2012

60th Anniversary
L.E. Phillips
Scout Reservation
Boy Scout
Leaders Guide

Important Information

Camp Emergencies

L.E. Phillips Scout Reservation has specific emergency signals and procedures which are explained to Scouts and leaders on the first day of camp. These include instructions for violent weather, lost camper, etc. In case of an emergency the camp siren will be sounded. When the siren is sounded, everyone is to proceed immediately to the dining hall for further instructions.

Telephone and Home Emergencies

Most of the time Scouts and Scouters are a long way from the phone while they are at camp. Therefore, phone calls should be made for an emergency only. Contact camp during office hours at:

(715) 234-7723
by FAX at: (715) 234-1147
after hours EMERGENCY at: (715) 234-3536

Messages will be left in the Troop's Mailbox if it is not an emergency.

Mail : Scouts always appreciate receiving mail, it should be addressed to:

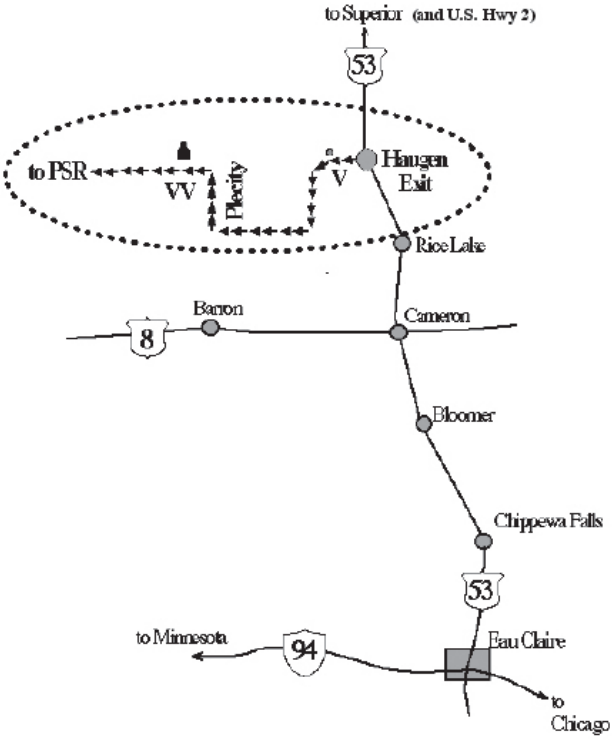
(Scout's Name)
(Troop # and Campsite name)
L.E. Phillips Scout Reservation
2900C 16th Street
Rice Lake, WI 54868

Trading Post

A full service Trading Post is in operation at camp. Camp T-shirts, sweatshirts, handicraft projects, official BSA clothing and gear, merit badge books and other publications, as well as beverages, candy and other food items are all in stock at the TP! Trading Post accepts cash, check, Visa and MasterCard.
Note Units with Gold Cards: The Gold Card does NOT apply at the Camp Trading Post.

Directions to Camp Phillips

L.E. Phillips Scout Reservation is located in Northwestern Wisconsin, northwest of Rice Lake. To get to camp, take Highway 53 to Haugen, Wisconsin. Turn West off of Highway 53 onto County Road V. Follow County Road V through Haugen to Plecity Avenue. Turn right on Plecity Avenue and go to the stop sign at County Road VV. Turn left onto County Road VV. Continue on County Road VV for 3 miles until you reach Camp Phillips.



Summer Camp 2012 Features Activities for Older Scouts

High Five High Adventure

(Age 13 & Older)

High Five High Adventure is a 5 Day in camp high adventure experience running from 9:00 – 12:00 every morning. This experience is aimed at older scouts who want fast-paced, changing adventure each day with the opportunity to choose their own adventure, selecting what they want their program to be for the week! Possible activities include: kayaking, bicycling, snorkeling, knee-boarding, sailing, float-fishing, High COPE, Whitewater canoeing, and more.

Advanced Sail

Advanced Sail is a two hour session from 3:00 – 5:00 every day that is aimed at Scouts who have completed the Small Boat Sailing merit badge. This session will give scouts the opportunity to sail Daysailers, a Hobie Catamaran, Sunfish, the R.A.B, and go boardsailing. It's a swell new program!

Davey Crockett

This program is offered from 9:00 – 10:00 every day at the Shooting Range. It offers the scout an opportunity to shoot Black Powder rifles, do Tomahawk and Knife Throwing, and shoot Long Bow Archery. The scout must be 14 or older and have completed the Rifle Merit Badge.

C.O.P.E.

(Challenging Outdoor Personal Experience) 3:00 – 5:00 every day for the week C.O.P.E. is a program designed to challenge the mental and physical aspects of a Scout both in personal and group settings. C.O.P.E. uses games, events, and unique activities to build characteristics such as leadership, self-esteem, decision-making, communication, trust, and teamwork in action on the low and high ropes courses. You must be 13 or older to participate. There is an additional $15.00 fee for this activity to be paid at camp.

You sign up for any of these activities on your merit badge pre-registration form as the "merit badge" you are taking for that time slot.

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Planning Guide

Visit Our Website: Useful information and a variety of forms that you may need can be found on the Chippewa Valley Council Website. Our URL address is: **www.bsa-cvc.org**

Forms (under Camping, Camp Forms): Counselor-In-Training , Annual Health Form, Allergy Fact Sheet, Boy Scout Camp Roster, Camp Deposit Form, Camp Final Payment Form, Baden Powell Award, First Year Camper Requirements, Merit Badge Pre-registration Form, Financial Assistance Form, Camp Refund Form, and Camp Staff Application.

Information (under Camping): Equipment List, Project C.O.P.E, Camp Schedule, Fees, Merit Badge Schedule, Aerial and Topographic Maps, Camp Phillips promotional clip and an electronic version of the Boy Scout Leaders Guide.

We want to make your visit to Camp Phillips as enjoyable as possible. Don't hesitate to call the Council Service Center at 715-832-6671 and have your questions answered if you can't find them in this guide.

2012 Sessions at Camp Phillips

Week 1 June 17 - 23
Week 2 June 24 – 30
Week 3 July 1 - 7
Week 4 July 8 - 14
Week 5 July 15 - 21
Week 6 July 22 - 28
Week 7 July 29 – August 4

Non-Discrimination Policy
It is the policy of the Chippewa Valley Council of the Boy Scouts of America to comply with all the requirements related to employment practices, programs, and activities regardless of race, color, national origin, sex, age, or handicap. Further, the programs and activities offered by the Chippewa Valley Council at Phillips Scout Reservation are non-discriminatory in that they are open to all youth and adults registered with the Boy Scouts of America. Some programs and events may also be open to non-Scouts.

