

# BAITING HOLLOW SCOUT CAMP PRESENTS...

## The Final Frontier



## Leaders' Guide 2009

The Final Frontier



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[www.BaitingHollowScoutCamp.org](http://www.BaitingHollowScoutCamp.org)

Baiting Hollow has a lot to offer on the World Wide Web! The camp's website is full of information on program opportunities year-round. Plus, the site is continually growing, so more and more stuff continues to be added. After visiting the site if you have any suggestions as to what you would like to see posted, send an email to: [webmaster@baitinghollowscoutcamp.org](mailto:webmaster@baitinghollowscoutcamp.org)

The Summer Camp Specific portion of the camp's website has a variety of resources at your finger tips. Extra copies of this guide can be downloaded off the website as well as other important forms like the Class III Medical Health Form and the COPE Release. The workbook for Requirement Three of the Environmental Science merit badge is also available for scouts to download. Stop By! Take a Look!

**Let everyone know to check the website daily for pictures from the day before. All of the pictures from that week will stay on the web site for the entire year.**

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February, 2009

Dear Scouters:

Welcome to Baiting Hollow Scout Camp. We have assembled a great program for the scouts and leaders of the summer of 2009. This year we will be hosting two pre-camp leaders meetings. These meetings are important to your units planning process. At these meetings we will be able to provide you with the most up to date information about the program and camp. This meeting will also give you a chance to ask any questions you might have about the summer of 2009. I am really interested in any suggestions you may have. Please come to these meetings with plenty of ideas that you feel would benefit the program.

The leaders' guide is separated into two major divisions. The first division is an administrative guide and the second is a program guide. Within the administrative guide, you will find information on procedures, policies, fees, and the general camp schedule. The program guide contains everything you wanted to know about this summer's program, including: merit badges, competitions, awards, and program area schedules. While the administrative guide is focused more on the information leaders need to organize their unit's camping experience, the program guide is meant to help the youth leaders, in addition to the adult leaders, in planning for your unit's week of camp. To facilitate this process, we recommend that you make the program guide available to the youth leaders in your unit. Additional copies can be retrieved from the camp's webpage, [www.baitinghollowscoutcamp.org](http://www.baitinghollowscoutcamp.org)

We look forward to sharing with you our long history of scouting excellence. If there is anything that we can do for you in the interim, please feel free to contact either of us. You can do so by calling the council service center at (631) 924-7000

Peter Young  
Program Director

Jim Grimaldi  
Camp Director

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# **ADMINISTRATIVE GUIDE**

## **FIRST DIVISION OF THE LEADERS' GUIDE**

Pages 5-21

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## What's New in 2009

1. **Payment** – We ask that individual scouts pay there Scout Troop and that in turn the Troop pays the council.
2. **Electronics** – We ask for every ones assistance that Scouts leave at home cell phones and all electronic devices. In the event that a scout needs to use a phone a unit leader may take the scout to the camp office and utilize the camp phone.
3. **Baiting Hollow is Going Green!!** We are currently recycling cardboard and this summer will include: glass and cans to your recycling program. We will also be getting a composing program, for food scraps and other appropriate items. We will ask that recycling takes place in the camp sites as well.
4. **Renovations to Penataquit cabin**
5. **Craft Lodge will have open schedule** – All craft badges with the exceptions of sculpture and pottery will not have scheduled class times. A scout may come to the craft lodge any time it is open to work on their desired badges.

