on a 24-hour basis. Please report any leader changes to the Camp Director. If changing leader's mid-week, all individuals are expected to sign IN and OUT. The unit must advise us of any pending court orders regarding custody.

Our Camp Philosophy

We are here to help your Scouts have a great experience. For your Scouts to have the best week possible, the unit must carefully plan its program. The staff can be a tremendous help to you and your Scouts in making the most of their short time in camp. Be sure to see us for anything you might need or want. You might be surprised what we can come up with if we have advanced notice. Remember: Camp is for fun, friends, and adventure. Again, if you want to know—just ASK!

The Camp Community

Living in a camp community is a very enriching experience. Your Scout's week at camp will go by very quickly, and scheduling merit badges "from dawn to dusk" is not the best way to have a positive Scouting experience. Encourage your Scouts (and yourselves) to allow enough personal time to enjoy the beauty of the camp, plus the many amenities we have to offer. The troop and patrols should work together sharing ideas, learning new skills and teaching others. The staff encourages the "learn by doing" concept, and the Scouts will learn most effectively by taking that philosophy to heart. We, as the staff are always happy to support each Scout's endeavors. Here are some suggestions to reinforce the patrol method in camp:

- Line up by patrol at flag ceremonies
- Have patrol duties (daily trash pick-up, campsite flag ceremonies, etc.)
- Have patrol leaders sign up for activities during open program
- Have a patrol sign up to do the morning/evening flag ceremony
- Eattogetherbypatrols
- Carry and display patrol flags
- Sign up to do a camp service project
- Show spirit with patrol yells.

Camp Citizenship

Each Scout becomes a citizen of camp as soon as he arrives, with responsibilities, rights, and privileges granted to all alike. The Scout Oath and Law are the foundation of government with each leader being an officer of the camp and responsible for his Scouts. Let's respect the rights, property, and wishes of those camping with us and let's teach this respect to our Scouts. It is important training for good citizenship. Use the Scout Oath and Law as your guide.

Check In

Check-in time is between 1:00pm and 3:00pm for Sunday Arrivals. Monday arrivals please arrive between 6:00am – 7:45am.

One leader will check in and need to provide or show copies of:

- Tour Plan (To be kept with unit's own paperwork)
- Unit Roster (To include any leaders that will be arriving throughout the week)
- Health Forms (Parts A, B, and C with a medical professional's certification of exam)
- Unit Vehicle Information Form



Food Service

Nutritious meals are prepared by the camp chefs and eaten in a covered dining area. Individual Scouts or adults with special dietary needs must make those needs known to the California Inland Empire Council Service Center well in advance and upon arrival at camp to ensure that we can meet your needs.

Each troop will have a meal or two for which they are responsible for cleaning up. The schedule will be posted on the camp bulletin board.

Tents

Our equipped campsites (Coil, Harris, Mellor, Swartzel, and Goldware) include one tent on a platform and two beds with mattresses for every two campers. Wilderness campsites include one tent with a platform and two beds with mattresses. Units must provide their own tents and beds for all remaining campers in Wilderness sites.



Trading Post

Camp Emerson is proud to provide a Trading Post Facility to serve visitors and staff with smiling faces and knowledgeable personnel. We take care in selecting those items to support the summer camp program and endeavor to ensure those items are always available. Camp area directors tell us what is needed to complete a merit badge. Often, those supplies are available in cost effective kit form at a much lowercost than buying the items separately.

Knowing that once here, it is not convenient to leave camp for that forgotten item, we stock assorted sundries that experience has shown campers tend to forget or not bring in sufficient quantity to last the week. We have everything needed to ensure that a Scout is "clean".

The camp experience is not complete without those things that are unique to Camp Emerson. T-shirts, patches, and hats to wear throughout the year, and long after Camp has ended, are some of the ways to help preserve those happy days at Camp.

Proud Scouts, having earned the privilege to carry a pocketknife while at Camp are anxious to acquire their first knife. The Trading Post stocks a nice selection of safe, affordable knives that can

be purchased under established guidelines.

Scouts, both young and old, love toys and those funny little things that strike our fancy. Trading Post veterans will tell you that they never know what they might find here, and often return customers will enthusiastically tell newcomers of some great item they discovered hidden amongst all the "regulation" stuff.



Recognizing that we all need that occasional reward after a hard day of Scouting, or that mid-day break, we offer a respectable selection of ice cold soft drinks, snack items, healthy snacks, candy bars and of course, ICE CREAM!

We cannot possibly hope to list everything we pack into our little Trading Post, but we can tell you that enormous effort, care and love goes into what goes into your Trading Post and we look forward to seeing your bright, shining faces, new, and veteran campers.

For your convenience, we accept most major credit cards and cash is always welcome.





Camp Staff and CITs

Boseker Scout Reservation is always seeking qualified applicants for both paid and volunteer staff positions. Older Scouts and Scouters are encouraged to apply as well. The application process and interviews for camp staff are ongoing. Interested individuals should contact the CIEC or Camp Administration for more details and an application. A Camp Staff Application may be found at www.bosekerscoutreservation.org under the "Camp Resources" tab.

All of our camp staffers live in cabins throughout camp. We are your hosts for your week at camp, and encourage you to enjoy all that the camp has to offer. Out of respect for the staff members who call the camp "Home" for many weeks during the summer, staff quarters are off limits to all campers and leaders at all times. We appreciate your help in enforcing this policy.

Physical Exams and Medical Records

All Scouts and adult leaders must present a completed and up to date BSA Annual Health and Medical Record (parts A, B & C) upon check in at camp. No one may stay overnight in camp under any circumstances without the proper medical forms. All campers under age 18 must also have a completed "Parent/Guardian Consent Form for Participation in a Council Operated Camp or Activity". In all cases, forms must be complete, current, and signed by parent or legal guardian, if appropriate. PLEASE NOTE: Physical exams must be completed by a certified and licensed physician (MD, DO), nurse practitioner, or physician's assistant. Forms can be obtained at:

http://www.scouting.org/filestore/HealthSafety/pdf/680-001_ABC.pdf

IllnessandFirstAid Page | 9

It is the responsibility of the troop's adult leadership to quickly report any and all illnesses or injuries to the Camp Health Officer. Minor first aid treatment can be conducted in your campsite. First Aid treatment is given at the camp health office located in the main lodge, which is available 24 hours a day. Arrangements have been made with nearby hospitals for any emergency treatment that may be needed during the week. Parents are notified as soon as possible if medical treatment is necessary. All prescription medications MUST be kept in the health office by the medical officer. Prescription medication must be listed on the health form that is signed by the doctor, and kept in the original container/packaging with all labels and dispensing directions attached.

Family Night in Camp

Family night is on Wednesday: Friends and families of the Scouts are invited to attend our special Wednesday Family Night Dinner and Campfire. Guests should arrive no earlier than 3:30pm. Our camp chef prepares a great meal; parents can visit the unit campsite and meet the staff, and then they are invited to join us for our Order of the Arrow campfire. Please give us advanced notice if you will be eating dinner so that we can prepare enough food for everyone. All visitors are expected to check in and pay for all meals, which are \$6 per person.

Visitor Policy

Visitors are always welcome in camp. Please check-in at the Camp Office when arriving and when leaving. All leaders and Scouts must check out before leaving camp during the week. No parent or leader may take a Scout out of Camp without prior notification to the Camp Director and Unit Leader.

Wristbands

All Scouts and leaders will be issued a wristband upon check-in. Visitors will be issued a temporary wristband upon checking in which should be returned when checking out. Individuals in camp without a wristband will be directed to the camp office. Broken wristbands will be replaced as soon as possible at the camp office.

Religious Observance

An inter-faith Scout's Own Service is scheduled every Monday evening during sessions 1 & 3; and Sunday evening session 2. All units are invited to attend. Grace will be led before every meal in a manner befitting Scouting custom.

Fire Prevention

The community of Idyllwild normally enforces a strict fire ban during the summer months and therefore restricts campfires in campsites. Because the possibility of forest fire is ever present, fire safety is everyone's responsibility. Encourage and practice fire safety within your campsite area at all times. A fire drill will be conducted shortly after your arrival in camp! All vehicles must be backed in to parking spaces in the parking lot at all times. All drivers must keep their keys with them at all times in case of evacuation.



Smoking is prohibited on camp property. Official BSA policy states that no leader shall smoke in view of Scouts at any time. The designated smoking area is across the driveway from the bear at the service gate. There is no reason for Scouts to have lighters, matches, hot sparks, flint

& steel or any other means of starting a fire. Liquid fuel stoves and lanterns are not allowed at C.I.E.C. camps. Propane stoves and lanterns are permitted if the Fire Department determines it is a fire safe climate, however, flames must be kept to a minimum and stoves should not be used in place of a campfire. Electric lanterns are a safe option. National Council policy requires that each Unit post a completed Unit Fireguard Chart in their campsite. These forms will be provided on the day you arrive in camp.

Each campsite is provided with a set or sets of fire tools. We ask that you do not remove these tools from your campsite. Proper means of extinguishing fires should be on hand at all times. Each campsite is furnished with two fire buckets outside each tent and shovel or rake. Wildfires in camp should be reported directly to the camp office so that an alarm may be sounded. The fire bell located by the main lodge is a Community fire bell, alerting Idyllwild to a wildfire in Camp. Falsely ringing the bell will incur large fines on the offender, and not Boseker Scout Reservation. Fireworks of any kind are illegal and strictly prohibited in camp. Possession of fireworks will be grounds for immediate dismissal from camp property and could result in criminal prosecution.

Prohibited/Restricted Items

DO NOT BRING TO CAMP:

Alcoholic beverages	Illegal drugs
Fixed blade sheath knives	Ammunition
Fireworks	Personal firearms
Hot sparks/flint & steel	Cap guns
Air horns	Pets

Possession of these or any other illegal, un-Scout like, or unsafe items as determined by the Camp Administration is grounds for immediate dismissal from camp.

Alcohol and Drugs

Controlled substances are prohibited from Boy Scout activities and properties during summer camp. Personal medications are to be kept locked at the Health Office.

The Boy Scouts of America and the CIEC prohibit the use of alcoholic beverages and controlled substances at encampments or activities on property owned and/or operated by the Boy Scouts of America, or at any activity involving participation of youth members.