Scouting Success Program
Leaders and parents of scouts who need physical, social, or educational adaptations or modifications to camp's property or programming can enroll in the program upon arrival at camp. Scouts will be assigned a staff mentor who will assist the scout; leader and staff will develop a plan for a successful camp week. This program is intended for scouts with special needs. Please email Eric Becker, the Camp Director at kebecker@charter.net two weeks in advance of your visit so we can be prepared. You can also contact the chaplain once you arrive at camp for assistance.

Provisional Troops

Scouts who cannot attend with their Troop during their scheduled week are invited to attend on a provisional basis so that they can still experience the benefits of summer camp. Scouts will be paired up with a host Troop and checked in on by camp staff members during the week. Provisional campers are available any week. Please contact the Camp Administration Office one-week in advance to arrange to camp with a provisional Troop.

Pre-Planning Helps Assure a Successful Week at Camp

February/March

_Visit or call parents of Scouts not registered for camp

_Collect deposit payments due by **April 1** ($50.00 per Scout)

_Complete Campership forms (Financial Assistance), if needed, and submit by **May 1** to the Scout Service Center (CVC Scouts only)

April 1

_Non-refundable deposit of $50.00 per camper is due at the Scout Service Center. Please submit **one check** from your unit to cover the total deposit. This deposit is important so that Camp Phillips can start planning for the number of scouts that will be at camp during a particular session. REMEMBER -THIS DEPOSIT IS NON-REFUNDABLE - DO NOT PAY FOR A SCOUT THAT YOU ARE NOT 100% POSITIVE THAT THEY ARE ATTENDING CAMP. YOU CAN ALWAYS ADD THEM IN WHEN YOU MAKE YOUR FINAL PAYMENTS.

_Recruit at least two adult leaders (one at least 21 years old and one over 18) to spend the entire week at camp. It is all right for a leader to split their week with another leader as long as there is two-deep leadership every night.

_Provide Scouts with a copy of the camp merit badge schedule so they can begin to decide what they want to work on at camp. Give them a copy of the SCOUT PAGE to fill out and turn in.

Discuss the prerequisites needed for each merit badge - you must check the merit badge pamphlets for requirements needed. Reading merit badge pamphlets prior to attending camp is recommended.

_Collect payment from each Scout to deposit in troop account for final payment.

May 1

_Final Payment is due at the Scout Service Center. Deduct early fee discount, $110.00 site deposit and other discounts which may apply. Please submit **one check** from your unit to cover the total payment. **Chippewa Valley Council units only—**remember that when computing the fees owed, all discounts must be subtracted before the Gold Card applies. **Gold Card is NOT valid on camp fees paid after June 1.**

_Include a copy of your final roster with your final payment and send it to the Scout Service Center

_Completed Campership forms (Financial Assistance) are due at the Scout Service Center (include these scouts on your roster but we will settle the fees when assistance is decided).

A month before attending Camp Phillips:

_Send out the final camp notice to your Scout's parents including a list of what to bring (page 11).

_Process your tour permits if needed (not necessary for CVC troops).

_Finalize the activities and merit badge selection

_Collect Health Exam forms from **ALL** Scouts and Scouters. Make sure they are dated, signed by a doctor and a parent. Make copies of each form. **No one is allowed to stay at camp without a completed Health Exam form.** YOU DO NOT NEED TO SEND IN YOUR HEALTH FORMS TO CAMP AHEAD OF TIME UNLESS THERE IS A SPECIFIC SCOUT WITH A HEALTH ISSUE THAT WE NEED TO BE AWARE OF AHEAD OF TIME! HEALTH FORMS (COPIES) MUST BE SUBMITTED THE DAY YOU ARRIVE AT CAMP!

Two weeks before arriving at Camp Phillips:

_One attendance roster and the merit badge preregistration form for your troop should be sent to Camp Phillips – 2900C 16th Street, Rice Lake, WI 54868. We highly encourage you to MAIL these forms. Faxing and emailing them are not a reliable way to send them. You may send them with your final payment to the Council Service Center and we will make sure camp receives them.

Day of Arrival at Camp (Sunday)

_Check-in on Sunday from 1:00 p.m. to 3:00 p.m. at the dining hall (please do NOT arrive early).
_Vehicles should be parked in the central parking lot, in front of the dining hall. A troop trailer will be allowed in the campsite for the week but all other vehicles will park in the lot.
_ A staff member will be assigned as your campsite host. Your host will guide your unit through medical re-check, campsite check-in, swim check*, Shooting Sports orientation, and a dining hall presentation. As part of the check-in process, an adult leader and the campsite host will check the condition of all equipment and shelters including screening, canvas, mattresses, etc. A Check-in Log must be signed to verify the existing condition of the campsite. Once your unit has completed all of the check-in activities, you are free to unpack and start the improvements which will make your campsite uniquely your home for the week.
_Bring **ALL** original Health Forms to camp and copies of those forms. We keep the copies, you keep the originals. If your Scout has allergies, please be sure to include an Allergy Fact sheet.
_Collect and label all medications and have them easily available to turn in at check-in. All medication must be in the original prescription container
_Bring a copy of your final roster to turn in to the office at check-in.
_Bring separate checks to cover damage deposit ($50.00 campsite damage); campsite reservation fee for next year of $110.00; and other expenses the troop may incur.

**NOTE:* Every scout and leader, who plans to take part in aquatic activities, including the use of the boats in the campsite, must take a swim test to determine their ability level at camp in a lake with temperatures different than a pool.

** All swim checks are at the discretion of the Aquatics Director.

Sunday Evening Schedule

6:05 p.m.	Flag retreat at the flagpole. Host and waiter to the dining hall
6:15 p.m.	Supper
7:00 p.m.	Merit badge Fair for those who didn't pre-register or need to make changes or additions. Staff will be available for program planning.
7:15 p.m.	Leaders meeting at the Dining Hall overhang.
9:00 p.m.	Campwide opening camp show
10:00 p.m.	Taps. Leaders should ensure that all Scouts are in their campsite for the remainder of the night.

Departure Procedures

Before checking the screens, mattresses, canvas and overall condition of your campsite with the campsite host, the troop must:

1. Return CLEAN Dutch ovens, cook kits, utensils, and other equipment, checked out from the quartermaster, by noon on Friday.
2. Remove boats from the water, clean, and turn over.
3. Sweep floors and walls in all tent cabins, the wash stand, and latrine.
4. Scrub and clean urinal, toilet seats, and wash basin.
5. Wash and rinse picnic tables and patrol boxes.
6. Store broom, shovel, and rake on the back of the bulletin board.
7. Pick up all litter along the road as you walk away from your campsite.
8. Return all evaluation forms to the camp office.
9. Reserve a campsite for next year and pay the deposit at the camp office.