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## General Policy

- Quiet time must be observed in each campsite from 10:00pm to 6:00am.
- **No Smoking** in view of any youth. This includes common camp areas and campsites.
- A Class 'A' uniform is appropriate for dinner. A Class 'B' uniform will be appropriate for all other times. A Class 'A' uniform consists of the official Boy Scout shirt worn with either the Boy Scout pants or shorts. A Class 'B' uniform consists of any scout related t-shirt, preferably a troop shirt, worn with either the Boy Scout pants or shorts. (We are hoping every scout will have several scout t-shirts to wear.)
- Two adult leaders, at least one 21 or older is required to be in camp at all times.
- Scouts will be expected to follow the Buddy System at all times.
- Troops must provide the camp with a roster of all scouts and leaders staying at camp. If a scout or leader has to leave for any reason, he or she must check out at the camp office and check back in upon return. Be sure to leave at least two scoutmasters in camp.
- All visitors are required to sign-in at the camp office, regardless of the length of their stay. They must sign out when leaving the camp as well.
- Everyone at camp, scouts, leaders, visitors and guests are required to wear the appropriate security bracelet. Individuals found in camp without a bracelet will be asked to leave.
- No flames are allowed in tents and all camp facilities are smoke free. Personal tents must have a "No Flames in Tent" sign.
- All vehicles must be parked in the parking lot unless a member of the camp's management team gives permission.
- Appropriate footwear must be worn at all times, except during certain aquatic activities.
- Campers are not permitted to be in or around staff living quarters.
- Program Closures due to inclement weather will be at the discretion of the Program Director after consultation with the Area Directors affected. A sign will be posted outside the camp office announcing the closure, what area it affects, and for how long.

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## What to Bring

### **Personal Gear**

- |  |  |   |
|--|--|---|
| <input type="checkbox"/> Medicines                         | <input type="checkbox"/> Jeans/ Long Pants         | <input type="checkbox"/> Extra Batteries  |
| <input type="checkbox"/> Shorts                            | <input type="checkbox"/> Sleeping Bag/ Blankets    | <input type="checkbox"/> Water Bottle     |
| <input type="checkbox"/> Sweater or Sweatshirt             | <input type="checkbox"/> Water Shoes/ Old Sneakers | <input type="checkbox"/> Sunscreen        |
| <input type="checkbox"/> Extra Socks / Underwear           | <input type="checkbox"/> Merit Badge Material      | <input type="checkbox"/> Flashlight       |
| <input type="checkbox"/> Extra Scout T-shirts              | <input type="checkbox"/> Poncho/ Rain Gear         | <input type="checkbox"/> Scout Handbook   |
| <input type="checkbox"/> Boy Scout Uniform                 | <input type="checkbox"/> Sturdy pair of Shoes      | <input type="checkbox"/> Mosquito Netting |
| <input type="checkbox"/> Laundry Bag                       | <input type="checkbox"/> Pack/Duffel Bag           |   |
| <input type="checkbox"/> Insect Repellent<br>(non-aerosol) | <input type="checkbox"/> Swim Suit and Towel       |   |

### **Toiletries**

- |   |  |                               |
|---|--|-------------------------------|
| <input type="checkbox"/> Soap/Shampoo (Unscented is best) | <input type="checkbox"/> Tooth Brush/ Toothpaste | <input type="checkbox"/> Comb |
| <input type="checkbox"/> Other Personal Items             | <input type="checkbox"/> Washcloth               |                               |
| <input type="checkbox"/> Bath Towel                       | <input type="checkbox"/> Shower Shoes            |                               |

### **Optional Items**

- |   |                                      |                                 |
|---|--------------------------------------|---------------------------------|
| <input type="checkbox"/> Bible              | <input type="checkbox"/> Prayer Book | <input type="checkbox"/> Pillow |
| <input type="checkbox"/> Camera/ Extra Film |                                      |                                 |

### **Patrol Gear**

- |  |                                      |   |
|--|--------------------------------------|---|
| <input type="checkbox"/> First Aid Kit     | <input type="checkbox"/> Lantern     | <input type="checkbox"/> Program Material |
| <input type="checkbox"/> Ice Chest/ Cooler | <input type="checkbox"/> Patrol Flag |   |

**We suggest that each item be labeled with the scout's name and Troop number. This will be helpful in returning lost items.**

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## Prohibited Items

1. Alcoholic Beverages
  - Individuals found in possession of any amount of alcohol, regardless of age, will be asked to leave the camp without a refund.
2. Illegal Drugs
  - Individuals found in possession of any amount of illegal drugs will be asked to leave the camp without a refund. Additionally, these individuals may be subject to criminal prosecution at the discretion of the Camp Director.
3. Unlabeled Drugs
  - All prescription drugs must be in the ORIGINAL CONTAINER with the ORIGINAL LABEL as provided by the Pharmacist. All legal drugs, prescription or non-prescription are required to be kept under lock-and-key at the Health Office. The only two exceptions are for those individuals carrying Epi-pens or inhalers. Individuals, who refuse to comply, will be asked to leave without a refund.
4. Firearms
  - No Personal Firearms! No exceptions!
5. Bows and Arrows
  - No Personal Bows and Arrows! No exceptions!
6. Sheath Knives
  - Absolutely No Sheath Knives! No exceptions!
7. Pets
  - i. Except guide dogs pets are prohibited
  - ii. An exception may be made by the Scout Executive for full time employees residing on the property.