Smoking

To promote Scouting's aim of physical fitness among its participants as well as to ensure the protection and safe use of Council properties, the California Inland Empire Council prohibits the use of cigarettes, cigars, e-cigarettes, and other tobacco products on Camp property except in designated smoking areas. Adult leaders are required to set the proper example by refraining from smoking in the presence of Scouts.

Valuable Personal Property

In consideration of the risk of loss, theft or damage, we recommend that no valuable or fragile personal items be brought to camp. We do not have storage capability for such items. Valuable items should not be left in swimming pool changing rooms. Leaders are also urged to maintain their Scouts' money in individual envelopes and return it only when the Scout needs it. We recommend keeping it in a lockable container or locked in your vehicle. Clothing should be clearly marked with full name and troop number. Check at the Camp Office for "Lost and Found" items. Any items of value — knives, watches, etc. should be turned in to the Camp Administration for safekeeping. The California Inland Empire Council is not responsible for securing or for the loss of personal items. It is your responsibility to keep track of all personal valuables while at camp.

Foodin Camp

There shall be no food in the unit campsites at any time. Any food brought from home must remain in the car. Food items purchased at the trading post can be eaten on the way back to camp, but must not be stored overnight. We do not want to encourage the local raccoons and skunkstoinvade your campsites. Please remember to dispose of your trash properly.

Personal Safety

- Closed toed shoes are REQUIRED throughout camp.
 The only exception is in the shower where sandals may be worn
- Travel only on designated trails
- Report safety issues to the Camp Director immediately.
- All camps operate on the buddy system. Scouts need to have a buddy in program areas, on hikes, and in any other activity they are engaged in.
- Initiations and/or hazing are strictly forbidden by BSA National Policy
- Non-prescription drugs and alcohol have no place in camp and are prohibited.
- No flames of any kind are allowed in a tent or outside a designated fire ring at any time.
- Fireworks are prohibited by county law throughout our mountain area.
- Pets of any kind are not permitted at camp.
- Scouts and Adults are required to use the Buddy System throughout the week.



Aquatics Safety

All Scouts and leaders are required to take the BSA Swimmer's Test before participating in any aquatic activity.

Shooting Sports Safety

Permission from a parent or guardian is required for Scouts to shoot at any of our ranges. This permission is part of the California Inland Empire Council's Consent Form for Participation in a Council-

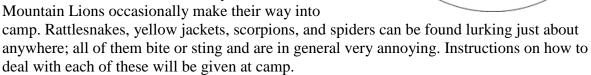
Operated Camp or Activity and can be found online at http://www.bsa-ciec.org/document/parentguardian-consent-form-council-activity



Red flags are used to warn Scouts of potentially dangerous areas, usually around firing ranges. Range Masters are responsible for range safety and anyone can be dismissed from the range or camp for violating safety rules. Personal firearms and ammunition are prohibited in camp, and BSA national standards, as well as insurance requirements, prohibit their presence on the property. Due to new regulations and an extension of state law, personal archery equipment is also not allowed.

Plants and Animals to Avoid

While most of the animals we have at Camp are harmless, there are some to be very cautious around. Mountain Lions occasionally make their way into



Adult Leader Involvement

The CIEC Camps are dedicated to creating a positive camping experience for the Scouts and their leaders. To that end we have to expect a certain level of leader involvement in the summer camp program. We have a variety of programs that are available to youth and adults alike such as Safe Swim Defense and Safety Afloat, Leave No Trace, and others. Leaders are welcome to participate in the activities at our program areas during appropriate times. In addition to being responsible for the Scouts in their units leaders are also asked to help out when they can at campwide activities. Their help is sometimes requested as additional leaders at program areas; as lookouts and additional adults at the pool and lake area; as aids with the Trailblazer First Class Program, and for transporting/leading Scouts on the Tahquitz Peak Hike. We appreciate your commitment to the success of the Scouts in your unit, and your participation in the camp program.

Leaders' Meeting

There will be unit leaders' meetings scheduled throughout the week that will be held in the Main Lodge. Various activity updates and other information will be shared in a group discussion format. All leaders are invited, and every unit should be represented.

Senior Patrol Leaders' Meeting

A Senior Patrol Leaders' Meeting will be conducted on Monday, Wednesday and Friday at the beginning of lunch in the Leaders' Lounge. SPL's or assigned Scouts for the duration of the week should bring a pen and paper with them during attendance at the meeting. Please make sure to go to the front of the lunch line to pick up your lunch before going to the meeting.

Camp Cleanliness

Units are responsible for the care of the camp and campsites, including the general shower and latrine areas. If sharing campsites each troop has an equal responsibility in maintaining campsite cleanliness. Scout leaders and senior patrol leaders must be proactive and coordinate cleaning and campsite maintenance. Leaders must pay close and frequent attention to the general cleanliness of their Scouts. The camp commissioner will be conducting daily campsite inspections.

Unit Assignments

Each troop/patrol will have duties and responsibilities to fulfill to help with the general operation of the camp. Every unit will be assigned a day to clean the camp showers, latrines and dining hall. It is everyone's responsibility to ensure that camp trails, common areas, and wilderness areas remain absolutely litter-free. Also, troops and patrols can sign up to lead the daily flag ceremonies and grace at general assemblies. The Duty Roster will be posted on the camp bulletin board.

Personal Vehicle Policy

No personal vehicles are permitted in camp. All vehicles are to remain in the parking lot at all times. We can't be responsible for loss or damage to your vehicle or its contents. Please back in when parking for ease of departure in case of an emergency. Those needing to use a vehicle for medical reasons should notify the camp office at check in.

Mail at Camp

Outgoing mail should be dropped in the mailbox at the trading post. Incoming mail will be delivered at the evening assembly. To ensure that your Scouts get their mail while they are in camp, encourage parents and family members to send mail well in advance of your Troop's week in camp. We recommend sending mail 7 days in advance of when it should be delivered. The mailing address at Camp Emerson is:

Scout's Name and Unit # c/o Camp Emerson, Week # P O Box 639 Idyllwild, CA 92549



If you want to get a message to your Scout and forgot to post a letter in the mail, you are more than welcome to contact a member of the Camp Administration using one of the

previously mentioned emails. They will then print the email out, put it in an envelope and make sure it is delivered to your Scout at the evening flag ceremony.

You will have the option to purchase a Birthday package for your Scout to be delivered during their time at camp. This option will be available on www.bosekerscoutreservation.org closer to the date of camp, and will cost \$20. It will include outdoor themed and camp specific gifts, neatly packaged, wrapped, and hand delivered to your Scout in their campsite on their Birthday.

Telephone

One of the questions from parents is where their son will be and how they can reach him. Please encourage parents to write and not to call unless it is an emergency. Scouts and leaders may make necessary calls from the Camp Headquarters. Please be prepared to place long distance calls by using a calling card. Incoming calls will be taken by the camp office and messages forwarded to the requested party. The camp telephone number is (951) 659-2690 and is equipped with an answering machine. Emergency messages after normal business hours should be directed to the Camp Ranger – Nancy Matson at (951) 392-5309. The camp phone is answered from 8:30am – 4:30pm M-F.

Preventing Homesickness

One of the biggest challenges facing Scouts at camp is homesickness. This can be especially true for new or younger Scouts who have never been away from home. A great way to prevent homesickness before arrival at camp is for families and unit leaders to stress the fun the Scout will have at camp with all the new experiences that are in store. It is a good idea for family members to stay away from comments about how much they will miss the Scout or how much the Scout will miss everything at home.

At camp, the staff will help to fight homesickness by keeping the Scouts busy with fun and challenging activities. Unit leaders need to keep a sharp lookout for homesick boys and ought to tell their commissioner, who can help brainstorm activities to keep the Scout busy.

A big cause of homesickness is a phone call home. If a boy is not homesick there's a good chance he will be after he calls home. Scouts are discouraged from bringing cell phones to camp. Parents should be discouraged from having their Scouts call home except in an emergency.

Merit Badge Pre-registration

Merit badge sign-ups will be done online through our registration web page. To sign-up for merit badges the Scouts and their leader must first sit down and fill out a merit badge schedule for the week. The instructions for online registration will be emailed to the unit leader listed on the camp registration. Please be sure to print the merit badge schedule for each scout prior to your arrival at camp.

Blue Cards

Please be sure that each scout has their merit badge blue cards filled out LEGIBLY PRIOR to the first session so that they may give them to the merit badge counselor at the beginning of the first session.

Building a Program around the Schedule

The purpose of Scout Camp is to support the year round program of a Scouting Unit, as well as to fulfill the mission and vision of the Boy Scouts of America. However, there are intangible things that we often forget about, that are just as important – if not more. Scouts come to camp for fun, friends, and adventure. Where else will your Scout have a squirrel run through their tent in the morning as they're getting ready for the morning flag ceremony? Where else will they have an opportunity to grow current friendships, and make ones that will last a lifetime? Where else will they discover the best place to see the Milky Way in the night sky? The daily or weekly schedule in camp is only an instrument for planning and administering the program. It is a timetable for certain formal activities and a checklist of opportunities. Arguably fun, friends, and adventure is a big part of Scouting, but it isn't always found on the schedule. It is found in free experiences or in doing unscheduled or unplanned activities.

Planning a Unit Program

The process of getting a troop ready to go to camp has several phases. Each phase must be coordinated and linked in a logical sequence to make the experience a reality in the lives of Scouts. In each unit the sequence of events may be different. However, shown below is a checklist of things to be accomplished in preparation for camp:

- Making Preparations: Contact Volunteer Services at the Jack Dembo Scout Center after completion of the unit plan for securing the total camp fee from each Scout.
- Establishing Your Goals: You need to have a serious session with yourself. "What do I want to accomplish as a Scoutmaster? How can I ensure a well-organized, balanced program for summer camp a program that will enrich the life of each Scout and, at the same time, strengthen the patrol and troop organization for its year round operation? What are my goals for my troop?"
- Organize Patrols: Confirm patrol organization for summer camp. "Natural" patrols, which operate the year round, are most desirable; however, if this is impossible, create new patrols for the summer camp experience. At any rate organize patrols prior to coming to camp.
- Create a List of Wants: Find out what the Scouts want! Ask them don't just guess. They'll want to do some things on their own, other things by patrols and others still with the whole troop. Have each patrol meet to list its own ideas.
- Create a List of Needs: Use the Unit Advancement Record chart to determine each Scout's advancement needs. Build each Scout's week-long program around those needs.
- Establish Patrol Leader's Council Goals: Have a session with the Patrol Leader's Council. As leaders of the Scouts, the thought and time spent in this meeting will open the doors to real adventure. Have the Patrol Leader's Council determine the unit's direction in camp.
- Plan the Program: After considering your goals, patrol organization, individual boy wants, advancement needs, Patrol Leader's Council goals, develop a realistic list of objectives for summer camp. Then plan a program. Follow up on the Scouts not signed up for camp. Sell them and their parents on going because of the program you have planned.