After checking the condition of the campsite with the campsite host:

1. Pick up damage deposit from camp office.
2. Check out at the camp office by 9:00 a.m. Saturday.
3. All other paperwork, medical forms and awards will be handed out at the 7:30 p.m. Friday awards show.

2012 Camp Fees

The $50.00 deposit fee, due April 1 for each Scout is considered his reservation fee and is not refundable, but can be transferred to another Scout. An early discount fee of $10.00 per youth is available on all individual fees paid in full by May 1st.

In Council Youth Fee: $245.00
Out of Council Youth Fee: $250.00
Adult Fee: $145.00 *

*A $50.00 non-refundable deposit is due by April 1 for each adult over the free limit who is attending camp for the entire week. See daily fees below for those spending less than a week.

Free Adult Policy:	Boy Scout Camp	
Troops With:	1 - 9 scouts	1 free adult
	10 - 20 scouts	2 free adults
	21 - 30 scouts	3 free adults
	One additional free adult for every 10 additional Scouts	

Gold Card Program: ***Chippewa Valley Council units only***
The Gold Card discount which can be earned by your Unit, allows a 10% discount on camp fees for resident camp at Camp Phillips. Gold Card discounts do not apply to at the Camp Trading Post. Remember that when computing the fees owed, all discounts must be subtracted before the Gold Card applies. **Gold Card is NOT valid on camp fees paid after June 1.**

Daily Fees: ***For those adults and youth NOT staying the full week in camp (Monday – Friday)***

Youth Fee:	$50.00 per day
Adult Fee:	$30.00 per day

Camperships (available to Chippewa Valley Council Scouts only)
Financial help may be available for Chippewa Valley Council Scouts who would not otherwise be able to attend camp. Applications need to be approved by the unit leader and submitted to the Scout Service Center by May 1. Financial Assistance applications are available from the Scout Service Center or online (www.bsa-cvc.org) under Resources. Scouts receiving camperships are not eligible for the Gold Card discount.

Refund Policy
All requests for refunds must be on the proper refund application form and submitted to the Council office. The form can be obtained at camp, from the Scout Service Center, or online (www.bsa-cvc.org) see Camping, Camp Forms. **Do not submit form at camp**. We use the date we receive the form at the Council office. The refund application must be filled out completely or it will not be considered. Deposits are not refundable, nor can they be carried over to the next year. This includes deposits for individuals as well as campsite deposits. Refund requests submitted **after August 31st will not be considered**. No refund will be given for late arrival or early departure from camp. All refund requests are considered on a case by case basis by the CVC Camping Committee.

Policies and Procedures

Campsite Reservation Policy

L.E. Phillips Scout Reservation is designed to provide a quality summer camp program for as many units and as many Scouts as possible. We encourage the continued annual usage of our camp by the many units, both in and out of council, that have been with us over the years.

We also encourage new units to consider coming to summer camp. There are a limited number of campsites and available space within these campsites. It is our goal to accommodate as many units as possible for both the week and the campsite they desire.

Campsite reservations for next summer may be made during your stay. You must pay the nonrefundable site deposit fee, by cash or check, before you leave. If the fee is not paid upon your departure, that site is open for any unit to make a reservation for the coming year. You can not make reservations for a session later than yours for the upcoming year unless the site is open this year, but any reservation for an available site prior to the session you are attending may be made during the week you are at camp. **NEW- We are asking each unit to provide your first and second choice of campsites that you would like to reserve for the next year.**

First year units may reserve any available sites/sessions, following the above guidelines. All reservation fees/deposits are non-refundable.

Campsite Deposit

Troops may reserve a campsite by paying a site deposit of $110.00. This deposit is used toward the Troop's total camp fee. The site reservation fee is non-refundable and may not be carried over from one year to the next. Be sure to follow the payment plan. **NOTE: No campsite will be held if deposit fees are not paid by April 1st. If your paid members do not exceed 75% of the campsite's capacity, another troop may be allowed to share the site OR a troop may be moved to another site in order to accommodate all troops attending camp that week. Troops whose attendance exceeds the campsite capacity WILL NEED TO PROVIDE THEIR OWN TENTAGE. Campers and trailers are NOT allowed in campsites.**

Unit Leadership and Supervision

Every troop at camp must be under the supervision of **two adult leaders** from their unit. Adult leaders may be male or female and need to be in camp at all times to assume responsibility and guidance of the Scouts in their unit. One leader must be at least 21 years of age and be a trained, registered Scouter. The second adult must be at least 18 years old and be a registered Scouter who possesses leadership skills. Scouts benefit most when their adult leaders can stay the entire week.

- A co-educational Post or Crew must have at least one female leader.

Rosters should indicate the gender of all adult leaders to arrange proper sleeping accommodations.
Units with more than 20 Scouts attending camp are encouraged to provide one additional adult leader for each 10 Scouts over the first 20. The more trained adult leaders with a unit, the better the experience is for the Scouts.
If a unit does not have two adults to spend the night, an adult staff member will be assigned to that unit for the night. A fee of $50.00 per staff member per night will be charged.

Campsite Damage Deposit
A damage deposit of $50.00 is required from each unit attending camp. **A separate check for the damage deposit is due upon arrival** at L.E. Phillips Scout Reservation. The deposit, less damages, will be returned at the end of the week. Leaders will be given the opportunity to fix any accidental damage between Monday and Thursday.

Cost of Campsite Damage
As part of the check-in procedures, an adult leader and the campsite host will check the condition of all equipment and shelters including screening, canvas, mattresses, etc. A Check-in Log must be signed to verify the existing condition of the campsite. The adult and host will also repeat the procedure as the unit checks-out following their week at camp. Damage to property will be assessed according to the value of the item, the severity of the damage and the cost to repair or replace it.

Swim Check Policy
It is my belief that lake swimming is a very unique situation for swimmers. Our water can be cold and it is very dark. This is a big difference than swimming in a heated pool. Many factors also affect how well a person is capable of swimming on any given day. Because of this, all swimmers who wish to swim at camp will be required to swim check at camp. I know it takes a few extra minutes out of our Sunday, but it is vital that leaders, scouts, and staff are all confident with swimming abilities during the camp week. All swim checks were completed by 4:30 last year. Considering we start check in at 1:00, three and a half hours to swim check 200+ scouts and Scouters should be an acceptable time frame. Troops seldom had to wait for more than 30-45 minutes for swim checks to be completed. Please feel free to contact me if you have any further concerns or questions regarding our swim check policy.

Eric Becker, Camp Director

Uniforming
Why do Boy Scouts have uniforms? For the same reason sports teams wear uniforms - it identifies them, sets a standard to be met, promotes group spirit, and designates equality among the group members.

