



LEADER'S GUIDE

December 27 - 31, 2019

Dear Unit Leaders, Scouts and Parents;

Welcome! The staff of Winter Camp 2019 welcomes you to our hidden gem of a camp on Norris Lake, Camp Pellissippi. We look forward to another successful year where our Scouts can continue to grow in their life journey through Scouting. Winter Camp is a great place to discover new friends, enjoy good food, and build lifelong skills through both Scouting and Venturing program opportunities.

Our merit badge programming is similar to that of a merit badge college where Scouts work on a single merit badge per day. There may be some after class work or small group meetings through the week to complete requirements during free period. However, in most cases, a scout can complete all or a significant portion of their merit badge requirements during class. Please see later in this guide our estimate of what requirements per merit badge they should complete during camp.

This Leader's Guide is an attempt to provide you with as much information as possible about what to expect at camp. If you have any specific questions or unit needs, please don't hesitate to let us know. We will do everything within our power to ensure our Scouts have a memorable experience and an enjoyable learning opportunity.

Please be sure to thank our staff (your merit badge counselors, kitchen staff, and countless other volunteer leaders) who help make this program possible. If not for our volunteer staff and their willingness to take time out to provide this experience for our Scouts, winter camp would not exist. A big thank you is definitely in order. Speaking of the kitchen staff who specifically puts in very long hours.... please be sure to thank them daily for keeping us well-nourished and full of warm hot-cocoa. A Scout is "Kind".

On behalf of the Great Smoky Mountain Council and the staff of Winter Camp 2019, we look forward to seeing you soon!

Yours in Scouting,
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Registration for Week Long Participants

Registration will open November 1, 2019 for week long participants and will close when full or on December 6, 2019*, whichever comes first. Registration can be completed using the online registration system at the council website, www.EastTNScouts.org/WinterCamp, or the paper registration form found at the end of this guide. The online registration uses a real-time system for signing up for merit badge classes. Using the paper registration requires the scout to make a first and second choice for each class period. All adults and youth attending camp must be registered members of BSA. Refunds will be handled following the council's refund policy, see the council website for details. The fees for camp are as follows:

Youth - \$100**

Adults - \$50

* Registrations may be accepted on a case by case basis after registration closes. The walk-on rate of \$150 for youth and \$75 for adults will apply. Contact Jennifer Williams, 865-588-6514.

**Certain merit badge classes require an extra fee. (See the merit badge section for more information.)

Registration for Single Day Participants

Registration opens November 6 at 8:30 AM. Single day registration is available this year for those scouts and troops that are not able to attend the whole week. Single day participants will check in at 8:30am and class will begin at 9:00am. Most classes will wrap up for the day at 3:00pm. The cost of registration for youth and adults is \$25, plus any extra merit badge fees that may apply. (See the merit badge section for fee info.) The registration includes the cost of lunch. Participants are welcome to come early and eat breakfast or stay late and eat dinner; the extra meals cost \$5 each. Registration can be completed using the online registration system at the council website, www.EastTNScouts.org/WinterCamp, or the paper registration form found at the end of this guide.

Provisional Troop

We recognize that not all troops will be able to attend winter camp. We have arranged for those scouts who would like to attend without their troop. Scouts attending camp in a provisional status will be placed together and adult leadership will be provided. Adults wishing to camp with the provisional troop are welcomed. There are Adirondacks available, but the scouts may bring their own tents.

Trading Post

A trading post will be set up for the scouts to buy snacks, camp supplies and other items. The trading post will operate on a cash only basis. The hours of operation will be posted.

Visitors

All visitors must check in and out at the Winter Lodge. Visitors will be given visitor identification. Meal tickets should be paid for at the trading post at meal time. Overnight visitors are welcomed. Any visitor wishing to stay overnight must have a medical form with parts A and B filled out. Overnight visitors should bring their own tent and any personal gear needed.

**Anyone staying overnight must complete Youth Protection Training and bring proof to camp. Training is found at www.my.scouting.org. It takes 48 hours to receive your certificate via email.

Medical Forms and Medication

All participants, youth and adults, who are participating for the week, must bring a current copy of their BSA Medical Form parts A, B and C. This form must be signed by parents and medical personnel and dated within the last year. A copy of the insurance card must be attached to the medical form. Anyone attending a single day needs parts A and B only. All injuries and ailments should be reported to the Camp Health Officer.