Over-Programming

There are more activities at camp than anyone can accomplish in a single week, which is why we suggest Scouts and adult leaders select a small number of activities to enjoy rather than trying to cram too many experiences into the week. Scouts and their leaders are not obligated to take part in every activity. Young Scouts in particular seem to enjoy spending their week eating ice cream at the trading post, catching frogs, and goofing around with friends, rather than being rushed from activity to activity; it is important to remember that Scouts grow and learn just as much from these leisurely pursuits as they do from earning Merit Badges and picking up camping skills. One of the goals of the Boy Scouts is to foster a love of the outdoors, and sometimes that is best accomplished by simply being outdoors.

Experience tells us . . .

Summer camp is not a merit badge mill, where you pay a fee and get four badges automatically. Instead, camp offers merit badges as one portion of the overall program. Scouts and units who are only looking to rack up merit badges are missing out on some of the best that Camp Emerson has to offer.

We suggest around three to four merit badges per week per Scout. Some have earned as many as six badges, but that is the exception, not the rule. They have accomplished most



of the requirements prior to camp, requiring only a small amount of work to finish the merit badge. As merit badge counselors our staff are not allowed to, and will not add or detract from, the most recent listing of merit badge requirements.

The most difficult badges to earn are those requiring a great deal of advanced planning, physical skill, coordination, or stamina. Certain badges should be reserved only for more mature Scouts. These include, but are not limited to shotgun shooting, archery, lifesaving, climbing, and metalwork. When in doubt, ask the Area Director BEFORE YOU SIGN THE BLUE CARD!

Many badges have advanced work that could be done at home and not at camp. Camp is not an ideal venue for written work, and the smart Scout is the one who comes to camp with the majority of written work already done.

Try doing something new at camp to get a well-rounded experience. Try a handicraft badge, a nature badge, or an aquatics badge. Most importantly HAVE FUN!

Be prepared when you come to camp. Have patrols already organized. Elect Patrol Leaders. Work on ideas as patrols and have the Patrol Leaders represent the group at camp.

Organize your campsite with patrol camping areas, camp gadgets, and other amenities. Your campsite is your home for a week, so work at making it feel like home by bringing banners and flags to dress it up. Also, a lawn chair and sunshade go a long way to make your campsite more comfortable.

Be spirited. The troop that comes to camp with energy and Scout Spirit raises the bar for the rest of the camp. Prepare a troop cheer and show everyone that you're number one. Spirited troops tend to end up first in line for meals too.

Be flexible. Each week, lots of Scouts come to camp so we must commit to live by the Scout Law every day. We know that we need to make changes in scheduling, program, and operations, and your understanding and cooperation is appreciated. Communicate with us if you have any special needs. Do something spectacular to make the camp experience memorable for your Scouts. We may even be able to give you a hand. Don't forget to schedule rest time. That's right, rest. Too often Scouts don't take the time to sit back and enjoy the beauty Mother Nature has to offer. This goes for Scoutmasters as well.

UNIFORMING

All Scouts and leaders are encouraged to be in full Class A uniform for any chapel service, all flag assemblies, opening and closing campfires, and dinners. The Class B uniform, Scout shorts, socks, and a Scout, Troop, or camp T-shirt is appropriate attire for throughout the day. Camouflage shirts and pants ARE NOT acceptable camp wear. Troops are encouraged to set a uniform policy that their troop can adhere to before camp begins. Many units display their pride with unit shirts or hats. Scouting attire is recommended at all times, and any time the Scout shirt is worn it MUST be tucked in. Swimsuits are NOT acceptable at meals.



What to Bring To Camp

Every troop at camp should take a few minutes to determine if it has everything necessary for a quality program. Remember that there is no electricity in your campsite. The following is only a suggested list of items to take to camp.

Equipment and Supplies Everyone Should Bring - No Glass Containers

Annual Medical & Health Record Part A, B, & C – Completed & current on the 2014 form Personal first aid kit

Soap, toothbrush, toothpaste, etc.

Scout Handbook

3 or 4 towels and washcloths

Compass Scout pocket knife (NO fixed blades or sheath knives)

Scout Uniforms Totin' Chip card

Canteen or water bottle 2 pairs of shoes (1-rugged wear & 1-athletic shoes)

Spending money (\$25-\$50) All appropriate Merit Badge pamphlets
At least 2 changes of clothes Chapstick, sunscreen, insect repellent

At least 6 changes of socks & underwear Swim suit

Sweater or jacket Long sleeve shirt & long pants

Poncho & rain hat Note pad and pencil, envelopes & stamps

Warm blankets or sleeping bag and pillow Scout t-shirts Ground cloth

Flashlight with extra batteries

The following are items that may make your camp experience more enjoyable and comfortable. Be careful not to bring valuables you may lose!

Camera & Extra Film Handkerchiefs Musical Instrument
Sun Hat Air/Foam Mattress Lawn or camp chair

Religious Materials Laundry Soap

Each unit might find the following items to be helpful in camp:

Troop flag Clipboard with extra paper BSA Field Book Alarm clock (battery)
Scoutmaster's Handbook Troop First Aid Kit

Rope and binding twine Lanterns (battery or propane)

Lock box for valuables Clear plastic covers for campsite bulletin board

Merit Badge Pamphlet Library

Be Prepared and you won't have to sweat a thing!



Final Unit Checklist before You Head for Camp

CHECK IN: Check-in time is between 1:00 PM and 3:00 PM on Sunday. Check-in time for units arriving on Monday is 6:00 AM till 7:45 AM. Camp is closed between Saturday at 10:00 a.m. and Sunday 1:00 PM. Check-in can take some time. Please be prompt and patient.

ANNUAL HEALTH & MEDICAL RECORD:

These are due on check-in. Absolutely no one may stay in camp without the proper, complete, and up-todate medical forms. Any prescription or Over The

Counter medications (in the original packaging) must be turned in along with the physicals at check-In.

UNIT ROSTER: Please bring a list of all Scouts and leaders, as well as any information regarding mid-week leader changes you may have.

EARLY DEPARTURE FORM: If a Scout is leaving camp early, the Consent to Leave Early (form in camp leader's packet,) must be filled out and turned in during check-in.

AWARDS PROGRAM: Examine our Campsite Inspection Form from the back of this Leader's Packet to determine what additional supplies you may need to bring to camp.

CAMP LEADER'S GUIDE: Bring this Camp Leader's Guide with you to camp for further reference.

SUNDAY LUNCH: Bring a sack lunch for Sunday. No meals will be available until Sunday dinner.

MERIT BADGE CARDS: The blue Merit Badge Application cards will be needed by your Scouts. It is the key to their merit badge classes.

OUT OF COUNCIL TROOPS: A copy of your Accident & Sickness Insurance Claim Form must be presented at check-in and then kept in the possession of the adult leader in charge.

TOUR PLAN: Plans must be presented at check-in and then kept in the possession of the adult leader in charge.

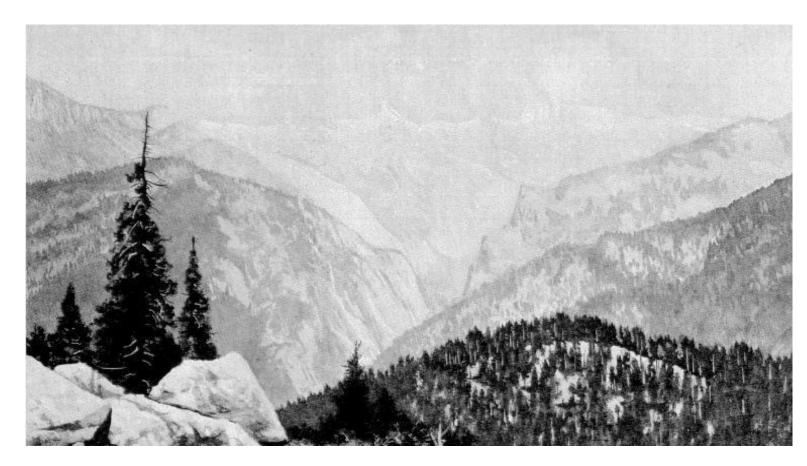
UNIT VEHICLE INFORMATION PLAN: In the event of an emergency, a swift evacuation requires your support. We require a list of how many vehicles your unit has brought to camp, with the number of seats in each vehicle, at check-in. Please use the form included at the back of this guide.

Camp Commissioner

The Camp Commissioner is at camp to help your troop. Commissioners are the front-line staff of the summer camp team. Your Camp Commissioner will meet with you daily to see how things are going, follow up on any problems, and help out whenever possible. The commissioner staff is your troop's first source to check for answers. Your Commissioner knows what is going on and will get your questions answered so that your Scouts can enjoy the best camp can offer.

The Commissioner Staff will:

- Help you design a week's well-rounded program to meet your troop's specific needs.
- Help your troop and its patrols to sign up for activities.
- Help you understand the camp's program and how to take advantage of its features and solve problems.
- Help you secure campsite equipment.
- Assist your troop in Scout skill instruction.
- Develop the leadership skills of your Patrol Leader and Senior Patrol Leader.
- Help arrange inter-troop activities such as campfires, games, etc.
- Work with adult leaders to resolve any problems that may arise during the week.
- Help and encourage troop and patrol spirit through development of flags, yells, and songs.
- Assist with homesick or troubled Scouts.
- Ask! If your Commissioner doesn't know, they will find you the answer.



THE SCOUT LAW

The 12 points of the Scout Law guide our camps. All campers and staff conduct is judged by how it measures up against these guidelines. At camp we cannot tolerate and will not permit activities that do not meet the criteria of the standards set forth in the Scout Law. We ask for your cooperation and understanding as adults in helping us maintain a high standard of personal behavior.

A Scout is....