At L.E. Phillips Scout Reservation the official Scout uniform is appropriate dress at any time during the week. We would like all Scouts and Scouters to be **in uniform** for all evening meals and flag retreats, and encourage that they be worn to chapel services. Full uniform is defined as a Scout shirt, Scout shorts or pants, Scout socks, and, if a hat is worn, it must be a Scout hat.

Camp Rules

The principles of the Scout Oath and Law as well as the Policies and Procedures of the Boy Scouts of America are the foundation of the Chippewa Valley Council camp program including:

1. Firearm Restriction: Under no circumstances should ammunition be brought to camp. Scouts may bring a bow and/or a .22 cal. rifle, that can be loaded singularly (semi automatic rifles are NOT permitted), to camp ONLY for use in merit badge work. Upon arrival at camp, personal bows and rifles must be checked in at the administration building. At no time will personal bows and rifles be allowed at campsites. All rifles must have a minimum 3 lb. trigger pull.

2. Alcoholic beverages and illegal drugs are not permitted at L.E. Phillips Scout Reservation, including Scouter's Point. Possession or use of any of these substances on camp property will be cause for removal from camp.

3. Smoking and other tobacco use is not allowed anywhere on the L.E. Phillips Scout Reservation.

4. Propane may be used, but containers NOT connected to a regulator must be turned in to the Camp Director. Liquid fuels may be used in the campsite for lanterns and stoves.
   Liquid fuel must be stored in BSA approved backpacking containers (MSR bottles).

5. Fireworks, skateboards, in-line skates, **bicycles** and boom boxes **are not permitted**.

6. Safety Afloat guidelines must be followed while boating. This includes wearing life jackets and the presence of an adult with Safety Afloat training maintaining visual contact with the boaters. Safety Afloat training will be offered to adult leaders each Monday morning.

7. The speed limit at camp is 15 mph at all times.

8. Only official camp vehicles are allowed on roads beyond the central camp parking lot. No personal vehicles are allowed to stay in campsites. Troop trailers are fine. Those who need to use a vehicle for medical reasons must obtain a vehicle permit from the Medical officer.

9. Scout leaders, Scouts and visitors who are arriving or departing camp, must check in or out at the office.

10. Scouts choosing to leave camp early and not return must check out at the camp office. Before the Scout is allowed to leave, a release form must be filled out and signed by the unit leader and the person picking up the Scout.

11. Shoes must be worn at all times, except on the beach, in the shower and in personal housing.

12. The buddy system shall be used by Scouts at all times.

13. Each troop shall make a visual check for attendance at all meals and taps.

14. Families are solely responsible for the health and safety of themselves as well as their children.

15. Scouts and Scouters should leave valuables at home. Spending money, watches, etc. should not be left in the shower room or an unattended campsite. Scoutmasters should bring a lockable container to store and protect valuables.

Health Exam and Insurance Requirements

A completed Annual Health Form is required for all Scouts and adults who are attending camp for more than 72 hours. A health exam is required **every** year. The health history must be updated within the last 12 months.

A health history is of utmost importance to the safety and good health of Scouts and adult leaders. The completed, appropriate Health Exam form for each individual must be presented at check-in time. This should be a copy and is NOT returned to the unit. Please keep your originals!

Without a properly completed Health Exam form, you will not be allowed to stay at camp. Leaders must make sure that the appropriate forms are filled out completely.

All unusual or special needs should be noted on the Health Exam form. The Health Lodge at L.E. Phillips Scout Reservation has a qualified Health Officer on call 24 hours a day.

Minor scrapes and cuts are handled by the Health Officer. If the injury is serious, the Scout will be taken to the local hospital in Rice Lake. An adult from the unit should accompany the Scout going to the hospital. The second leader and a staff member will stay with the unit. Parents will be notified prior to the transfer. All medicine must be given to the Health Officer, labeled with name, troop number & when it is to be taken. All medicine must be in original prescription container.

The Scout's parents and/or the troop are financially responsible for accident and health insurance.

*All medication MUST come to camp in original over the counter or prescription container.
*Allergy Fact Sheet should be filled out for every Scout that has allergies listed on their health form.

Equipment List

Camper Equipment List

Complete Scout Uniform - Shirt, shorts, socks, belt and neckerchief
Mess kit or plate cup and silverware-a must for your day of campsite cooking

Scout Handbook	Notebook and pencils
Merit Badge pamphlets (current)	Compass
Canteen	Flashlight with extra batteries
Insect repellent (no aerosol)	Sleeping bag
Small pillow	Sturdy raincoat, rain suit, or poncho
Hiking shoes and tennis shoes	Extra shirts, shorts, and long pants
Six pair of underwear	Six pair of socks
Handkerchiefs	Pajamas
Sweatshirt	Heavy jacket

Toilet kit (soap, deodorant, toothpaste, toothbrush, comb, drinking cup etc.)

OA sash (if a member of Order of the Arrow)	Backpack, gym bag or suitcase
Laundry bag	Watch
Camera (disposable ones work well)	Fishing gear
Postcards with stamps	Spending money

Troop Campsite

Your sleeping quarters are shelters that are 4 person tent cabins with wooden floors, screens, canvas, ridged roofs, and cots with firm mattresses. You may erect your own tents if desired.
Your campsite is equipped and ready to use the moment you arrive. Each has fire tools that should not be removed from the campsite, including: a shovel and a steel rake.
The following basic equipment is also supplied by camp: Dining fly or dining Pavilion, Patrol box, picnic tables, broom, and garbage cans with lids. Other equipment may be available upon request from the Commissioner.

Troop Equipment List

Each Troop is encouraged to make their campsite stand out; please include any special Troop materials that will enhance your home for the week. Feel free to improve your campsite during the time you are living there. Troops may wish to bring their own equipment to enable them to have an independent operation in the campsite. Some items each Troop should bring include:

Flags: American, Troop, and Patrol	First Aid Kit
Lanterns	Sharpening stone and file
Saws	Compasses
Patrol cook kits	Field Guides
Other cooking items	Merit Badge pamphlets (current)
Propane Stoves	Other literature

Cards and/or Board Games

Troops with scouts in the First Year Camper program (FYC) should bring their troop tents to camp for them to use during the overnight if feasible. Tents are available for use if bringing them is not possible for the troop.

Information for Adult Leaders

Food Service
One of the outstanding features of camp is the food! Most meals are cooked by a professional food service staff. Tables in the dining hall are assigned to each unit during the check-in process on Sunday afternoon. We would like all Scouts and Scouters to be **in uniform** for all evening meals. Scouts should observe proper etiquette during meals and remain seated until dismissed.