### **Frequently Asked Questions Regarding Prohibited Items...**

Question: My troop has traditionally invited parents to come out to camp one night during the week for a dinner in-site. Can we serve alcohol to the parents when they come out?

Answer: **NO!** The BSA has a very strict but simple policy regarding the presence of alcohol on properties owned by the Boy Scouts of America. The answer is NO! No exceptions!

Question: My son is taking Archery / Rifle / Shotgun merit badge and has his own bow & arrow / rifle / shotgun. Can he bring it to camp to use during the merit badge?

Answer: **NO!** All shooting sports equipment owned by the camp is maintained and tested according to the regulations set forth by the National Council. The camp is responsible for making sure that all equipment is in safe working order. NO personal equipment!

## Hazing

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**Defined**

Any action taken or situation created, intentionally, to produce mental or physical discomfort, embarrassment, harassment, or ridicule (adapted from [www.stophazing.org](http://www.stophazing.org)).

**Some Examples**

It is important to note that this list is not inclusive. This list only represents selected examples.

1. Quests, Scavenger Hunts, or Treasure Hunts for meaningless objects (i.e. sending scouts out to look for cans of condensed steam, or left-handed smoke benders)
2. Morally degrading or humiliating games and activities (i.e. running someone's shorts up a flag pole)
3. Requiring only new/younger scouts to complete regular camp chores/duties (i.e. waiter duty, cleaning the campsite)
4. Any form of verbal abuse
5. Any form of an initiation for younger scouts
6. Any other activity that is not consistent with the goals, policies, or procedures of the Boy Scouts of America

**Common Myths (selected)**

- As long as there's no malicious intent, a little hazing should be O.K.
  - *Even if there's no malicious intent, safety may still be a factor in traditional hazing activities that are considered to be "all in good fun."*
- If someone agrees to participate in an activity, it can't be considered hazing.
  - *In states that have laws against hazing, consent of the victim can't be used as a defense in a civil suit. This is because even if someone agrees to participate in a potentially hazardous action it may not be true consent when considering the peer pressure and desire to belong to the group*

**So, What Do I Do??**

- Above all, use common sense. If you believe that an activity might be understood as hazing, stop it from happening.
- What if I see it happening in other units? Again, the answer is the same...stop it from proceeding! Then report the incident to the unit's leadership and a member of the camp management team.
- If you have to ask yourself, "is this activity hazing" more likely than not, it is. If after asking yourself this question, you still have no resolve, consult a member of the camp management team.
- The best way to prevent hazing in your unit is to educate your scouts on what hazing is, how it can be recognized, and what they should do if confronted with it.

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## Personal Health

Medical personnel staff the Health Lodge at camp 24 hours a day. Even if first aid is administered in the campsite, the incident must be reported to the camp's Health Officer. All medications, with the exception of inhalers and Epi-pens, must be kept under lock-and-key in the Health Lodge. The Health Lodge staff can handle most minor injuries. However, if further medical attention is required, the patient will be seen by the Camp Physician or will be brought to a local hospital.

*It is the responsibility of the unit leaders to process all charges for medical expenses through the unit's insurance policy, to have the expenses paid by the unit leader, or to have the expenses billed to the patient's family. Baiting Hollow Scout Camp and Suffolk County Council are not responsible for the payment of medical bills. Out-of-council units are required to provide a copy of their unit accident insurance certificate.*

Physical examinations are now acceptable for a period of three years. Health histories must be updated annually. If a scout has a medical form signed by a doctor, it is good for three years, as long as a parent updates the health history. Adults over age 40 must have an annual physical.