- A Scout is Trustworthy: A Scout tells the truth. He is honest, and he keeps his promises. People can depend on him.
- A Scout is Loyal: A Scout is true to his family, friends, Scout leaders, school, and nation.
- A Scout is Helpful: A Scout cares about other people.
 He willingly volunteers to help others without expecting payment or reward.
- A Scout is Friendly: A Scout is a friend to all. He is a brother to other Scouts. He offers his friendship to people of all races and nations, and respects them even if their beliefs and customs are different from his own.
- A Scout is Courteous: A Scout is polite to everyone regardless of age or position. He knows that using good manners makes it easier for people to get along.



- A Scout is Kind: A Scout knows there is strength in being gentle. He treats others as he wants to be treated. Without good reason, he does not harm or kill any living thing.
- A Scout is Obedient: A Scout follows the rules of his family, school, and troop. He obeys the laws of his community and country. If he thinks these rules and laws are unfair, he tries to have them changed in an orderly manner rather than disobeying them.
- A Scout is Cheerful: A Scout looks for the bright side of life. He cheerfully does tasks that come his way. He tries to make others happy.
- A Scout is Thrifty: A Scout works to pay his own way and to help others. He saves for the future. He protects and conserves natural resources. He carefully uses time and property.
- A Scout is Brave: A Scout can face danger although he is afraid. He has the courage to stand for what he thinks is right even if others laugh at him or threaten him.
- A Scout is Clean: A Scout keeps his body and mind fit and clean. He chooses the company of those who live by high standards. He helps keep his home and community clean.
- A Scout is Reverent: A Scout is reverent toward God. He is faithful in his religious duties. He respects the beliefs of others.

Mature leadership is vital to the success of a unit's stay in camp. If your unit's leaders lack the necessary maturity to safely lead a troop, your unit may be asked to replace the leaders in question or leave camp.

Merit Badge Philosophy

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

To earn a Merit Badge at camp, a Scout must complete the requirements of that badge. A Scout must demonstrate the required knowledge to earn the badge, but we will give him every opportunity to satisfy the requirements he needs. Receiving a Merit Badge certifies the Scout's knowledge. Signing off the application for First Aid Merit Badge implies a Scout knows how to splint a broken bone and can confidently do so in an emergency situation.

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

We recommend that the average Scout sign-up for 2 to 4 Merit Badges, depending on the individual. This should give him plenty of opportunities to earn the Merit Badge and take part in the other program offerings of

the camp.

Partials Policy

There are many badges that have requirements that cannot be completed at camp. Some of these are due to time requirements and others simply cannot be done in a



summer camp setting. It is the policy of the National Council of the Boy Scouts of America that there is no time limit (other than the Scout's 18th birthday) on a Scout completing a Merit Badge after receiving a partial. Boseker Scout Reservation will honor partials regardless of date or location that requirements were completed. Counselors will ask Scouts to review requirements already signed off to ensure that they are able to properly complete the Merit Badge. It is necessary for Scouts to bring the Merit Badge partial to camp.

In those cases when requirements are not completed at camp, a partial indicating the requirements that have been done will be issued and given to the unit leader. Many of these requirements can be completed before a Scout arrives at camp. A Scout can contact a Merit Badge counselor for that badge, go over the work he has done, and bring a partial to camp withhim.

Camp Advancement

Any Boy Scout may earn any Merit Badge at any time. Scouts don't need to have had a rank advancement to be eligible. However, if you, as the Scout Leader, do not feel the Scout is ready to tackle certain badges, it is your responsibility to counsel the Scout to seek other opportunities. It is our experience that Scouts who jump into badges that they are not ready for tend to become frustrated and are more likely to fall away from Scouting.

The steps that all Scouts should follow to earn Merit Badges in or out of camp are as follows:

- **Pick a Subject:** Talk to your Scouts about their interests. Have them read the requirements of the Merit Badges you think might interest them. Have them pick one to earn and give your approval. Before they arrive at camp have them find out which requirements can be started at home.
- **Sign-Up for Merit Badge:** Have your Scouts sign up for the Merit Badges online before arriving or on the first day of class. They should meet the staff member who is counseling the badge and ask any questions they might have.
- **Show Your Stuff:** They must attend the scheduled Merit Badge sessions. When they go they should take along the things they have done to meet the requirements. The counselor may ask them to demonstrate a few times to make sure they know their stuff and can do the things required to earn the badge.
- **Get the Badge:** When counselors are satisfied that the Scout has met all of the requirements the counselor will check off on the Scout's record that they have done so. Signed blue cards for the Merit Badge will be available Saturday morning.

ADVANCEMENT RECORDS

Counselors keep a record of Merit Badge session attendance, and requirement completion. Counselors sign off on "blue cards" for completed Merit Badges. If a Scout does not complete all of the requirements of the badge or activity, the counselor will issue a Merit Badge "partial." Blue cards and partials are distributed to the Scoutmasters on Saturday morning. Should there be any questions regarding a badge or requirement for a Scout, the Area Directors will be readily available Saturday morning after breakfast in the Main Lodge to answer any questions.

MERIT BADGE LIMITATIONS

The following chart indicates which badges have size limitations and specific qualifications:

Quick Reference Merit Badge Chart

Area Program		Session Time						3.6		D 0
	9:00	10:00	11:00	2:00	3:00	4:00/ Open Progam	Maximum Session Size	Fee or Kit Required	Prerequisites & Requirements not covered at Camp	
Aquatics	Canoeing									Must be a Swimmer, Requirement 1
Aquatics	Kayaking									Must be a Swimmer
Aquatics	Lifesaving									Must be a Swimmer
Aquatics	Swimming									Must be a Swimmer
Aquatics	Rowing									Must be a Swimmer
Aquatics	Learn to Swim									
Eco/ Con	Environmental Science									
Eco/ Con	Fish & Wildlife + Soil & Water									
Eco/ Con	Forestry									
Eco/ Con	Geology									
Eco/ Con	Mammal Study									
Eco/ Con	Nature									
Eco/ Con	Reptile & Amphibian									Requirement 8a or 8b
Eco/ Con	Weather									
Handicraft	Art							15		Requirement 5
Handicraft	Basketry							15	\$15.00	
Handicraft	Indian Lore								\$10.00	
Handicraft	Music									
Handicraft	Leatherwork							12	\$10-\$20	
Handicraft	Theater									
High Adventure	E-Team									
High Adventure	Mountain Biking									Scouts are encouraged to bring their own mountain bikes, helmets, pads
Scoutcraft	Camping									Requirements 4b, 5e, 7a, 7b, 8c, 8d, 9a, 9b, 9c. By appointment with Scoutcraft Director
Scoutcraft	Emergency Preparedness									Requirement 1
Scoutcraft	Fishing								~\$16 for a Fishing License	Requirement9. Requires a trip on Friday afternoon to Lake Hemet, those over 16 y/o will need to purchase a fishing license
Scoutcraft	First Aid									Requirement 2d
Scoutcraft	Hiking									Requirement 5, 6. By appointment with
										Scoutcraft Director
Scoutcraft	Orienteering									

									Page 24
Scoutcraft	Pioneering							\$10.00	
Scoutcraft	Search & Rescue								Requirement 5, we suggest obtaining the online FEMA IS-100.b certification
Scoutcraft	Trailblazers			1					
Scoutcraft	Totin' Chip								
Scoutcraft	Wilderness Survival								Overnight outpost camp required
Scoutcraft	Wood Carving						15	\$5.00	Knife portion of Totin' Chip required
Scoutcraft	Wood Working								Requirement 7
Shooting Sports	Archery						20		
Shooting Sports	Rifle Shooting						16		
Shooting Sports	Shotgun Shooting						18		
STEM	Communication + Public Speaking						25		Communications Requirement 2a or 2b, 4, 5, 8
STEM	Energy						15		Requirement 4, 4b, 6a, 6b, 6c, 6d, 6e
STEM	Engineering						15		Requirement 2, 4a, 4b, 4c, 4d, 4e
STEM	Movie Making						10		
STEM	Space Exploration						15		Requires 2 days - Mon + Tues or Wed + Thurs
Trading Post	Salesmanship								
Training	ARC CPR + First Aid							\$25.00	CPR + AED - Tuesday nights. First Aid - Thursday nights
Training	LNT Awareness	Varies by Camp Session							
Training	LNT Trainer			<u>L</u>					Must attend all days
Training	Paddlecraft Safety		Varies by (Camp Se	ession				16 hour course
Training	Safe Swim Defense		Varies by (Camp Se	ession				
Training	Safety Afloat	Varies by Camp Session							
Training	SM Specific + IOLS	Varies by Camp Session							
Training	Swimming & Water Rescue	Varies by Camp Session							16 hour course
Training	Tread Lightly! Awareness	Varies by Camp Session							
Training	Trek Safely	Varies by Camp Session							
Training	Youth Protection		Varies by 0	Camp So	ession				

Program Areas Aquatics

Canoeing, Kayaking, and Rowing Merit Badges:

As much as we'd like to be able to, we cannot control the weather. As such, in the event that the water levels in the lake are not sufficient to be able to complete the requirements, we

are looking at taking Scouts to Lake Hemet to complete those

requirements. We may need your assistance in transportation in this event.



have to get wet!

Safe Swim Defense and Safety Afloat:

All Scoutmasters should attend this short informational class. It is a requirement for troop swims or other troop aquatics activities. You don't



Aquatics Programs See schedule for times:

- Canoeing Merit Badge
- Polar Bear Swim
- Scoutmaster's Belly Flop
- Kayaking Merit Badge
- Lifesaving Merit Badge
- Paddlecraft Safety & Swimming & Water Rescue (Must be at least 15 years old)
- Rowing Merit Badge
- Swimming Merit Badge
- Learn to Swim
- Mile Swim













High Adventure

E-Team

We meet every day for an intensive program that covers rock climbing, metalworking, jewelry making for that sweetheart back home (for you adults, the sweetheart that let you spend your vacation at camp). We team-build to the



max at E-Team; we go into the backwoods of camp where only the bravest dare venture for our Challenging



Outdoor Personal Experience (COPE) activities. Want a shirt that's exclusive? You get to silkscreen your own shirt.

How about spending time as a blacksmith? You get that chance by making your own belt

buckle, and forging your own knife. Be the envy of Camp Emerson and rock climb to the highest peaks that only your imagination and nature can limit. Friday morning everyone votes on what they shoot for the week: .22 rifles, shotgun, and muzzle loading rifles. And ONLY for registered Venturers - .22 pistols (must attend the 90 minute safety and handling instructional class during your time at Camp, prior to shooting). Excitement, and the time of your life await you at E-Team, all you have to do is sign up today! Adults, you are welcome to come see what we do at E-Team!