Any prescriptions at camp must be reported and locked up. Medications should be locked up and administered by the scoutmaster in camp. In some cases, medications can be locked up and administered by the Camp Health Officer. Emergency medications (epi-pen, inhalers etc.) should be kept on the users at all times and will not be locked up.

Transportation

While driving in camp, please observe the posted speed limit. Each unit is responsible for the safe transportation of its members to and from camp. Transporting Scouts or adults in the bed of a pickup truck or trailer, whether covered or uncovered, is against National BSA policy.

Some merit badge classes will go off site to fulfill requirements. Groups that leave on these field trips will be transported by chartered school bus or by camp volunteers in privately owned vehicles. The vehicles will be properly registered and in good mechanical condition.

Vehicles will be permitted to drive to the campsites to unload gear. Vehicles will not be allowed to remain at the camp sites during the week. All vehicles should be moved to the parking area.

Mountain Bikes in Camp

Personal bikes are not allowed, other than participants of the Cycling Merit Badge. Bikes may only be ridden traveling to cycling merit badge meeting location and on cycling merit badge trail rides.

Meals

All meals will be provided at Camp Pellissippi, starting with lunch on December 27th and ending with breakfast on December 31st. There will be a special Cracker Barrel each night in the Winter Lodge; everyone is invited to come by. If there are any special dietary needs, please note it on the registration form and contact the Camp Director. Visitors to camp are welcomed to eat with us. There is a \$5-dollar charge for visitors' meals.

Leader's Meetings

A Patrol Leaders Council (PLC) will be held each evening directly after "B" dinner at 7:00pm in the Winter Lodge. A brief adult leaders meeting will be held each evening after the PLC.

Scoutmaster's Luncheon

This Winter Camp would not exist without the many scoutmasters and other leaders who bring the scouts and give their time. We would like to thank you by providing a special scoutmaster's lunch on Friday, December 29th. We will not limit the number of leaders each troop sends to the luncheon; all adult leaders are invited to attend.

Camp Pellissippi Grace

Before each meal every day, a scout will lead grace. Any scout who wishes to lead the grace should see the Program Director. Please note that Scouts are reverent each in their own way. The scout may say his own grace or can lead the Pellissippi Grace

***We thank thee oh Lord, for the gifts of today.
Our Scout oath and law will always be, our daily reminder to live for thee.***

Pre-Camp Meeting

There will be a pre-camp meeting held on Tuesday, December 10th beginning at 6:30pm and ending by 8:00pm. The meeting will be held at the Great Smoky Mountain Council Service Center in Knoxville, TN. Parents, Scoutmasters or any other unit leaders and troop youth leaders are invited to attend. Provisional Scouts are invited to attend with their parents. All units should have representation at this meeting. This is an opportunity to pay any final fees, verify merit badge schedules, review camp rules and guidelines, learn about any program changes and ask any questions you may have about camp. The camp site assignments should also be ready at that time. If you are not able to attend, please contact the camp director to get the information.

Early Arrivals

Troops and provisional Scouts may begin arriving as early as 3:00pm on Thursday, December 26th. Early arrivals must contact the camp management at the Winter Lodge upon arrival, but they will register with the other troops on Friday, December 27th. Service opportunities may be available on Wednesday.

Meals are not included for early arrivals, so troops and provisional Scouts should bring their own food. Those coming early are welcomed to eat dinner and/or breakfast with the staff for \$5 per meal. Please notify Camp Director at the pre-camp meeting if you wish to eat with the staff.

Winter Camp Leader's Award of Awesomeness!

Winter camp could not happen without all the troop leaders who take the time to bring the scouts to camp. To recognize the effort and sacrifice of these leaders we have the Winter Camp Leaders Award of Awesomeness! The requirements for this award will be given out at the pre-camp leaders meeting on Tuesday, December 10th.

Uniforms

The Scouts BSA field uniform should be worn to the evening flag ceremony and evening meal each day. The rest of the day and night the scouts may wear whatever they choose, if it is appropriate. Weather conditions will be a major factor in how the scouts dress.