All prescription drugs must be in the **ORIGINAL CONTAINER** with the **ORIGINAL LABEL** as provided by the Pharmacist. All legal drugs, prescription or non-prescription are required to be kept under lock-and-key at the Health Office. The only two exceptions are for those individuals carrying Epi-pens or inhalers. If a parent does not want to send the entire prescription with his/her scout, he/she can pick-up an extra bottle with a copy of the original label from the Pharmacist.

Personal cleanliness is the number one item in the prevention of illness. There is no substitute for soap and hot water. Hot showers are located throughout camp. Be sure that every camper stays clean. Showers should be taken daily along with a tick inspection. Separate shower facilities are available for adult leaders 18 years of age or older. The camp staff cleans the shower facilities daily. If you find a facility dirty, please report it immediately, so we can remedy the problem.

Your Camp Commissioner will conduct daily inspections of your campsite to insure the health and safety standards are being upheld.

A non-aerosol insect repellent is recommended to reduce the likelihood of insect and tick bites. Aerosol insect repellents are extremely flammable and therefore can be dangerous. Insect netting is available for sale on a limited basis at the camp trading post. Some areas of camp require extra caution. Parts of the trails pass through poison ivy, sticker bushes and potentially swampy areas. Please caution your scouts to utilize the Buddy System and stay on the marked trails.

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**Fees should be paid to the council by the scout unit NOT  
by the scout family!!  
Camper & Adult Fees**

	<b>Discounted</b> <i>Paid before May 1<sup>st</sup></i>	<b>Regular</b> <i>Paid After May 1<sup>st</sup></i>
Troop Campers	<b>\$245.00</b>	<b>\$280.00</b>
Provisional Campers	<b>\$245.00</b>	<b>\$280.00</b>
Second Week Campers	<b>\$220.00</b>	<b>\$255.00</b>
Brother Discount <i>2<sup>nd</sup> or More from One Family</i>	<b>\$25.00 discount/wk</b>	<b>\$25.00 discount/wk</b>
Graduating Webelos	<b>\$245.00</b> <i>(Paid before June 15<sup>th</sup>)</i>	<b>\$280.00</b> <i>(Paid After June 15<sup>th</sup>)</i>
<b><i>Additional Fees:</i></b>		
COPE Program	\$30.00	
Open Shotgun	\$25.00	

<b># of Youth Attending</b>	<b># of Free Adults</b>	<b>Additional Adults</b>
1-5	0	\$50.00
5-12	2	\$50.00
13-18	3	\$50.00
19-29	4	\$50.00
30-42	5	\$50.00
43-54	6	\$50.00
54+	7	\$50.00

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## Weeks of Camp

Week 1	July 5 -11
Week 2	July 12 - 18
Week 3	July 19 - 25
Week 4	July 26- August 1
Week 5	August 2 -8

### **A scout has two options**

(1) He can either come with his unit during one of the five weeks of Boy Scout camp

OR

(2) He can come and stay with the provisional unit during any of the five weeks.  
 - The camp provides the adult and youth leadership for the provisional unit  
 - A scout camping in the provisional unit can participate in all of the programs as if he was camping with his home unit

## Specialty Program Weeks

Some prices differ for specialty camps. Consult the B.H.S.C. Website

Bike Camp	July 26 August 1
Bridge Camp	July 19 - 25
Aquatics Camp	July 26 – August 1
Eagle Camp	August 9 – 15
Canoe	August 17 - 22

**\*\*All Specialty Program weeks are operated as provisional units. The camp will provide both the adult and youth leadership\*\***

## Camp Facilities and Equipment

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Major facilities and equipment for your camping experience are furnished at camp. Your troop is responsible for conducting a check-in inventory to be sure that everything in your site is in good condition. If something is missing, please ask that it be replaced. Be sure to check all inventories carefully before you sign the inventory form. You will then be responsible for all items on the inventory. Loss or damage to equipment will be charged to you at the end of the camp period. Note carefully any damage, which might exist when you move in. If the camp cannot replace the item, make note of it on the inventory form.

Available for your use are major program items including: pioneering gear, camp tools, and Dutch ovens. Rope is available for large lashing projects and Binder twine is available for lashing practice, making camp gadgets, and for camp crafts.