Mountain Biking

We have two sessions for all those interested in mountain biking, one in the morning and one after lunch. We have mountain bikes that you are welcome to borrow and use for the week, but if you have your own that you like to use, please bring it along with your helmet and any pads.





Handicraft



Handicraft is an area in camp where scouts can learn to work with their hands making woodcarving, leatherwork, and other art projects that they will be able to bring home at the end of the week. It's a great place for those scouts who are detail-oriented, like creative expression, or who

just want to have fun! Open Handicraft happens in the afternoon Monday through Thursday during which scouts and leaders alike are welcome to come and work on independent projects.



Handicraft Programs:

- **Leatherwork Merit Badge:** A great merit badge for everyone that introduces many of the uses and creations of leather.
- **Art Merit Badge:** Teaches different painting and drawing techniques as well as artistic style.
- **Indian Lore Merit Badge:** A slightly more intensive badge for scouts looking to learn about the history and culture of Native Americans.
- **Basketry Merit Badge:** This is a fun activity good for all scouts.
- Music Merit Badge: Are you the next Mozart or Beethoven? Come to Handicraft and wow the staff with your musical abilities.
- **Theater Merit Badge:** for those who have "done everything at camp," here's the chance to expand your horizons.















Ecology & Conservation



Camp-wide Nature Trail:

A self-guided tour of camp featuring a look at the myriad of plants and trees at Camp Emerson.

Nature Programs See schedule for times:

- Environmental Science Merit Badge
 - Geology Merit Badge
- Mammal Study Merit Badge
- Reptile Study Merit Badge
- Nature Merit Badge
- Soil & Water Conservation, Fish & Wildlife Management Merit Badges
- Forestry Merit Badge
- Weather Merit Badge
- Nature Trail Hikes
- Conservation Projects





















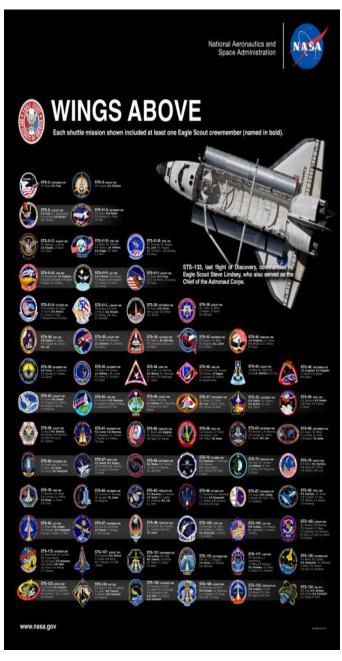


Science, Technology, Engineering, & Mathematics (STEM)

In this fast paced world knowing how to compile code can be just as important as starting a fire in the wilderness. With more emphasis being placed on Science, Engineering, Technology, and Mathematics the Boy Scouts of America has taken the initiative to make sure the leaders of tomorrow are prepared. With such notable Eagle Scouts as Buzz Aldrin and Neil Armstrong, it's hard to deny that STEM has always held the interest of those in Scouting; it just hasn't always been called STEM. In any event, it's here at Camp Emerson and it is here to stay.

2016 marks the second year of a three year rotation of Merit Badges in the STEM area, enabling the youth that come through camp the opportunity to look deeper into an ever expanding world. Make sure you come back though to keep the buzz alive!

















Scoutcraft

Trailblazers

This program is designed to offer Scout campers an opportunity to work toward the goal of First Class while still experiencing all aspects of Camp Emerson's program. Our awesome team of dedicated Eagle Scouts will make sure that your boys are set on the right trail to Eagle.

Axe Yard

Scouts can earn their Totin' Chip here, allowing them to carry and use knives, axes, and saws. They can also go the extra mile and earn the Paul Bunyan Woodsman Award.





Giant Pioneering Yard

With rope and pioneering poles galore, this is the place to step up and practice your knot tying skills. Need a little extra for your campsite gateway? Stop by and see if you can beat the staff with your pioneering skills!

Fishing Merit Badge

This year we will be offering the

Fishing merit badge during open program. We encourage Scouts to bring their own rod, reels, lures, etc. as it means they'll return home knowing how to use that Christmas present that Grandpa has been dying to see Junior use. We will be going to Lake Hemet on Friday afternoons to ensure the Scouts catch their needed fish. Others are welcome to join us for that afternoon, and will need to bring their own equipment as we cannot guarantee we will have extras beyond those needed for the Scouts in the merit badge session. Anyone over 16 years old will need to purchase a one-day fishing license for \$15.12.



Introduction to Outdoor Leader Skills

While your boys are busy working on having fun, you adults can take one of Ms. Paula's famous trainings and have just as much fun as your boys. Sign up for Introduction to Outdoor Leader Skills and learn those same skills your Scouts need to know.



Shooting Sports

THERE ARE ABSOLUTELY NO FEES FOR SHOOTING AT ANY TIME BY ANYONE – for Rifle, Pistol, Shotgun, or Black Powder Rifle.

There are NO age limits for any Shooting Sports Merit Badges. The only age limit is for Visitors on Family Night – anyone wishing to shoot Black Powder Rifle must be at least 11 years old.

Open Rifle Shoot

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

Senior Patrol Leader and Scoutmaster Rifle Competition

One SPL and one scoutmaster from each troop are invited up to the range to shoot for their troop. The finest shooters in camp will be presented with awards at Friday's campfire.



Open Shotgun Shoot

Using the 20 gauge shotguns, the range will be open for Scoutmasters and Scouts to learn how to shoot for the first time, or just for fun.

Open Archery Shoot

Instruction and target shooting is available for all ages at the range. This is the perfect time for first-year Scouts to learn to shoot. Open shoot often features imaginative archery games. All Scouts and leaders must use Camp Emerson's archery equipment. Personal equipment WILL NOT be brought to camp.

Black Powder Rifle

Pour in the powder, pack the .50-caliber ball, and test your skill with a muzzleloader, like the ones used by the Mountain Men of old. By policy, Scouts (and Visitors on Wednesday night) must be 11 or older to fire muzzleloaders.

Shooting Sports Programs See schedule for times:

- Archery Merit Badge
- Rifle Shooting Merit Badge
- Shotgun Shooting Merit Badge
- Nightly Open Shoots









OTHER PROGRAM OPPORTUNITIES

While merit badges are an important part of the resident camp program, they are not the main purpose of Scout camp. A scout should have the opportunity to try new activities, learn new skills, or just have fun. Are the Scouts sitting in class all day (like school), or are they experiencing a true outdoor Scouting program working with their peers? The measure of a Scout's experience in camp is what he comes home with in his head (values, growth) not in his hands (badges). With that in mind we have added several new program options to the Camp Emerson experience this season.



Polar Bear Swim

Participate in the Polar Bear swim on Tuesday and Thursday. There will be special recognition for those that participate in all of the Polar Bear Swims.

Tahquitz Peak Hike

A great way to see the areas surrounding camp is to take this 8-mile hike. The hike will leave camp around 6am on Friday morning.



Paul Bunyan Award

This award can be earned with the help of your commissioner or at the Scoutcraft area.

Totin' Chip & Firem'n Chit

If you're Scout does not already have these two valuable cards then stop by the Scoutcraft area when they put these classes on and be set for a Scouting adventure. Please note: a Scout must have completed the Knife portion of Totin' Chip to be able to take the Wood Carving merit badge.

Scoutmaster Belly Flop Contest

Scoutmasters don't often get a chance to really shine at Boy Scout Camp, but in this case they will have the chance to shine...red anyway. During the Scoutmaster Belly Flop Contest, Scoutmasters will match with and courage to prove that they are the toughest in camp. They will be scored on several criteria, including, but not limited to: style of dive, horizontal entry, redness of belly, and general attitude. Bring the whole gang and cheer them on as they face the pain of competition.



KNOTs

Camp Emerson recognizes participation in activities with awards called KNOTs, which are worn on the right epaulette of the Class A uniform shirt. If a Scout completes all of the activities for an area, they earn a KNOT with a bead. Some programs have special KNOTs, and some challenges may have new KNOTs this summer.

Scoutmaster's Lunch

Here's your chance to rub elbows with the big wigs! Come join a member of our Council Executive Staff and other unit leaders for a luncheon prepared by our own Five Star Chef, Neil.

Adult Merit Badges

When you have too much time to spend relaxing, and taking naps back in your campsite, mosey on over to the Trading Post and they'll set you up with requirements to earn the Adult Merit Badges. We are the only Summer Camp where you can be an Eagle...Emerson Eagle that is.

Camp Emerson Leave No Trace Awards:

Nature: Pick up half a trash bag of trash and bring to the Nature Lodge for a special recognition

Handicraft: See if you can create the best trail trash art project for a special recognition.

Campfire Programs

have shared the week with.

We will have three campfires throughout your time at Camp Emerson. Our staff loves to present our skits and songs to you the first night you are with us at Camp. Wednesday night we have a

Native American focused campfire put on by members of Cahuilla Lodge. Friday night you have the opportunity to present your skits and songs to the staff, as well as those whom you

Troop Activities

The purpose of summer camp is to support the unit's year round program. We have decided that this year we will experiment with our Friday schedule. We will continue to have the Tahquitz Peak hike on Friday morning. Program areas will still be open to enable the completion of merit badges begun earlier in the week. Other program areas will be open for the opportunity for troops or patrols to experience camp together, such as the Zipline. Units are also encouraged to venture into Idyllwild to take advantage of such opportunities as the Nature Center, or talk with Forest Service Rangers at the Ranger Station. Friday afternoon



will also be reserved for the Fishing merit badge Scouts to go and catch their fish at Lake Hemet. Other Scouts wishing to go fishing will need to bring their own equipment as we cannot guarantee we will have extra rods, reels, and lures beyond those in the merit badge session. Anyone over 16 years old will need to purchase a fishing license ahead of time for \$15.12.

Theme Days

Join in on the fun and come prepared for our themed days. Vintage Uniform day, Order of the Arrow day, but most importantly don't forget to bring your horse and Squire for our joining of the Knights of the Roundtable.

Mile Swim Award

Are you a distance swimmer? Even if you aren't, you can train to earn the Mile Swim Award during your week at camp. You need at least three days of practice before the swim to qualify for the award.

Leader Activities / Trainings

The following activities will be available for all leaders during your stay at camp. A schedule of times will be given out at check-in.