Camp Check-In

The check-in process will begin at 8:00am on Friday, December 27th. Arriving troops should send a representative to the Winter Lodge to check-in. The camp administrators will collect medical forms, troop rosters and any unpaid fees.

Vehicles will be permitted to drive to the campsites to unload gear. Vehicles will not be allowed to remain at the camp sites during the week. All vehicles should be moved to the parking area.

Camp Check-Out

Checkout will be held on Tuesday morning, December 31st, after breakfast. There is a lot of work to do to break down and clean up camp. We would appreciate any help from the troops before you leave camp. Vehicles will be permitted into the sites again to pick up equipment. Once the troop is clear from the area the leaders should inform the staff so that a final inspection can be performed. The cost of any damages caused will be charged to that unit. Once the troop or provisional scout is ready to leave they must check out at the Winter Lodge. Checkout can be done as early as Monday evening for those who need to leave early.

Camp Pellissippi Christmas Tree

Ranger Murphy will have the Camp Pellissippi Christmas tree set up again this year. He has invited the scouts to make ornaments for the tree, using materials found at camp. The ornaments will be saved and hung again for a number of years. Please encourage the scouts to take part in this new Pellissippi tradition. If anyone would like to propose any other holiday traditions, please see Range Murphy.

Winter Weather Preparedness

As you know, the weather in East Tennessee in December is very unpredictable. It could be 70 degrees, or it could be 20 degrees. Most likely it will be in the 30's or 40's and wet. The best thing to do is to "Be Prepared." When camping in the winter it is important for the scouts to be dressed for the weather and to stay dry. They should have layers of insulation under their sleeping bag. Help the scouts by ensuring that they have what they need, they can use the equipment checklist at the end of the leaders guide to help them pack.

Pet Policy

No dogs or any other animals are allowed at Winter Camp except verifiable service animals for those needing one.

Facilities

Below you will see a list of sites. The sites that have Adirondacks can accommodate some tents as well. Troops and provisional Scouts are responsible for providing their own tents and any canopies. Hilltop and Cliff Side both have platforms for tents to be set up on. To request specific sites, please contact the camp director prior to December 10, 2019.

The youth protection rule of separate accommodations will be enforced. All adults are asked to bring tents to sleep in, even when staying in sites with Adirondacks, to maximize the number spaces available to the youth.

Accommodations

Q. Our council camp has Adirondack shelters that sleep 8 youth, should we treat them as tents or lodging?

A. Lodging.

Q. Why do youth tent separately from parents outside of Cub Scouting?

A. Scouts BSA, Sea Scouts, and Venturing are youth led programs. The Cub Scout program is family-oriented

Accommodations – Excerpt from Guide to Safe Scouting.

Separate accommodations for adult males and females and youth males and females are required.

Tenting

- Separate tenting arrangements must be provided for male and female adults as well as for male and female youth.
- Youth sharing tents must be no more than two years apart in age.
- In Cub Scouting, parents and guardians may share a tent with their family.
- In all other programs, youth and adults tent separately.
- Spouses may share tents.

Campsite	Capacity	Lodging
Old Staff Area	50	Adirondacks/tents
Terrace View	28	Adirondacks
Trails End	Provisional	Adirondacks/tents
Hilltop	20	Tents (platforms)
Carter Camp	15	Tents
Cliff Side	12	Tents
Shotgun Range	20	Tents
Arthur Woods	25	Cabin
Rifle Range	30	Tents
Cabin 5	12	Cabin

Merit Badge Schedule

The daily schedule will work like merit badge colleges, where one merit badge class is taken all day. Classes will be held on Friday, Saturday, Sunday, and Monday. Classes will run from 9:00am to about 3:00pm with a one-hour lunch break. Many of the classes will be able to finish the merit badges.

On the schedule, located on the next page, the boxes that have numbers in them represent classes offered on that day. The numbers indicate how many Scouts will be able to register for that class. The black boxes are not offered on that day.

Please check below for notes on merit badges. Since this is winter camp, the weather is a large factor in how much work the scouts will be able to accomplish towards the requirements. All planned requirements may not be completed.

For more information on the merit badge classes offered please contact the camp director, Bill Cocran or professional advisor, Jeff Smith.