Campsite Meals
On Wednesday, meals are prepared and eaten in your campsite. Food will be delivered to your campsite prior to each meal. Excess food and garbage will be picked up after each meal. Specific times and details will be provided once you are at camp. Troops are encouraged to provide their own cooking equipment including cook kits, utensils, Dutch ovens and stoves. Some basic cooking equipment can be checked out through the commissioner.
NOTE: You may cook in your campsite at times other than your assigned cookout day. If you wish to prepare snacks or food not on the cookout menu, your unit must provide the ingredients and equipment to prepare those items. Arrangements may be made with the commissary, if your unit would like to cook more **meals** in your campsite. However, notify us **at least one week prior to your arrival** so we can order the ingredients for additional campsite meals.

Dietary Needs
Scouts and Scouters, who have dietary restrictions due to health/medical reasons, must notify the Director of L.E. Phillips Scout Reservation in writing, **at least 30 days prior to attending camp**. Our food service staff will do their best to provide for special dietary requirements. The address is:
Camp Director, L.E. Phillips Scout Reservation, 2900C 16th Street, Rice Lake, WI 54868

Roundtables: A regular part of our schedule is the daily meeting for Scoutmasters and other adults. Organized by the camp commissioner, the roundtable meetings provide leaders with the opportunity to make meaningful suggestions and for the camp staff to highlight a variety of program features. The first roundtable is held on Sunday evening at 7:15 p.m. At this meeting the camp program is reviewed, rules are explained, questions answered and schedules are distributed.

Advancement: The adults who come to camp have special skills that Scouts might want to learn. **Adult leaders are encouraged to contact the Reservation Director of PSR to arrange to assist or to teach a merit badge class or another special project while you are in camp.**

Safety Afloat and Safe Swim Defense: Both of these BSA programs will be offered to Scouters at the beginning of the week. Oars and PFD's for the boats in each campsite should not be used until at least one Scouter from each unit, who will be in camp the entire week, has completed Safety Afloat, which is held Monday morning.

Special Programs: Many program areas offer activities during the week just for adult leaders. For example, Shooting Sports has specific contests designed for Scouters and adults can participate in Leader's Tower. A schedule of these activities will be distributed at camp.

Scoutmaster's Wisdom: Meet with Scoutmasters and other adult leaders to learn from them and to share your knowledge with them. Times and areas can be provided to help you teach others.

***Use of Campers and Trailers*:** Campers and trailers are to be parked in the central parking lot and not used for sleeping by Scouts or leaders. Scouters may sleep in campers and trailers that are parked at Scouter's Point (a camping area near the Winter Lodges) as long as there are two leaders staying in the campsite at all times. Sites at Scouter's Point are assigned by the Camp Ranger.

Tobacco, Alcohol and Smoking is NOT permitted or to be used in any buildings or on the grounds of L. E. Phillips Scout Reservation.

Visitors Information

Visitors are welcome in camp and are asked to check-in at the Camp Office upon arrival. Camp facilities, However; are primarily for the use of the campers and leaders. Meal tickets may be purchased at the Camp Office: Breakfast - $5.00; Lunch - $6.00; & Dinner - $8.00.

Visitors Night

Friday, parents and friends are encouraged to join the Scouts for the events culminating their week at PSR. The Order of the Arrow Ceremony is one of the highlights of camp.

Visitors may join the camp-wide outdoor meal by mailing $8.00 per meal to:

Camp Director, L.E. Phillips Scout Reservation
2900C 16th Street
Rice Lake, WI 54868
Payment is due by Tuesday morning (walk-in price is $9.50/meal).

Picnic tables are available for those who wish to bring their own food.

ALCOHOLIC BEVERAGES ARE NOT PERMITTED.

PLEASE LEAVE YOUR PETS AT HOME. The only pets allowed in camp are those used by disabled individuals for guidance.

The parking lot near the dining hall is provided for all vehicles. ONLY CAMP VEHICLES ARE PERMITTED BEYOND THE PARKING LOT. Individuals with handicap accessibility concerns may make arrangements with the Camp Director.

Friday Evening Schedule		
	5:45 p.m.	Camp-wide flag ceremony
	6:00 p.m.	Dinner
	6:45 p.m.	Camp Visitation
	7:30 p.m.	Evening Program
		Awards - Amphitheater
		Chapel Service - Chapel
		Order of the Arrow Ceremony - OA Bowl

Family Camp at Scouter's Point

Families may wish to camp at Scouter's Point (a camping area near the Winter Lodges) while their Scouter is in camp. Camping trailers and tents are allowed at sites assigned by the Camp Ranger. Electricity is available along with a shower and restrooms in Baden Powell Lodge.

The fee is $50.00 per week or $15.00 per day. The rental period begins at 12:00 noon on Sunday and ends by 9:00 am the following Saturday. Reservations should be made with the Camp Director. Special arrangements may be made for a longer stay if desired.

Family campers at Scouter's Point are expected to confine their activities to that area. Families not wishing to cook may purchase meal tickets in advance from the Administration Building and eat in the camp dining hall. See prices above. Occasional visits to the main part of camp are welcome, but only during reasonable hours.

Scouters attending camp with their unit may sleep in campers and trailers that are parked at Scouter's Point as long as there are two leaders staying in the campsite at all times. Sites at Scouter's Point are assigned by the Camp Ranger.

REMEMBER: Two leaders must be in the camp at all times to assume responsibility and guidance of the Scouts in their unit.

Merit Badge Information

Camp Phillips offers a scheduled merit badge program that allows a Scout to sign up for the merit badges he wants to work on at specific times. We also offer opportunities to attend an open shoot, open swim or boating, perfect Scoutcraft skills, go on a hike, or play a game and much more! All the while learning and having fun! Scoutmasters are encouraged to monitor the progress of each of their Scouts. The responsibility for successful merit badge completion rests with the Scoutmaster and the Scout. Here are some suggestions to help Scouts achieve their merit badge goals at camp:

1. Help each Scout decide which merit badges to work on while at camp.
2. Review the merit badge requirements with each Scout and encourage him to complete some of the requirements before arriving at camp.
3. Explain to each Scout how the daily schedule and the evening program schedule work and give some examples of how he can manage his time.
4. Use the buddy system.

Please consult the current merit badge requirements before coming to camp. Some requirements are obviously not able to be completed at camp. It is up to the scout to know what he will need to complete ahead of time. See the Merit Badge grid for a listing of merit badge offered and the times available. The following is a brief summary of each merit badge program area:

Aquatics

Every Scout in the Aquatics program must pass a swim test first.

Swimming and Lifesaving merit badges are offered along with aquatic activities such as BSA Lifeguard, Snorkeling, Mile Swim, troop swims, Safe Swim Defense training, Aquatics Supervision training and beach volleyball. BSA Lifeguard is available to both Scouts and adults. Instructional swim is designed to help scouts pass the swim test.
Everyone participating in the mile swim needs a person to row and a person to pole for them.