- First Aid/ CPR + AED Certification
- Scoutmaster Specific Training & Introduction to Outdoor Leader Skills
- Safe Swim Defense / Safety Afloat
- Trek Safely
- Youth Protection
- Leave No Trace Trainer
- Leave No Trace Awareness
- Tread Lightly! Awareness
- Paddle Craft Safety & Swimming & Water Rescue

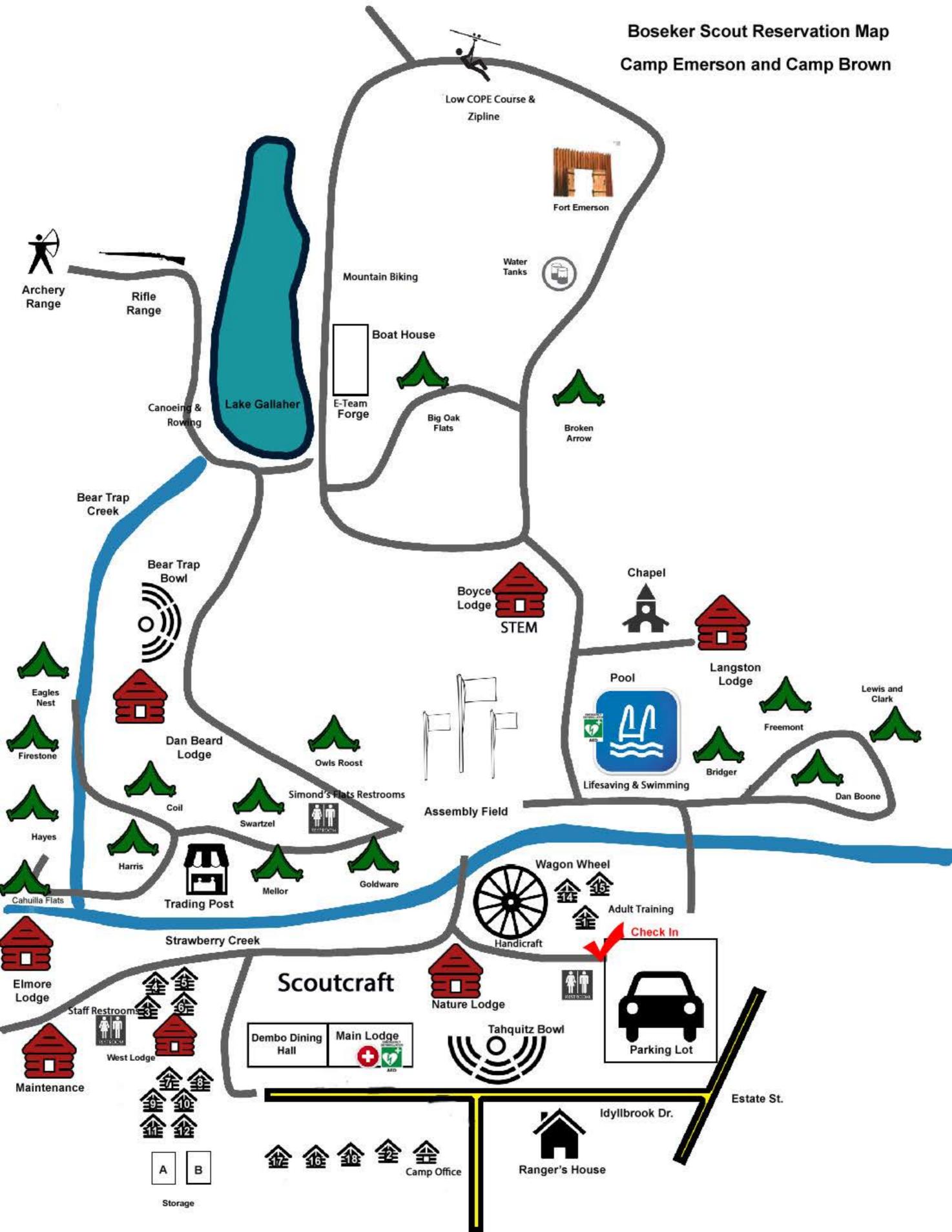
REFUND POLICY

The refund policy for all Council activities can be found at www.bsa-ciec.org. Please continue to check www.bsa-ciec.org for continued updates and information. Please do not hesitate to contact any member of the Camp Administration or Volunteer Services with any questions, issues, comments, or concerns.

SEE YOU AT CAMP!





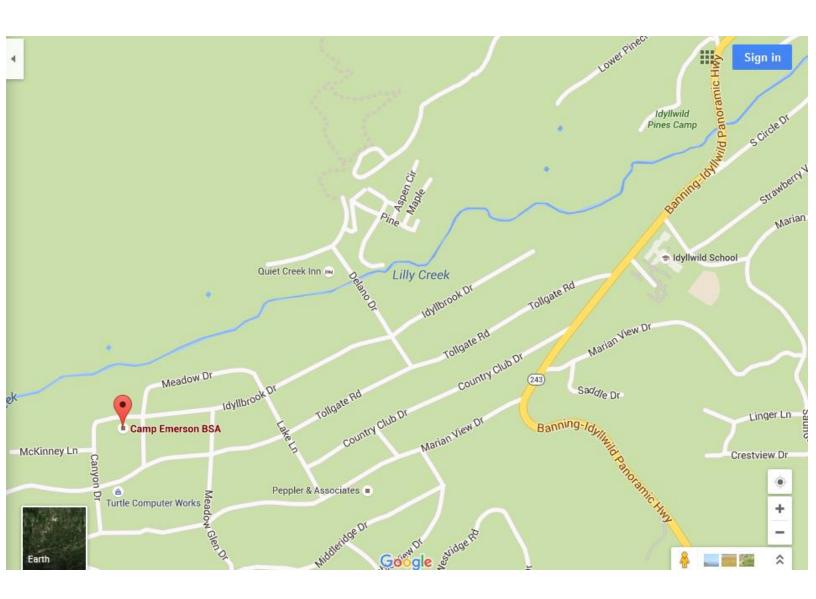


From the Riverside Area thru Hemet

Take Route 60 Riverside, towards Beaumont. Turn right on route 79 and continue 8.3 miles to Ramona Expressway. Turn left on Ramona Expressway, and travel 8 miles to Florida Ave/Route 74. Turn left onto Florida/Route 74 about fifteen miles up the mountain to Highway 243 and Mountain Center. Merge to the left at the junction of Routes 74/243, and turn left onto Route 243. Drive on Route 243 four miles to Idyllwild. Turn left on Tollgate Road (there will be a sign for Camp Emerson and the Idyllwild Arts Campus) and look for the signs for Camp Emerson about one mile down Tollgate road on the right.

From the Los Angeles Area thru Banning

Take Route 10 or 60 East to Banning. Take the 8th Street exit to Route 243, which leads up the mountain 25 miles to Idyllwild. Continue one mile through the village. Turn right on Tollgate Road and look for the signs for Camp Emerson about one mile down Tollgate road on the right.



From Southwestern Riverside County

Take Highway 15 South to Winchester Road in Temecula. Turn left (East) onto Winchester Road to Domenginoni Parkway. Turn right on Domenginoni Parkway to State Street. Turn left on State Street and travel to Florida Avenue/Highway 74. Turn right onto Florida Avenue/Route 74

to Mtn. Center. Merge to the left at the junction of Highway 74/Route 243 and turn left. Travel about four miles to Tollgate Road. Turn left on Tollgate Road (there will be a sign for Camp Emerson and the Idyllwild Arts Campus) and look for the signs for Camp Emerson about one mile down Tollgate road on the right.

From the San Diego Area

Take Highway 15 north to Temecula. Exit on Highway 79 south toward Indio/Palm Desert. Highway 79 turns into Highway 371 (Continue towards Indio/Palm Desert). Turn left on Highway 74 and continue about 10 miles to Highway 243. Turn right and go about four miles to Idyllwild. Turn left on Tollgate Road (there will be a sign for Camp Emerson and the Idyllwild Arts Campus) and look for the signs for Camp Emerson about one mile down Tollgate road on the right.

	Monday Start Camp Emerson Schedule										
	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday					
5:30 AM					Tahquitz Peak Hike - Return around 11:30 AM						
6:00 AM		Polar Bear Swim		Polar Bear Swim							
7:00 AM	Check-in			Post Flags							
7:15 AM											
8:30	Fire Drill	Breakfast	Breakfast	Breakfast	Breakfast	Breakfast					
9:00 AM	Merit Badge Session 1	Merit Badge Session 1	Merit Badge Session 1	Merit Badge Session 1							
	Leave No	l .	ourse (09:00 AM - 11:50 AM)								
9:50 AM	Break	Break	Break	Break	Troop Activities - Some Program Areas Open						
10:00 AM	Merit Badge Session 2	Merit Badge Session 2	Merit Badge Session 2	Merit Badge Session 2	Thous open						
10:50 AM	Break	Break	Break	Break							
11:00 AM	Merit Badge Session 3	Merit Badge Session 3	Merit Badge Session 3	Merit Badge Session 3	SM/ SPL Shoot at 11 AM						
	Scoutmaster Roundtable - With Merit Badge Confirmation		Scoutmaster Roundtable		Scoutmaster Roundtable						
					Campwide Photo at Tahquitz Bowl						
12:00	Lunch (Senior Patrol Leader Meeting, Bring your Lunch)	Lunch	Lunch (Senior Patrol Leader Meeting, Bring your Lunch)	Lunch	Lunch (Senior Patrol Leader Meeting, Bring your Lunch. Scoutmaster's Lunch with CIEC Scout Exectuive)						
2:00 PM	Merit Badge Session 4	Merit Badge Session 4	Merit Badge Session 4	Merit Badge Session 4							
		Adult Training (2	2:00 PM - 3:00 PM)								
2:50 PM	Break	Break	Break	Break							
3:00 PM	Merit Badge Session 5	Merit Badge Session 5	Merit Badge Session 5	Merit Badge Session 5	Troop Activities - Some Program Areas Open (SM Golf @ 3 PM, SM	Checkout will begin at 7:30am in the Main Lodge. Thank you for camping with us! We					
		Adult Training (3	3:00 PM - 4:00 PM)		Belly Flop @ 3:30 PM)	hope you'll register for next year before you leave!					
3:30 PM	Open Program	Open Program	Service Project	Open Program							
3:50 PM	Break	Break	Break	Break							
	Merit Badg	ge Session 6 (Shot	gun Range only: 4 PM - 5 PM)							
5:45 PM			Evening Flag Cerem	iony							
6:00 PM											
6:05 PM		CPR & AED		First Aid							
After Dinner	Knife Portion of Totin' Chip	Open Shoot at Rifle & Archery Ranges	Open Shoot at Rifle & Archery Ranges								
7:30 PM	Scout's Own										
7:45 PM	Campfire	Movie Night	Order of the Arrow Campfire		Campfire						
8:15 PM			Wilderness Survival Overnighter								
9:00 PM	Cracker Barrel				Cracker Barrel						
10:00 PM			Quiet Time, Lights	Out							
Themes:			Order of the Arrow Day - Arrowmen please wear your sash around camp	Vintage Uniform	Knights of the Roundtable Day						