Merit Badge Class	Fee	Friday	Saturday	Sunday	Monday
Personal Management (Eagle)			12		12
Personal Fitness (Eagle)			12		
Citizenship in the Community (Eagle)/ Citizenship in the Nation (Eagle)/ Citizenship in the World (Eagle)		16	16	16	16
Swimming (Eagle)	\$10		12	12	
Lifesaving (Eagle)	\$10		12	12	
Communications (Eagle) / Public Speaking		12	12		
Emergency Preparedness (Eagle)				12	12
Camping (Eagle) / Wilderness Survival		12			
Sustainability (Eagle)		12			
Cycling (Eagle)		16 – Friday and Saturday are mandatory. Sunday is optional for 20-mile ride requirement.			
First Aid (Eagle)			12		12
Environmental Science (Eagle)				12	12
Cooking (Eagle)			6		
Geocaching			12		
Welding	\$10				8
Collections / Coin Collecting / Stamp Collecting	\$10				12
Chess				12	
Chemistry	\$5			12	12
Inventing		12			12
Digital Technology					12
Nuclear Science		12			
Duct Tape Merit Badge	\$10	12	12	12	12
Art				12	12
Archery	\$10		8	8	
Rifle Shooting	\$10		8	8	
Shotgun Shooting	\$10		8	8	
Orienteering			12		
Animation		12			
Search and Rescue		12			
Robotics	\$5	8	8	8	
Energy		12			12
Composite Materials	\$5	12	12		
Metal Working	\$10	8	8	8	8
Forestry				12	
Painting		12			
Signs, Signals and Codes			12		12
Automotive Maintenance			12	12	
Conservation Service Project		12	12	12	12
Electricity		12			12
Soil and Water Conservation		12			
Theatre				12	
Medicine				12	
Photography/Moviemaking				12	
Journalism			12		
Music		12			
Radio					12
Plumbing				12	
Engineering		8			8
Sports				12	
Pioneering				12	12

Camp Fire Program

Scouts will have a chance to see the amazing view from our campfire circle overlooking Norris Lake on Friday and Monday nights. Units will assemble at the campfire area. Friday program will introduce you to the staff. Monday night will concentrate on the meritorious actions of the Scouts and leaders throughout the week. Units and staff members will also have the opportunity to perform skits and songs on Monday.

Morning Warrior Hike

All youth and adults are invited to join us on the morning warrior hikes. The hikes will be held Saturday, Sunday and Monday mornings beginning at 6:30am at the Winter Lodge. To earn the Morning Warrior Award a participant must attend all three hikes. The hikes should take one hour or less to complete.

Dessert Cook-Off Extravaganza

Attention all youth and adults!!! Showcase your cooking skills in our dessert cook-off! A select few of our lucky, or possibly unlucky, staff will be called upon to judge this event. Participants will need to bring their own equipment and ingredients. Please bring your entry to the Winter Lodge at 7:45pm on Friday night to be judged

Merit Badge Notes



Personal Management should do all except for #2 and #8



Personal Fitness should do all except for #8



Citizenship in the Community should complete all except for #3, 7 and 8. **Citizenship in the Nation** should do all except #2 and 3. **Citizenship in the World** can be completed as time permits.



Swimming should be completed at camp if the scout is able to. Swim checks must be done prior to camp using the same form as Camp Buck Toms. The swim checks that were done for summer camp are valid for one year. You may reuse the same form. There is a blank form at the end of this leaders guide for scouts that need the checks. This class will be taught off property. The scouts will be transported there by chartered bus.



Lifesaving requirement 1a must be done before camp. Must bring “street clothes” to class as well as swim clothes. The CPR requirement will not be taught in class, but if the scouts have been trained prior to class they may demonstrate their abilities for credit. Swim checks must be done prior to camp using the same form as Camp Buck Toms. The swim checks that were done for summer camp are valid for one year. You may reuse the same form. There is a blank form at the end of this leaders guide for boys that need the checks. This class will be taught off camp property. The scouts will be transported there by chartered bus.



Communication will not complete numbers 5, 7 and 8. **Public Speaking** will do #1 and 2.



Emergency Preparedness has a prerequisite on #1. They will not do #2c and #8b in camp.



Camping merit badge class will not do #4, 5e, 7, 8 and 9. Wilderness survival should be completed at camp. The overnight campout will be scheduled during the week to pick the best conditions.