A bulletin board and a flag pole are provided for each campsite. At the minimum, units will be asked to post a current roster of those attending camp, the daily inspection checklist, and an updated fireguard chart, which will be provided to you. Other items that could be posted include: program schedules, waiter-duty schedules, advancement records, etc.... Each unit is expected to run a flag ceremony in their campsite to raise and lower the flag.

All campsites have two cots in each tent. The camp does not provide mattresses. Each individual is expected to provide his/her own ground pad and sleeping bag.

The camp is like a small city, and like any city, the camp has its share of challenges such as, water supply, sewage, garbage disposal, fire fighting, policing, food supply and housing. Latrines are designed for the disposal of human waste only. They are not garbage cans or trash disposal places. They were not designed to digest cans, foam products, bottles or greasy dishwater. Please help us keep our bathrooms in the best possible condition. During your stay, if you notice that one of our bathroom facilities is not up-to-par, please notify a member of the camp's management team.

## Communication

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Mailing Address:

Name, Troop #  
Baiting Hollow Scout Camp  
1774 Sound Avenue  
Calverton, NY 11933

Phone: (631) 727-1614

Fax: (631) 727-6323

Scouts will not be permitted to use the camp business phone without his scoutmaster being present. An office manager will receive and deliver messages to scouts and leaders as necessary, during the camp's business hours (9am-9pm). Incoming calls should be of the utmost importance.

**Scoutmasters in camp please be sure to check your campsite mailbox each day for your units mail and packages. Mailboxes are located at the Camp Office.**

Parents are requested to leave there whereabouts with a unit leader if they plan to be away from home during their scout's week of camp. It is recommended that the Scoutmaster have the name and number of an additional contact in the case of an emergency.

**We request that campers DO NOT BRING CELL PHONES.**

As with any expensive electronic equipment we suggest you leave it at home. Most scoutmasters bring cell phones and the office phone is always available for emergencies.

Check-in day

*Check-in begins at **1:00pm** on the **Sunday** of your week of camp. Units arriving early will not be permitted to check-in ahead of time. Units that will be requiring special check-in accommodations must notify the camp at least two weeks prior to scheduled arrival*

**Basic Schedule**

**1:00**

**Check-in begins**

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- Each unit will assemble all scouts, leaders, and gear at a marked place in the athletic field. **We encourage units to arrive with as much gear as possible loaded in one vehicle.**
- Each unit will send one adult leader to the camp office to check the unit in, hand in a roster, and turn over any outstanding balances.
- Trucks with gear will be permitted to unload one-by-one at the discretion of the Officer-In-Charge.
- Your staff guide will meet your unit at the athletic field.

**1:30-4:45****Medical Checks & Swim Tests**

- Medical re-checks will take place. All Medical forms and medications must be turned into the Health Officer at this time. **Please make sure that both a parent/guardian and the scout's physician sign all of the medical forms.**
- If any scout plans on participating in the C.O.P.E. program his parent/guardian must also fill out and sign the release found on the back of the medical form.

**1:30-4:45****Camp Tour & Dining Hall Orientation**

- Your staff guide will take you on a tour of camp, pointing out all program areas, main buildings, and other areas of importance. All units are required to go through a Dining Hall orientation.

**4:45****Leaders' Meeting & SPL Meeting:** Both at the Training Lodge

- Be sure to bring your SPL and ASPL they are the youth leadership for your troop it is important they are well informed about the weeks' events

**5:50****Retreat:** Parade Field**6:00****Family Dinner** (see next page)**7:20****Merit Badge Sign-up Fair:** (see next page)**8:30****Opening Campfire:** Campfire Arena

## Family Day

Check-in day at Baiting Hollow is also our Family Day. During this day parents will have the opportunity to tour the camp facilities and get a taste of all the exciting activities that Baiting Hollow has to offer. As part of Family Day all families are invited to visit camp, take the camp tour and stay for a chicken barbecue. We strongly encourage all parents to stay for the Family Day. The chicken barbecue dinner cost \$7.00 per person. Tickets can be purchased at the camp

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office on the day of your arrival, up until 4:00pm. There will be a flag retreat ceremony at 5:50pm and dinner will be served promptly at 6:00pm.