	Sunday	Monday	Tuesday	unday Start Camp Emerson Schedule Wednesday	Thursday	Friday	Saturday
5:30 AM	Sunday	Monday	Tuesday	weunesuay	Thursday	Tahquitz Peak Hike - Return	Saturday
6:00			Polar Bear Swim		Polar Bear Swim	around 11:30 AM	
7:00 AM			Swilli	Post Flags	SWIIII		
7:15 AM		Breakfast					
8:30 AM		Fire Drill	Breakfast	Breakfast	Breakfast	Breakfast	Breakfast
9:00 AM		Merit Badge Session 1	Merit Badge Session 1	Merit Badge Session 1	Merit Badge Session 1		
			Leave No Tra	ace Trainer's Course (09:00 AM - 11:50 AM)			
9:50 AM		Break	Break	Break	Break	Troop Activities - Some Program	
10:00 AM		Merit Badge Session 2	Merit Badge Session 2	Merit Badge Session 2	Merit Badge Session 2	Areas Open	
10:50 AM		Break	Break	Break	Break		
11:00 AM		Merit Badge Session 3	Merit Badge Session 3	Merit Badge Session 3	Merit Badge Session 3	SM/ SPL Shoot at 11 AM	
		Scoutmaster Roundtable		Scoutmaster Roundtable		Scoutmaster Roundtable	
11:50 AM		Break	Break	Break	Break	Campwide Photo at Tahquitz Bowl	
12:00 1:00 PM		Lunch (Senior Patrol Leader Meeting, Bring your Lunch)	Lunch	Lunch (Senior Patrol Leader Meeting, Bring your Lunch)	Lunch	Lunch (Senior Patrol Leader Meeting, Bring your Lunch)	
2:00 PM		Merit Badge Session 4	Merit Badge Session 4	Merit Badge Session 4	Merit Badge Session 4	your Euricii)	
	Check-in			lult Training (2:00 PM - 3:00 PM)			
2:50 PM	Cneck-in	Break	Break	Break	Break	Troop Activities -	Checkout will be at 7:30am in the
3:00 PM		Merit Badge Session 5	Merit Badge Session 5	Merit Badge Session 5	Merit Badge Session 5	Some Program Areas Open (SM	Main Lodge. Th
			Ad	lult Training (3:00 PM - 4:00 PM)		Golf @ 3 PM, SM Belly Flop @	with us! We ho you'll register
3:30 PM	Scoutmaster Roundtable	Open Program	Open Program	Service Project	Open Program	3:30 PM)	next year befo you leave!
3:50 PM		Break	Break	Break	Break		
			Merit Badge S	Session 6 (Shotgun Range only: 4 PM - 5 PM)			
5:45 PM				Evening Flag Ceremony			
6:00 PM				Dinner			
6:05 PM			CPR & AED		First Aid		
After inner	Knife Portion of Totin' Chip		Open Shoot	at Rifle & Archery Ranges			
7:30 PM	Scout's Own						
7:45 PM	Campfire		Movie Night	Order of the Arrow Campfire		Campfire	
8:15 PM				Wilderness Survival Overnighter			
9:00 PM	Cracker Barrel & Merit Badge Confirmation					Cracker Barrel	
10:00 PM				Quiet Time, Lights Out			
emes:				Order of the Arrow Day - Arrowmen please wear your sash around camp	Vintage Uniform	Knights of the Roundtable Day	

A

Part A: Informed Consent, Release Agreement, and Authorization

Full name:	High-adventure base participants:
ruii name:	Expedition/crew No.: or staff position:
DOB:	or stail position.
Informed Consent, Release Agreement, and Authorization understand that participation in Scouting activities involves the risk of personal njury, including death, due to the physical, mental, and emotional challenges in the activities offered. Information about those activities may be obtained from the venue, activity coordinators, or your local council. I also understand that participation in the participation in the participation of the partici	With appreciation of the dangers and risks associated with programs and activities, on my own behalf and/or on behalf of my child, I hereby fully and completely release and waive any and all claims for personal injury, death, or loss that may arise against the Boy Scouts of America, the local council, the activity coordinators, and all employees, volunteers, related parties, or other organizations associated with any program or activity.
these activities is entirely voluntary and requires participants to follow instructions and abide by all applicable rules and the standards of conduct. In case of an emergency involving me or my child, I understand that efforts will be made to contact the individual listed as the emergency contact person by the medical provider and/or adult leader. In the event that this person cannot be reached, permission is hereby given to the medical provider selected by the adult leader in charge to secure proper treatment, including hospitalization, anesthesia, surgery, or injections of medication for me or my child. Medical providers are authorized to disclose protected health information to the adult in charge, camp medical staff, camp management, and/or any physician or health-care provider involved in providing medical care to the participant. Protected Health Information/	I also hereby assign and grant to the local council and the Boy Scouts of America, as well as their authorized representatives, the right and permission to use and publish the photographs/film/videotapes/electronic representations and/or sound recordings made of me or my child at all Scouting activities, and I hereby release the Boy Scouts of America, the local council, the activity coordinators, and all employees, volunteers, related parties, or other organizations associated with the activity from any and all liability from such use and publication. I further authorize the reproduction, sale, copyright, exhibit, broadcast, electronic storage, and/or distribution of said photographs/film/videotapes/electronic representations and/or sound recordings without limitation at the discretion of the BSA, and I specifically waive any right to any compensation I may have for any of the foregoing.
Confidential Health Information (PHI/CHI) under the Standards for Privacy of Individually Identifiable Health Information, 45 C.F.R. §§160.103, 164.501, etc. seq., as amended from time to time, includes examination findings, test results, and treatment provided for purposes of medical evaluation of the participant, follow-up and communication with the participant's parents or guardian, and/or determination of the participant's ability to continue in the program activities. (If applicable) I have carefully considered the risk involved and hereby give my informed consent for my child to participate in all activities offered in the program.	NOTE: Due to the nature of programs and activities, the Boy Scouts of America and local councils cannot continually monitor compliance of program participants or any limitations imposed upon them by parents or medical providers. However, so that leaders can be as familiar as possible with any limitations, list any restrictions imposed on a child participant in
further authorize the sharing of the information on this form with any BSA volunteers or professionals who need to know of medical conditions that may require special consideration in conducting Scouting activities.	connection with programs or activities below. List participant restrictions, if any:
understand that, if any information I/we have provided is found to be inaccurate, it may am participating at Philmont, Philmont Training Center, Northern Tier, Florida Sea Base, risk advisories, including height and weight requirements and restrictions, and understar programs if those requirements are not met. The participant has permission to engage in health-care provider. If the participant is under the age of 18, a parent or guardian's sign	or the Summit Bechtel Reserve, I have also read and understand the supplemental nd that the participant will not be allowed to participate in applicable high-adventure n all high-adventure activities described, except as specifically noted by me or the
Participant's signature:	Date:
Parent/guardian signature for youth:(If participant is under	Date:
Second parent/guardian signature for youth:(If required; for examp	Date:
Complete this section for youth participants Adults Authorized to Take to and From Events:	s only:
You must designate at least one adult. Please include a telephone number. Name:	Name:
Telephone:	Telephone:
Adults NOT Authorized to Take Youth To and From Events:	
Name:	Name:
Telephone:	Telephone:

Part B: General Information/Health History



			Expedition	venture base participants: n/crew No.: psition:	
DOB:					
Age:	Gender:	Height (inches):		Weight (lbs.):	
Address:					
City:	State:	ZIF	code:	Telephone:	
Unit leader:			Mobi	le phone:	
Council Name/No.:				Unit No.:	
Health/Accident Insuran	ce Company:		Policy No.:		
	e attach a photocopy of both s "none" above.	sides of the insuranc	e card. If yo	ou do not have medical insurance,	Ī
In case of emerge	ncy, notify the person below:				
Name:			Relationship:		
Address:		Home phone	:	Other phone:	
Alternate contact name:	·		Alternate's pho	ne:	
Health Hist Do you currently have o	Ory r have you ever been treated for any of the	following?			
Yes No	Condition			Explain	

163	140	Condition	Explain
		Diabetes	Last HbA1c percentage and date:
		Hypertension (high blood pressure)	
		Adult or congenital heart disease/heart attack/chest pain (angina)/heart murmur/coronary artery disease. Any heart surgery or procedure. Explain all "yes" answers.	
		Family history of heart disease or any sudden heart- related death of a family member before age 50.	
		Stroke/TIA	
		Asthma	Last attack date:
		Lung/respiratory disease	
		COPD	
		Ear/eyes/nose/sinus problems	
		Muscular/skeletal condition/muscle or bone issues	
		Head injury/concussion	
		Altitude sickness	
		Psychiatric/psychological or emotional difficulties	
		Behavioral/neurological disorders	
		Blood disorders/sickle cell disease	
		Fainting spells and dizziness	
		Kidney disease	
		Seizures	Last seizure date:
		Abdominal/stomach/digestive problems	
		Thyroid disease	
		Excessive fatigue	
		Obstructive sleep apnea/sleep disorders	CPAP: Yes □ No □
		List all surgeries and hospitalizations	Last surgery date:
		List any other medical conditions not covered above	

Part B: General Information/Health History



Full DOE	nam 3:	ne:				_ Exp	edition/c	rew No.:	participants:
All (Are you	ergi u allergi	es/Med c to or do you ha	ications ve any adverse reaction t	o any of the following?					
Yes	No	Allergies or F	Reactions	Explain	Yes	No	Allergies	or Reactions	Explain
		Medication					Plants		
		Food					Insect bite	s/stings	
			-	uding any over-the		□IF	ADDITIO		E IS NEEDED, PLEASE RATE SHEET AND ATTACH.
		Medication	Dose	Frequency				Rea	son
	_	_							
∐ YE	s L	NO Non-pi	rescription medication	administration is author	orized with	these ex	ceptions:_		
Admini	stration	of the above me	dications is approved for	youth by:					
		Pa	arent/guardian signature		/	MD/D0	D, NP, or PA s	signature (if your s	tate requires signature)
		are NOT exp	pired, including in	sufficient quantiti halers and EpiPer to do so by your	ns. You Sl				lake sure that they any maintenance
lmi	nur	nization							
							st have been	received within t	he last 10 years. If you had the disease,
check 1	the dise	ease column and	list the date. If immunized	d, check yes and provide	the year rece	eived.		Diagon lint a	
Yes	No	Had Disease	lmmun	zation	D	ate(s)			any additional information medical history:
			Tetanus						
			Pertussis						
			Diphtheria				•		
			Measles/mumps/rubell	a			-		
			Polio						
			Chicken Pox					DO NOT WR Review for camp of	RITE IN THIS BOX or special activity.
			Hepatitis A					Reviewed by:	
			Hepatitis B					Date:	
			Meningitis						I required: Yes No
			Influenza					Reason:	
			Other (i.e., HIB)					Approved by:	
			Exemption to immuniza	ations (form required)				Date:	

Part C: Pre-Participation Physical



This part must be completed by certified and licensed physicians (MD, DO), nurse practitioners, or physician assistants.