Sustainability requires some work to be done at home before camp; #1, 2 water a, 2 food a, 2 energy b or c, 2 stuff a and 4. We will not do 5a at camp



Cycling is one merit badge course taught on Friday, Saturday, and Sunday. Sunday is optional for Scouts signed up for the Cycling course. Sunday will be the 20-mile ride requirement. Scouts will have the option to sign-up for a different merit badge course if they do not want to join the Cycling course for the 20-mile ride. There will be supplemental rides during the afternoon periods each day of camp. They will be riding on the Loyston Point trails near camp. These rides will be cancelled for safety reasons if poor riding conditions exist.



First Aid This badge covers a great deal of written material, and there are skills to master. Familiarity with knots is extremely important. This badge is recommended for older Scouts. It is highly recommended that CPR instruction, as well as requirements 1,2d, 3c, and 7, be completed prior to camp.



Environmental Science should be completed at camp.



Geocaching can be completed at camp.



Welding should be completed at camp.



Collections require the scouts to bring a collection from home to complete the badge. Please don't send any valuable collections. If value or size prohibits the scouts from bringing the collection, then photos of the collection will be accepted. They should complete **Stamp Collecting** and **Coin Collecting** at camp.



Chess merit badge can be completed at camp.



Chemistry merit badge can be completed at camp.



Salesmanship requirement #5 cannot be completed at camp. **Inventing** and **entrepreneurship** can be completed at camp.



Digital Technology can be completed at camp if the scout brings their completed Cyber Chip card



Nuclear Science can be finished at camp.



Duct Tape merit badge is not a real merit badge. It is a spoof badge. The scouts will learn about duct tape and will make fun projects. Each scout will receive a duct tape merit badge patch at the end of the week.



Art merit badge will be completed at camp. The scouts will go on a field trip to the Appalachian art center.



Archery Merit badge will be taught at the TWRA range in Halls. The scouts will be transported there by chartered bus. They should be able to complete the merit badge at camp.



Rifle Shooting Merit badge will be taught at the TWRA range in Halls. The scouts will be transported there by chartered bus. They should be able to complete the badge at camp.



Shotgun Shooting merit badge will be taught at the TWRA range in Halls. The scouts will be transported there by chartered bus. They should be able to complete the badge at camp.



Orienteering merit badge should be completed at camp.



Animation merit badge will be completed at camp.



Search and Rescue Merit badge can be finished at camp.



Robotics merit badge can be completed at camp.



The **Energy** merit badge can be completed, but the scouts should do requirement #4 beforehand.



Composite Materials can be finished while at camp.



Metalwork will be finished at camp



Forestry merit badge can be completed at camp



Painting merit badge teaches about painting things not art. It can be completed at camp.



Signs, Signals and Codes can be finished at camp.



Automotive Maintenance can be finished at camp.



For the **Electricity** merit badge, the scouts should complete requirements #2, 8 and 9 before coming to camp.



Soil and Water Conservation can be completed at camp.



Theatre merit badge can be finished at camp.



The **Medicine** merit badge will be completed except for requirement #10



The **Photography** and **Moviemaking** merit badges can be finished at camp.



Journalism merit badge can be completed at camp. The scouts will go on a field trip for one of the requirements.



The **Music** merit badge can be completed at camp. It helps if the scouts are in band or choir, but it is not required.



The **Radio** merit badge will be finished at camp.



The **Cooking** merit badge class can complete all except requirements #4 and 5.



Plumbing merit badge will be completed at camp.



The **Engineering** merit badge will be finished at camp.



The **Sports** merit badge class can complete all except requirement #4 if they already play on sports teams.



the **Pioneering** merit badge can be completed at camp. Being familiar with the basic knots is helpful.

Venturing Program

This year we are excited to offer a ILSC "Introduction to Leadership Skills for Crews"/Crew Officer's Orientation on Saturday, December 28th. The course will run from 9:00am to about 3:00pm with a one-hour lunch break.

The course has a maximum of 20 participants.

Venturing Program	Friday	Saturday	Sunday	Monday
ILSC "Introduction to Leadership Skills for Crews"/Crew Officer's Orientation		20		

For more information on the Venturing Program please contact our professional advisor, Jeff Smith.