Boating

Boating activities take place on two different lakes at Camp Phillips. These waterfront areas offer great opportunities for Scouts to learn all about the fun and safety of open water activities. Activities at either waterfront are restricted to those times when the waterfront area is staffed. However, each campsite is supplied with rowboats for the Troop to use under the direct supervision of a unit leader. This leader must have Safety Afloat training, which is offered to adult leaders on Monday morning.

Merit Badge offered:
Canoeing and Rowing at Round Lake
Small Boat Sailing, Kayaking, Advanced Sail at Bear Lake

Ecology and Conservation

One of the most precious resources at PSR is the ecosystem. The Ecology and Conservation area (Eco/Con) offers a wide variety of merit badge classes using the awesome surroundings as the classroom. In addition to merit badge work, Eco/Con is headquarters for conservation hikes, nature trails and various displays. The director and staff can offer Scouts ideas for year-round nature activities.

Merit Badges offered: Astronomy, Environmental Science, Fish& Wildlife, Forestry, Geology, Mammal Study, Nature, Reptiles & Amphibians, Soil and Water Conservation, Citizenship in the World.

World Conservation Award can be earned at camp as well.

Handicraft

Scouts find pride and satisfaction in making something to take home from camp. The Handicraft area is always a very popular place with Scouts earning handicraft merit badges more than any other offered. NOTE: This is one area in which new Scouts always finds success - counsel the newest Scouts to earn one of the Handicraft merit badges! The Handicraft staff works hard to create new and exciting projects. The cost varies for the merit badges & projects. Some of them can be completed using natural materials while others may require supplies from the Trading Post.

Merit Badges offered: Art, Basketry, Indian Lore, Leatherwork, Photography, Pottery, Space Exploration, Woodcarving,

Check current merit badge books for requirements that scouts are not able to get at camp.

Personal Development Merit Badges

Merit Badges offered:
Communications, Emergency Preparedness, Salesmanship, First Aid, Citizenship in the Nation, Fire Safety/Safety, American Heritage and Scouting Heritage

Scoutcraft

The Scoutcraft area is a place where scouting skills are developed. It is our headquarters for camping, wilderness survival, hiking and low-impact camping. This is also an area where Scouters are encouraged to help out! Whether it be teaching a Scout to tie knots, to splice or helping him to use a compass - your help is appreciated.

Merit Badges offered: Camping, Cooking, Fishing, Backpacking, Orienteering, Pioneering, Hiking, Wilderness Survival, Geocaching

Shooting Sports

***Rifle and Shotgun:*:** Safety comes first at our eight position rifle range. Scouts use .22 caliber single shot, bolt action rifles; 12 gauge and 20 gauge slide action shotguns; and .50 caliber black powder muzzleloaders. The Shooting Sports Director is BSA certified to teach the safe use of rifles, shotguns and muzzleloaders. Scouts & Scouters may only use the range when the Shooting Sports staff is present.
Archery: Scouts are taught the proper use of the bow, scoring, and shooting techniques. Archers will also learn how to make a bow string and arrow. Once again, tomahawk throw will be offered.

Personal Firearm Restrictions: Under no circumstances should ammunition be brought to camp. Scouts may bring a bow and/or a .22 cal. rifle, that can be loaded singularly (semi-automatic rifles are NOT permitted), to camp ONLY for use in merit badge work. Upon arrival at camp, personal bows and rifles must be checked in at the administration building. At no time will personal bows and rifles be allowed at campsites. All rifles must have a minimum 3 lb. trigger pull.

Davey Crockett - we have brought back some "old" skills to teach the scouts - Black Powder rifle, Tomahawk Throw, Knife Throwing and Long Bow Archery. Must be 14 years or older and have completed the rifle merit badge.

**All merit badges in Shooting Sports area require a lot of practice to be successful. Scouts can practice during the open shoot times. Scouts in the First-Year Camper (FYC) program will not have the time to participate in Rifle or Archery merit badges.*
*** Rifle merit badge requires open shoot at 4:00 p.m. to complete the required targets. Scouts taking Rifle should NOT schedule a merit badge for the 4:00 - 5:00 p.m. time slot.*
Targets and tickets for shotgun, rifle, and black powder open shooting may be purchased at the trading post. Those taking the merit badge do not need to purchase targets.
Shooting sports programs benefit from additional instruction, if you are an adult in Camp and this is an area of expertise for you, please stop down. We'd be happy to have you volunteer your knowledge and skills during Davey Crockett or another program.

C.O.P.E.
(Challenging Outdoor Personal Experience)

C.O.P.E. is a program designed to challenge the mental and physical aspects of a Scout in both personal and group settings. C.O.P.E. uses games, events, and unique activities to build characteristics such as leadership, self-esteem, decision making, communication, trust, and teamwork.

The C.O.P.E. program is set up in three progressive steps that are supported and carried out by trained professional staff.

Step 1 - Initiative games and activities to set the basics for C.O.P.E.
Light problem solving and communication skills are important.

Step 2 - Builds upon and amplifies the processes learned in step one
and applies them to the low C.O.P.E. elements.

Step 3 - The culmination of the preceding steps applied to the highly
challenging aerial portion of the course - high C.O.P.E.

Week long C.O.P.E. - Youth must be 13 years old by January in the year of participation. Scouts do both low and high C.O.P.E **Preregistration required.** (Meets every afternoon) Maximum of 12 participants per week. ***Additional fee of $15.00 above the Scout's weekly camp fee is required. (To be paid at camp)***

Leader C.O.P.E. - (Adult Leaders only) Learn fundamentals of C.O.P.E. Two sessions are offered so that all leaders from a unit may participate. Get to know other leaders at camp and see what Scouts are excited about!

First Year Camper (FYC) Program

The First Year Camper (FYC) program provides many opportunities for Scouts to learn new skills and take part in terrific adventures. This program will develop areas of outdoor skills, scout skills and citizenship. The First Year Camper (FYC) program focuses on helping young Scouts advance through the ranks of Tenderfoot, Second Class and/or First Class.

Active Scout participation and advancement go together in the FYC program. The FYC staff will act as guides for the Scouts who participate, helping them learn the basic skills needed to advance. Adult leaders are always welcome at FYC to help the staff and Campmasters.

FYC Schedule
9:00 – 10:00 a.m. – Tenderfoot program
10:00–12:00 a.m. – Second Class/First Class program
OR
3:00–5:00 p.m. – Second Class/First Class program

Scouts needing to meet Tenderfoot rank requirements should register for the 9:00 – 10:00 Tenderfoot session AND **either** the 10:00 – 12:00 Second/First class rank requirements session **or** the 3:00 – 5:00 Second/First class rank requirements session. If taking the AM FYC Second/First session, we recommend the PM Swimming class. If taking the PM FYC Second/First session, we recommend the AM Swimming class.