Parents, family members and friends then have the opportunity to leave camp before dark or stay for the opening campfire at 8:30pm. (Please leave the family pet at home)

**For planning and logistical reasons this is the *only* meal that all parents are invited to come enjoy at camp. If your troop holds a parent's night at any other time please do not plan on the camp's food service to provide food for that event. (This includes Beach Party and all other meals)**

## Guest Meals

Visitors who are staying for one of the camp meals must notify the camp office at least one day in advance (with the exception of the Final Frontier Dinner on Sunday). The prices of guest meals are as follows...

Breakfast	\$4.00
Lunch	\$5.00
Dinner	\$7.00

## Merit Badge/Program Sign-up Fair

**WHERE:** Parade Field (Across from the Dining Hall)

**WHEN:** 7:20pm, Check-in day

Scouts will have the opportunity to sign-up for merit badges and/or programs that they are interested in pursuing. Please be sure your scouts have a schedule planed prior to the Sign-up Fair. This sign up is used for planning the programs for the week therefor it is important we have accurate account for the boys interest. Area Directors representing all the different program areas will be on hand to answer any questions. For programs that have limits on to how many scouts can participate, it is essential that the scout sign-up with the program area in order to participate.

## Check-Out Day

*If your unit requires accommodations other than what is listed below,  
You must notify the camp two weeks prior.*

## Basic Schedule

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- 7:00am**      **Merit Badge Questions:** Training Center
- Each unit will have the opportunity to send a representative to iron out any problems with blue cards.
  - All Area Directors and the Program Director will be on hand to answer any questions.
- 7:50am**      **Morning Flag Ceremony**
- 8:00am**      **Breakfast**
- 9:00am**      **Site Check-Out**
- Your staff guide will meet you at your campsite and take you through the check-out procedure
- 9:30am**      **Closing Ceremonies:** Parade Field
- Parents are invited and encouraged to attend our closing ceremonies.
- 10:30am**      **Plan to be out of Camp by this time** (We'll see you next year)
- Before you leave don't forget...
    - To Sign-up your unit for the summer of 2010
    - Pick up your copies of the camp slideshow
    - Hand-in your Leader Evaluation Survey(It is very important for us to receive your feedback in order to improve the program for coming years)

## General Daily Schedule

The following schedule will be for all program areas with the exception of the three aquatic areas. The aquatics program will follow a modified schedule (see next page)

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6:30-7:20	Early Morning Period
<b>7:50</b>	<b>Morning Flag</b>
<b>8:00</b>	<b>Breakfast</b>
9:00-9:50	Period 1
10:00-10:50	Period 2
11:00-11:50	Period 3
<b>12:15</b>	<b>Lunch</b>
<b>1:00-1:30</b>	<b>Siesta</b>
1:30-2:20	Period 4
2:30-3:20	Period 5
3:30-4:30	Open Time
4:30-5:30	Troop Time
<b>6:15</b>	<b>Retreat</b>
<b>6:20</b>	<b>Dinner</b>
7:30-8:45	Period A
<b>10:00</b>	<b>Taps</b>

## Aquatics Modified Schedule

The three aquatics program areas, Swimming, Boating and the Beach will follow this schedule.

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6:30-7:20	Early Morning Period
<b>7:50</b>	<b>Morning Flag</b>
<b>8:00</b>	<b>Breakfast</b>
9:00-10:20	Period 1A
10:30-11:50	Period 2A
<b>12:15</b>	<b>Lunch</b>
<b>1:00-2:00</b>	<b>Siesta</b>
2:00-3:20	Period 3A
3:30-4:30	Open Time
4:30-5:30	Open Time
<b>6:15</b>	<b>Retreat</b>
<b>6:20</b>	<b>Dinner</b>
7:30-8:45	Period A
<b>10:00</b>	<b>Taps</b>

## The Camp Trading Post

The Camp Trading Post has a variety of items available for your convenience. Here is just a sampling of some of the things that you will find...