Special notes:

- Options will be picked at Pre-Camp Meeting
- If you have a free day while at Winter Camp you can audit a merit badge.
- Venturing Program will be offered to Leader and Scouts if there are spots available.
- Since this is a test program at winter camp, the schedule is subject to change. The final schedule will be known by the pre-camp meeting.

Camp Schedule

Friday, December 27th

8:30am – 10:00am	Check-In
10:00am – 12:00pm	Merit Badge Morning Session
12:00pm – 1:00pm	Lunch
1:00pm – 4:00pm	Merit Badge Afternoon Session
4:45pm	Evening Flag Ceremony
5:00pm – 6:00pm	Group “A” dinner
6:00pm – 7:00pm	Group “B” Dinner
7:00pm	Patrol Leaders Council
7:20pm	Adult Leaders meeting
8:00pm	Evening Activity and Cracker Barrel
10:00pm	Quiet time
11:00pm	Lights out

Saturday, December 28th – Monday, December 30th

6:30am	Morning warrior hike
7:30am – 8:15am	Group “B” Breakfast
8:15am – 9:00am	Group “A” Breakfast
9:00am	Morning flag ceremony
9:30am	Adult Leaders meeting (Thursday only)
9:15am – 12:00pm	Merit badge morning session
12:00pm – 1:00pm	Lunch
1:00pm – 3:00pm	Merit badge afternoon session
3:00pm – 4:45pm	Afternoon activities
4:45pm	Evening Flag Ceremony
5:00pm – 6:00pm	Group “A” Dinner
6:00pm – 7:00pm	Group “B” Dinner
7:00pm	Patrol leaders’ council
7:20pm	Adult Leaders meeting
8:00pm	Evening activity
10:00pm	Quiet time
11:00pm	Lights out

Tuesday, December 31st

7:30am – 8:15am	Group “B” Breakfast
8:15am – 9:00am	Group “A” Breakfast
9:00am	Check-out begins
9:00am – 11:00am	Camp service
11:00am	Lunch

Emergency Procedures

There are several different types of emergencies that we need to be prepared for. The following is a list of situations that could happen and how to react in each case. IN THE EVENT OF A CAMP-WIDE EMERGENCY THE FOLLOWING WARNING SYSTEM WILL BE UTILIZED.

Assemble Alert: Three (3) short blasts on an air horn and/or car horn repeated every 10 seconds for one minute. This signal means for the staff or adult leadership to quickly gather their scouts at your current location, perform a check of their scouts and move everyone to the parade field.

Evacuation Alert: Four (4) short blasts followed by one long blast from an air horn or car horn repeated every 10 seconds for one minute. This signal means for the staff or adult leadership to quickly gather their scouts, perform a check and move together to the nearest emergency shelter. Staff members should assist in getting their scouts to safety, and then proceed to secure any program equipment necessary for the safety of the campers. **The designated shelters are; Winter Lodge, Carter Cabin, Shower House, Cabin #5 or Arthur Woods Lodge.**

All Clear: One (1) long blast of the air horn repeated every ten seconds means that normal activities may resume.

WHAT TO DO IN CASE OF.....

Serious Accident or Illness

- 1.) Stay calm, do NOT Panic!
- 2.) Care for the victim first. Begin appropriate first aid. The camp director and health officer should be notified immediately.
- 3.) Let the health officer and/or director determine the need for emergency transportation. They will also contact necessary medical personnel.
- 4.) The camp director will notify council officials.
- 5.) The camp director will notify the child's parents of the situation.
- 6.) For your protection, get all the facts. Find out: exact time of occurrence, each step taken by whom and to whom, the exact location (sketch map of scene) including placement of people, nature of accident or illness.

Natural Disaster

1. The camp evacuation alarm will be sounded.
2. All camp personnel will take shelter in the designated buildings.
3. A check of injuries will be conducted and proper measures taken.
4. Once the danger has passed, camp will resume as scheduled.

Fire

1. Remove scouts from area and conduct a buddy check.
2. Alert the camp director
3. Director will sound an assemble alert and ensure all campers are accounted for.
4. 911 will be notified.

Note: At no time should anyone put themselves into harm's way to put out the fire.