Scouts who have earned the rank of Tenderfoot already should register for the 10:00 – 12:00 OR the 3:00 – 5:00 Second/First class rank requirements session.

1:30 – 3:00 open programming time may be needed in addition to the scheduled session times in order to complete some First Year Camper requirements.

First Year Campers may also register for the following merit badges:

ART	BASKETRY
COOKING	FIRE SAFETY & SAFETY
FISHING	INDIAN LORE
LEATHERWORK	NATURE/MAMMAL
PIONEERING	POTTERY
REPTILE/AMPHIBIAN	SPACE EXPLORATION
SWIMMING	WOODCARVING

at any of the scheduled times that fits into their schedule.
Troops with scouts in the First Year Camper program (FYC) should bring their troop tents to camp for them to use during the overnight if feasible. Tents are available for use if bringing them is not possible for the troop.

Outpost Adventures

7:30 p.m. on Tuesday Night

Scouts may sign up at camp for one of five overnight outposts. Scouts leave shortly after supper and arrive back at camp before breakfast. Staff will stress low impact camping and Leave No Trace techniques. All gear except personal gear is provided. ***Bring a sleeping bag, bug spray and water bottle.***

Ice Age Trail Overnight Hike:
Scouts will be dropped off on the Ice Age Trail and spend one night on the rustic trail.

Mountain Bike Yurt Adventure:
Scouts ride provided mountain bikes on a series of trails and spend the night at the Teepee Village.

Crooked Lake Portage Overnight:
Scouts canoe across Round Lake and portage to Crooked Lake where they will spend the night on a remote sight. This is as close to the Boundary Waters as you can get without leaving camp.

Pontoon Survivor Challenge at Bear Lake:
Scouts are taken to Bear Lake where the board the pontoon boat and depart for Explorer Base. They jump off the boat and swim to shore to stay overnight. Scouts are picked up in vans to return the next morning.

Kayaking Trek:
Scouts choosing this Outpost Adventure will travel to Explorer Base by Kayak

These programs also offer overnight campouts: Wilderness Survival merit badge, Camping merit badge, Hiking merit badge, First Year Camper program and Outdoor Leader Skills training.

Order of the Arrow (O.A.)

The Order of the Arrow is a national brotherhood of honor campers, chartered by the Boy Scouts of America and is an Integral part of the Chippewa Valley Council. Our mission is to "*recognize those campers --Scouts and Scouters -- who best exemplify the Scout Oath and Law in their daily lives and by such recognition cause other campers to conduct themselves in such a manner as to warrant recognition... To develop and maintain camping traditions and spirit ... To crystallize the Scout habit of helpfulness into a life purpose of leadership in cheerful service to others.*"

The tradition of cheerful service and strong ties in brotherhood continue to grow in the Otyokwa Lodge #337, of the Chippewa Valley Council. This summer, the Otyokwa Lodge plans to support an awesome program developed by the camp staff of L.E. Phillips Scout Reservation, as well as include an exciting OA-related program developed to build Brotherhood, Cheerfulness, and Service within the members of our lodge as well as those brothers from lodges across the state and nation.

Beginning **Monday**, which is traditionally O.A. day, members are encouraged to wear any O.A. related apparel during the day and their sashes to flag. In the evening, learn how to dance to the beat of the drum and join the lodge officers at an informal ice cream social following supper. All OA members are welcome. **Wednesday**, Ordeal members from the Otyokwa Lodge are encouraged to take part in sealing their membership at the Brotherhood ceremony. **During the week** lodge officers will meet with Scoutmasters to confirm the names of ordeal candidates to be called-out in the impressive ceremony held **Friday** evening. Out-of-Council troops must have permission in writing to call out candidates. Letters should be signed by the Lodge Chief and Staff Advisor (or designee) from their Council's Lodge and brought with scoutmasters to camp.

Boy Scout Troops in the Chippewa Valley Council, with qualified youth, are urged to conduct an election to select candidates early in the week. Youth are eligible to become members if they are at least the rank of First Class and have 15 nights camping. Scheduling may be done at the Monday ice cream social. Scoutmasters will confirm the names and should encourage all families of their scouts to participate in visitors night activities including our O.A. Call-out ceremony.

Participation in the Otyokwa Lodge is an excellent chance for youth to gain new leadership skills and experiences. Encourage your O.A. members to fulfill their membership by serving actively in this dynamic organization.

See you at camp,
Otyokwa Lodge

Camp Phillips 60th Anniversary Celebration

All former Camp Phillips staffers, campers, family and friends are encouraged to save the date and plan to join us for our 60th Anniversary Celebration on Saturday July 7, 2012.

All former Camp staffers are invited to a reunion dinner on Saturday evening, 6:30pm in the Dining Hall. Pre-registration will be required.

Campers, Scouters, friends, neighbors, and family are invited to swing through Camp between 10am – 5pm Saturday for tours, a formal program at 2pm, activities for youth, lunch, a stop at the Trading Post, reminiscing, and more.

All are invited to join us Friday evening July 6th for charcoal chicken dinner, evening campfire, chapel and Order of the Arrow ceremony. It all begins at 6pm.

We need your help to spread the word though!

All former staffers, please submit your Name, Address, Phone, Email, Years of Staff Service, and Program Position to: Terri Jay, terjay@bsamail.org, 715-832-6671. Also include any other contact information of other staff members you served with.

Former Campers and friends: look for more information in the coming months as we finalize plans for this great day. Stay in touch by checking in frequently on: www.bsa-cvc.org/camping

July 4th Week Programming

A variety of special programs will be available to Scouts and adults attending Session 3 (July 1-7). In addition to all the great features that a week of Summer Camp offers, expect additional programs like: live music, movies, and an antique car and military vehicle show.

Volunteer Commissioner Staff

Looking to spend a week at Camp? Adults are needed to join our weekly Commissioner staff. You'll receive room and lodging, all the fun of being on camp staff for a week, a staff polo shirt and commemorative patch. All we ask in return is your cheerful service, willingness to help, and special skills. The Commissioners' role is to ensure that Scouters and Scouters have a great week at Camp Phillips in addition to some specific tasks that will vary week to week.
If interested in joining our Commissioner staff, please contact the Chippewa Valley Council Scout Service Center (715-832-6671) to obtain an application.

Youth Leadership Training Opportunities

National Youth Leadership Training

Are you looking to enhance your leadership skills and become a better leader in your Troop or Crew? Then the **NATIONAL YOUTH LEADERSHIP TRAINING** course offered by the Chippewa Valley Council is the place for you. NYLT is an intense and challenging program experience designed to strengthen the leader in you through a fun and exciting week filled with adventure and team building.