	Full name: DOB: You are being asked to certify that this indiv							Exp	gh-adventure base pedition/crew No.:staff position:	·
Exam		Scouting ex of the natio	cperience nal high- e form pr	. For indivi adventure ovided by	duals who will bases, please your patient.	be atte	ndir	ıg a l	raindication for partic nigh-adventure progra lemental information	am, including one
			Yes	No					Explain	
Medio	cal restric	ctions to particip	ate							
Yes	No	Allergies or I	Reactions		Explain	١	Yes	No	Allergies or Reactions	Explain
		Medication							Plants	
		Food							Insect bites/stings	
Heigl	ht (inch	es):	Weigh	t (lbs.):	BMI:		В	lood F	Pressure:/	Pulse:
		Normal	Abnormal		Abnormalities	Eva	mi	nor	's Certification	n
Eyes							raindid ted re	ations	for participation in a Scouting	examined this person and find experience. This participant
Ears/i						True	Г	lise	Meets height/weight requireme	•
							+	1		eart disease, asthma, or hypertension.
Lungs	6								Has not had an orthopedic inju	ury, musculoskeletal problems, or six months or possesses a letter of opedic surgeon or treating physician.
Heart									Has no uncontrolled psychiatri	
						-			Has had no seizures in the las	t year.
Abdo	men							ĺ	Does not have poorly controlle	ed diabetes.
Canit	alia /la auro	io							If less than 18 years of age andiabetes, asthma, or seizures.	d planning to scuba dive, does not have
Geriil	alia/hern	ia				_			For high-adventure particip important supplemental ris	ants, I have reviewed with them the k advisory provided.
Musc	uloskele	tal				Examin	er's S	Signati	ure:	Date:
Name	. !					Provide	er prin	nted na	ame:	
Neuro	ological					Address	3:			
Other						City:			Sta	ate: ZIP code:
2 (110)										

If you exceed the maximum weight for height as explained in the following chart and your planned high-adventure activity will take you more than 30 minutes away from an emergency vehicle/accessible roadway, you may not be allowed to participate.

Maximum weight for height:

Height (inches)	Max. Weight						
60	166	65	195	70	226	75	260
61	172	66	201	71	233	76	267
62	178	67	207	72	239	77	274
63	183	68	214	73	246	78	281
64	189	69	220	74	252	79 and over	295



CAMP RELEASE FORM

Dear Parent/ Guardian: The Boy Scouts of America National Standards requires us to have a signed document listing those you have approved to release your son to. Please provide the following information and return this form at the time of check-in Campers Name: _____ Unit #: ____ District: ____ Camp Attending: Date(s) Attending: Please list the authorized persons(s) who are permitted to take the youth off camp property: 1) _____ Proper identification will be required of the above persosn before the youth will be released. Please list any additional information you feel is needed: FOR CAMP USE: Released to: Released by: Date of Release: _____ Time of Release: _____ Authorizing Signature:

Parent Signature and Authorization Validation:

California Inland Empire Council
Boy Scouts of America
1230 Indiana Ct
Redlands CA 92374-2896



Unit Roster

This Unit Roster Form is provided for your convenience. You may use this roster or provide your own. The roster must include all youth and adults (including those that may be taking over part way through the session) as well as their telephone numbers. Please present this form at check-in.

Council:	Unit Type & Number:
Camp Type & Session:	
Adult Leaders	

			Mobile	
First Name	Last Name	Dates in Camp	Phone #	Position
1				
2				
3				
4				
5				
6				
7				
8				
9				
10				

Youth

First Name	Last Name	Home Phone
1		
2		
3		
4		
5		
6		
7		
8		
9		
10		
11		
12		
13		
14		
15		
16		
17		
18		
19		
20		
21		
22		

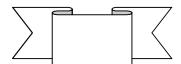
Boseker Scout Reservation Unit Campsite Inspection

Safety Items	Score	Mon	Tue	Wed	Thurs	Fri	Total
Fire Chart posted and filled out	5						
Fire buckets at each tent (2)	5						
Fire tools readily available	10						
Unit First Aid Kit available	5						
Sink/water trough clean and disinfected	20						
Fire pit cleaned out (If Applicable)	5						

Campsite Appearance	Score	Mon	Tue	Wed	Thurs	Fri	Total
American and Troop flags on display	5						
Camp gadgets on display	5						
If the Tent flaps are up - bags folded to be critter proof	10						
Campsite clean of litter and debris	5						
Personal gear stowed away neat and clean	20						
Clotheslines marked for safety	5						

Facilities	Score	Mon	Tue	Wed	Thurs	Fri	Total
Showers Cleaned	5						
Toilets and sinks cleaned	5						
Trash removed from trash cans and disposed of properly with new trash liners	10						
Trash picked up around building	5						

WOW Factor Points	Score	Mon	Tue	Wed	Thurs	Fri	Total
Anything unique and was an original idea.	5						



Daily			
Total			

Weekly Total Points Earned

PARENT/GUARDIAN CONSENT FORM FOR PARTICIPATION IN A COUNCIL-OPERATED CAMP OR ACTIVITY

I hereby give permission for full participation in a Council-operated camp or activity, subject to limitations noted

Boseker Scout Reservation/ Day Camp Cub Scout Archery Shoo	
Day Camp Cub Scout Archery Shoo From (date) to (date)	, (year)
This authorization shall remain effective	until replaced or revoked in writing
Full Name of Participant	Birthdate (month/date/year)
Address	City, State, Zip
Medications/Restrictions/Special Considerations (if any):	
Insurance Company	Policy Number
Physician's Name	Phone Number
have given consent for my child to participate in the activity. I und and requires participants to abide by applicable rules and standard council, the activity coordinators, and all employees, volunteers, activity for any and all claims or liability arising out of this participation. MEDICAL TREATME	Is of conduct. I release the Boy Scouts of America, the local related parties, or other organizations associated with the con. ENT RELEASE
(Yes) (No) In case of emergency involving my child, I understand education be reached, I hereby give my permission to the medical provide treatment, including hospitalization, anesthesia, surgery, or inject authorized to disclose to the adult in charge examination findings, evaluation of the participant, follow-up and communication with the participant's ability to continue in the program activities.	er selected by the adult leader in charge to secure propections of medications for my child. Medical providers are test results, and treatment provided for purposes of medical
SHOOTING SPORT	S RELEASE
(Yes) (No) S. 12552 Furnishing Firearms to Minors under 18 witho Every person who furnishes any furnishes any firearm, air g metal projectile, to any minor under the age of 18 years, with legal guardian of the minor is guilty of a misdemeanor. By cirgranting/not granting permission.	un, or gas-operated gun, designed to fire a bullet, or nout an express or implied permission of the parent or
TALENT REL	
(Yes) (No) I hereby assign and grant to the California Inland Empir photographs/film/video tapes/electronic representations and/or sou and I hereby release the California Inland Empire Council from any	nd recordings made by the California Inland Empire Council
(Yes) (No) I hereby authorize the reproduction, sale, copyright, exhiphotographs/film/video tapes/electronic representations and/or sou California Inland Empire Council and I specifically waive any right to	nd recordings without limitation at the discretion of the
Restrictions	
EMERGENCY CONTACT INFORM	IATION AND SIGNATURES
Father/Guardian Signature	Date
Home/Business Phone	Cell Phone
Mother/Guardian Signature	Date
Home/Business Phone	Cell Phone

PARENTAL INFORMED CONSENT AGREEMENT FOR CLIMBING/RAPPELLING ACTIVITIES

I understand that participation in the climbing/rappelling	ng activity offered through the California
Inland Empire Council, BSA, on/(d	ate), involves a certain degree of risk that
could result in injury or death. In consideration of the	benefits to be derived and after carefully
considering the risk involved, and in view of the fact the	nat the Boy Scouts of America is an
organization in which membership is voluntary, and h	aving full confidence that precautions will
be taken to ensure the safety and well-being of my (s	on/daughter), I have given
(name) (my son/daughter)
my consent to participate in	(activity) ON
// (date).	
I certify that this participant can meet the health and pactivity.	physical fitness requirement of the trip or
In the event of illness or injury occurring to my (son/dactivity, I consent to X-ray examination, anesthesia, a procedures or treatment considered necessary in the	and/or medical or surgical diagnostic best judgment of the attending physician
and performed by or under the supervision of a meml furnishing medical services. It is understood that in th	·
reasonable efforts to reach me will be made.	e event of a schous liness of injury,
(This form must have the signatures of both parents/guardians.)	
Signature	Signature
Telephone No.	Telephone No.
/	/

Boseker Scout Reservation

Vehicle Information Form - To Be Turned in to the Camp Administration at Time of Check-In

Session Type & Number:	_ Date:

	Unit #	Campsite	Driver Name	Number of Seat Belts
1				
2				
3				
4				
5				
6				
7				
8				
9				
10				
11				
12				
13				
14				
15				
16				
17				
18				
19				
20				