Unauthorized visitor or intruder

ALL VISITORS MUST REPORT TO THE ADMINISTRATION BUILDING

If you observe anyone at camp that you don't recognize (or they don't have a camp identification) and are unescorted, ensure the safety of the youth in your care by performing a buddy check. Ask the person if you can assist them in locating the headquarters so that they might follow proper visitor procedures.

If they refuse - IMMEDIATELY remove any youth from the area and notify headquarters with a brief description of the intruder and last known location. Do not return to the area until told you may do so by headquarters.

Headquarters will:

1. Locate the intruder and ascertain their purpose for being at camp.
2. Signal an assemble alert if the intruder cannot be located or refuses instructions.
3. Grant them a visitor pass if warranted or escort them off camp property if necessary.
4. Call the appropriate authorities if necessary.

Once the intruder has been removed or granted a pass the all-clear signal will be sounded and normal camp activities will resume.

Lost Campers

1. Determine the certainty of the camper's absence. Quickly check all areas and paths where he should be.
2. If still unable to locate, notify the camp director immediately. The assemble alert will be sounded and all campers will report to the parade field.
3. Designated staff members will comb all areas of camp. Leaders will remain with their scouts at all times.
4. The Director will notify Council officials.
5. The Director will notify the Rescue Squad and Police Departments.
6. The Director will notify the child's parents.
7. Search parties will be organized utilizing all available personnel.

The use of the buddy system is mandatory at camp.

What to Bring

Each scout should bring their own personal gear. Each item on the list is important. Please stress the necessity of having the proper gear.

Scout Equipment

- Scouts BSA shirt
- Boy Scout or Venturing Handbook
- Water bottle or canteen
- Flashlight with extra batteries
- Personal first aid kit

Bedding

- Sleeping bag and pillow
- Old blankets - to put **over/under** sleeping bag as an insulation
- Ground/adirondack bunk pad

Other Items

- Duffel bag or foot locker for personal gear
- Lip balm
- Toothbrush, toothpaste
- Soap, Deodorant
- Wash cloth and towel
- Comb and/or hairbrush
- Notebook, pens, pencils
- Camp chair
- Spending money
- Camera

Clothing

The key to cold weather camping is to stay warm and dry. Bring both light and heavy weight clothing to "layer" if the weather is cold. For underwear and socks, bring at least one change per day.

- Underwear
- Socks - a pair of light weight socks next to your feet will pull the moisture away and keep your feet warmer
- Socks - heavy (wool is best - they will be warmer, even if wet)
- T-shirts
- Long, thermal underwear - at least one pair
- Hooded sweat shirt and sweat pants – (make the best pajamas in cold weather)
- Long pants
- Long sleeve shirt
- Warm coat or jacket - suitable for camping environment
- Stocking cap and gloves or mittens
- Winter boots
- Extra Pair of footwear - sneakers are OK
- Rain gear

Troop Gear

- Water cooler
- U.S. Flag
- State Flag
- Troop Flag
- First aid kit
- Broom
- Ropes
- Tarps

What NOT to bring

- Firearms
- Fireworks
- Alcohol
- Electronics
- Valuables
- Pets
- Sheath or survival knives
- Anything that detracts from scouting

2019 Winter Camp Registration Form

Scout's Name _____ Date of Birth _____

Address _____

City _____ State _____ Zip _____

Parent/Guardian Name _____

Phone Number _____ Email _____

Troop # _____ Unit Leader _____

Provisional Scout Yes No

Venturing Program Attendee Yes No

Merit Badge Choices

Friday - 1st _____ 2nd _____

Saturday- 1st _____ 2nd _____

Sunday - 1st _____ 2nd _____

Monday - 1st _____ 2nd _____

\$100 fee for Scouts
\$50 fee for Adults
\$25 fee for Day Participants

Scout Leader Approval (if provisional) _____

Parent approval (if provisional) _____

2019 Troop or Crew Attendance Roster

Troop:	Campsite:	District:	Council:
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	Adult or Scout	Name	DOB	Medical
1				
2				
3				
4				
5				
6				
7				
8				
9				
10				
11				
12				
13				
14				

Unit Swim Classification Record

This is the individual's swim classification as of this date. Any change in status after this date (i.e., nonswimmer to beginner or beginner to swimmer) would require a reclassification test performed by an approved test administrator. Changes and corrections to the following chart should be initialed and dated by the test administrator. **SPECIAL NOTE: When swim tests are conducted away from camp, the camp aquatics director retains the right to review or retest any or all participants to ensure that standards have been maintained.**