The National Youth Leadership Training Course focuses on the concept of what a leader must BE . . . what a leader must KNOW. . . and most importantly, what a leader must DO!
NYLT goes beyond simply teaching about leadership and becomes a hands-on leadership program by allowing Scouts to both live and experience it. Participants are split into patrols mentored by a Staff Troop Guide and each participant has an opportunity to lead the patrol for a day as Patrol Leader. The week comes alive as the patrol goes on a quest for the meaning of leadership culminating in an overnight outpost hike that allows them to use everything they have learned about leadership in a real world setting.

The next course will be held **June 10th - 16th, 2012**. Space is limited so you need to act now. Talk to your Scoutmaster! The Chippewa Valley Council's National Youth Leadership Training provides knowledge, experience, and leadership skills for life. All the necessary forms and information can be found here: http://www.bsa-cvc.org/About%20Us/Council%20Training/NYLT

Who: Scouts who are at least age 13 and have earned the rank of first class; Venturers
When: June 10-16, 2012
Where: L.E. Phillips Scout Reservation, Winter Camp
Why: To develop basic leadership skills, realizing what a leader must be, know, and do.

Kodiak Challenge

is an advanced leadership training for young men and women in a high adventure setting, stressing servant leadership and the practical application of ILSC, NYLT and NAYLE skills. This is a hands-on skills course conducted under the open sky, not a classroom. You'll be pushed out of your comfort zone and tested mentally and physically as your leadership skills grow. Kodiak Challenge is an adventure with a purpose.

Kodiak Challenge isn't for everyone. In order to attend you must be a registered Boy Scout, Varsity Scout, or Venturer. You have to be at least 14 years old and have completed the eighth grade. If you are a Venturer you must have completed Introduction to Leadership Skills for Crews. If you are a Boy Scout or Varsity Team member you must have completed National Youth Leadership Training (NYLT). National Advanced Youth Leadership Experience (NAYLE) is a plus, as is a prior Kodiak Challenge course. (Because each Kodiak Challenge is unique, you can attend more than one course and learn something new each time.)
(Link): http://www.bsa-cvc.org/About%20Us/Council%20Training/Kodiak%20Challenge

Who: Male and Females at least 14
When: August 12-18, 2012
Where: Rivers of Northern Wisconsin
Why: To further your leadership skills in a high adventure setting.

2012 Merit Badge and Class Listing

CLASS	9:00	10:00	10:30	11:00	3:00	3:30	4:00	NOTES
Advanced Sail		x						Must be swimmer, 13+ older scouts - Bear Lake - Day Sailer/Catamaran/Sail the Wall Tent!
American Heritage							x	
Archery	x		x					
Art				x				Prerequisite - Req. 4
Astronomy				x				Night Meet also
Basketry	x							Additional Cost - $5.00 - $20.00
BSA Lifeguard		x						10-5 p.m. also 14 years old, Swim MB - requires guard time, homework, add $$
Camping		x			x			Prerequisite - Requirement 9
Canoeing	x		x					
Citizen/Nation	x			x				SM Note for Req. 2
Citizen/World				x				
Climbing	x		x					
Communications		x					x	Prerequisite - Reg. 5,7,8
Cooking				x			x	Need personal mess kit, Pre - Reg. 7
COPE					x			Must be 13 - $15.00 add. Fee
Davey Crockett Patch	x							Black Powder Rifle, Tomahawk/Knife Throw, Long Bow Archery - Must be 14 or older and have Rifle MB
Emergency Prep	x			x				
Environmental Science	x	x			x			
Fire Safety/Safety							x	Earns both Fire Safety & Safety MB
First Aid		x			x			
Fish & Wildlife							x	
Fishing	x						x	
Forestry							x	
Geocaching		x						
Geology		x						
Hiking				x				Prerequisite - Reg. 5 & 6
Indian Lore					x			Additional cost - $5.00 - $20.00
Kayaking					x			
Leatherwork	x			x	x			Additional cost - $12 for 4 projects
Lifesaving		x						Bring long-sleeved, button shirt to class
Nature/Mammal Study							x	Earns both Nature & Mammal Study MB
Orienteering	x							Bring own compass
Photography							x	Addl. Cost - $15.00 includes developing and camera
Pioneering	x						x	
Pottery							x	Additional Cost - $5.00 - $10.00
Reptile/Amphibian					x			Req. 8 - bring note from SM
Rifle		x		x				Requires attending 4:00 MB Only Shoot
Rowing				x			x	
Salesmanship							x	
Scouting Heritage					x			Prerequisite - Reg. 4 & 5
Shotgun					x			$20.00 + Rifle MB Pre.-4:00 MB Only Shoot
Small Boat Sailing					x			
Snorkeling					x			Patch earned
Soil & Water Cons.	x							
Space Exploration		x						Additional cost - $15.00
Swimming	x		x			x		Pass swim test
Wilderness Survival		x			x			Requires overnight
Woodcarving		x						Add cost $15 kit (knife, safety gloves and projects)
World Cons. Award	x							9-12 (Env.Sci., Cit.World,Soil & Water)

Camp Phillips
Scout Personal Planning Guide

Scouts, use this sheet to help plan your activities at camp. Show it to your scoutmaster to pre-register for merit badges, and then keep it for your records and bring it to camp so you remember what you want to do during your week!

Merit Badges Sessions

Time	9:00-10:00	10:00-11:00	11:00-12:00	3:00-4:00	4:00-5:00
1st choice					
2nd choice					

- Note that some merit badge sessions are 1 ½ hours long and some last all day; check the length of you sessions.
- Be sure if you are in the First Year Camper Program that you only sign up for one 1st Class 2nd Class session either at 10:00 **OR** 3:00
- 1:30-3:00 time is open area time, make your choices when you get to camp

Fees (circle the fees that apply to your plan)

Some merit badges have fees to cover the cost of materials. Make sure you bring funds for Wood carving ($15), Leatherwork ($15), Space Exploration ($15), Photography ($15), basketry ($7), pottery ($7), shotgun ($20), BSA Lifeguard ($15),

Age Limits and Pre-requisites

Check merit badge books for requirements that are obviously not obtainable at camp such as trips or three month observations. Also note that some CAMP activities require a completion of merit badges before partaking. Ask your leader to check the leader's guide.

Other Activities

There are also many opportunities available in addition to the merit badges listed on the merit badge schedule.

Service to God Award
Open Climb
COPE (high ropes course)
Open Swim
Outpost Adventures (overnights)
Open Climb
Davey Crockett- Must be 14 and have Rifle
Advanced Sail- Must have small boat sailing merit badge
BSA Life Guard
Mountain Biking