Unit Number _____

Date of Swim Test _____

	Full Name (Print) (Draw lines through blank spaces.)	Medical Recheck	Swim Classification		
			Nonswimmer	Beginner	Swimmer
1					
2					
3					
4					
5					
6					
7					
8					
9					
10					
11					
12					
13					
14					
15					

NAME OF PERSON CONDUCTING THE TEST:

Print Name

Signature

Qualification

Council/Agency (Red Cross, YMCA, etc.)

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UNIT LEADER:

Print Name

Signature

SWIM CLASSIFICATION PROCEDURES

The swim classification of individuals participating in a Boy Scouts of America activity is a key element in both Safe Swim Defense and Safety Afloat. **The swim classification tests should be renewed annually, preferably at the beginning of each outdoor season.** Traditionally, the swim classification test has only been conducted at a long-term summer camp. However, there is no restriction that this be the only place the test can be conducted. It may be more useful to conduct the swim classification prior to a unit going to summer camp.

All persons participating in BSA aquatics are classified according to swimming ability. The classification tests and test procedures have been developed and structured to demonstrate a skill level consistent with the circumstances in which the individual will be in the water (e.g., the swimmer's test demonstrates the minimum level of swimming ability for recreational and instructional activity in a confined body of water with a maximum 12-foot depth).

ADMINISTRATION OF SWIM CLASSIFICATION TEST (THE LOCAL COUNCIL CHOOSES ONE OF THESE OPTIONS):

OPTION A (at camp):

The swim classification test is completed the first day by camp aquatics personnel.

OPTION C (At unit level with council-approved aquatics resource people):

The swim classification test done at a unit level should be conducted by one of the following council approved resource people: **Aquatics Instructor, BSA; Aquatics Cub Supervisor; BSA Lifeguard; BSA Swimming & Water Rescue; or other lifeguard, swimming instructor, etc.** When the unit goes to summer camp, each individual will be issued a buddy tag under the direction of the camp aquatics director for use at the camp.

TO THE TEST ADMINISTRATOR

The various components of each test evaluate the several skills essential to the minimum level of swimming ability. **Each step of the test is important and should be followed as listed below:**

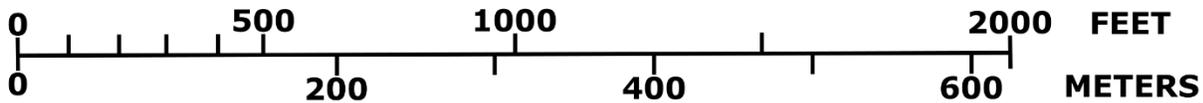
SWIMMER'S TEST:

Jump feet first into water over the head in depth, level off, and begin swimming. Swim 75 yards in a strong manner using one or more of the following strokes: sidestroke, breaststroke, trudgen, or crawl; then swim 25 yards using an easy resting backstroke. The 100 yards must be swum continuously and include at least one sharp turn. After completing the swim, rest by floating.

BEGINNER'S TEST:

Jump feet first into water over the head in depth, level off, swim 25 feet on the surface, stop, turn sharply, resume swimming as before, and return to starting place.

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ADMINISTRATOR CREDENTIALS**



Lodging/Campsites	
1 Campmaster Cabin	7 Arthur Wood Lodge 30-40 person
2 Parade Field Pavilion 1-50 person	8 Cabin 5 12 person
3 Winter Lodge 1-40 person	9 Hilltop tent camping
4 Staff Area 36 person	10 Trading Post 3-4 person
5 Carter Cabin 25-30 person	11 Trail's End 28 person
6 Terrace View tent camping 28 person	12 Cabin 14 40-50 person

Hiking Trails & Roadways		
Perimeter Trail	Paved Roads	Property Line
Interior Trails	Gravel Road	County Line



Map Legend		
Archery	Hiking Trail	Ranger
Bathhouse	Horsemanship	Rifle Range
Bolos	Mountain Biking	Shotgun Range
Cabin	Parking	Tent Camping
Campfire	Pavilion	Winter Lodge
Gate	Workshop	