Merit Badge Pamphlets  
Basketry Kits

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Woodcarving and Leatherwork supplies  
Walking Sticks  
Medallions  
Water bottles  
Camp Shirts, Sweatshirts and Polo's  
Lighthouse Patches  
A variety of Order of the Arrow patches, sashes and pins  
Small gift items  
Mosquito Nets  
Batteries  
Flashlights  
Post cards  
And of course all the Slushies, Snacks, Ice Cream, Soda, and Candy that you will need

### **Hours of Operation**

Sunday	1:00-5:00pm, 7:00-8:30pm
Monday	9:00am-12:00pm, 1:30-5:00pm, 7:00-9:00pm
Tuesday	9:00am-12:00pm, 1:30-5:00pm, 7:00-9:00pm
Wednesday	9:00am-12:00pm, 1:30-3:45pm, 8:00-9:00pm
Thursday	9:00am-12:00pm, 1:30-5:00pm, 7:00-9:00pm
Friday	9:00am-12:00pm, 1:30-5:00pm
Saturday	9:00am-9:30am, 10:00am-11:00am

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# PROGRAM GUIDE

## SECOND DIVISION OF THE LEADERS' GUIDE

Pages 22-67

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# The Camp Scoutmaster

A Few DO's and DON'TS

## DO...

1. Set a tone and example that will give your troop real class. Insist on manners, good fellowship, clean sportsmanship, clean fun and a clean camp.
2. Allow patrols to plan and carry out activities they developed. This is accomplished by PLC (Patrol Leader's Council) meetings prior and during camp.
3. Have enough programs to keep everyone busy, BUT...
4. Allow for and suggest some time when a scout can "go and do something with a pal."
5. Keep the OUTING in Scouting.
6. Be sure there is personal achievement, advancement possibilities and fun in the program. Counsel each scout on the appropriate number of Merit Badges he should be working on. There is more to camp than the merit badge program!
7. Keep in touch with what is happening in the unit. Get verbal reports from the Senior Patrol Leader on a daily basis.
8. Make the method succeed by expecting and helping it work.
9. Plan an after-hours program in your site during the evening.

## DON'T...

1. Allow too many activities to be scheduled. Camping should be a relaxing experience.
2. Be alarmed if things happen that are not in the schedule; some circumstances warrant changes in plans.
3. Engage in activities that can be done better in town, like baseball and football.
4. Judge the success of the camp experience by the number of merit badges earned.
5. Miss out on a golden opportunity because it crops up at a time that you are too tightly scheduled to take full advantage of it.
6. Give scouts a title and leadership positions and then do all the leading yourself. You are there as an advisor and counselor.
7. Permit a camp violation, or errors in operation to persist or continue... correct it immediately. A scout camp is a training camp. Be kind, but firm when necessary.

The Final Frontier



## The Camp Senior Patrol Leader

### Before Camp:

1. Plan the program with your Scoutmaster by following the instructions in the Leader's Guide.
2. Call at least two (2) meetings of the Patrol Leader's Council. Use the first meeting to help you plan the program and the second to make the arrangements.
3. Make sure that each patrol has its own Patrol Flag, Patrol Yell and Patrol Cheer. Bring the patrol flags to all flag ceremonies.
4. Working with your Troop Quartermaster, check on troop equipment that will be needed and make tent assignments before you leave for camp.
5. Instruct Patrol Leaders to strive for advancement objectives for each scout in his patrol.

### Check List at Camp:

1. On arrival, post on bulletin board: Advancement Charts, Troop's program for the week, FireGuard Chart, Duty Roster, Emergency Procedures.
2. Represent your Troop at the Senior Patrol Leader's Meeting (Sunday, 4:45pm, Training Lodge)
3. Conduct flag ceremonies in your own campsite.
4. After lunch, conduct a meeting of the Patrol Leader's Council to review the program for the next day.
  - a. Designate responsibility for each activity
  - b. Have Patrol Leaders report on the advancement of each scout in his patrol
  - c. Discuss the results of the morning inspection with the Patrol Leaders.
5. Follow through with all of your assignments.

**REMEMBER: As the Senior Patrol Leader your leadership to the troop will directly influence the success of your troop's week at camp. Provide strong leadership at camp as you do the rest of the year.**

The Final Frontier



## Planning Your Troop's Program

*First and Foremost... A good program is a flexible program!*

### **Elements of a Good Program**

1. Patrol Activities: The patrol method is the preferred method of Scouting. Camp provides a weeklong opportunity to make it come alive.
2. Troop Activities: A great opportunity to allow your Junior Leaders to lead and build troop spirit.
3. Camp-wide Activities: A weekly highlight; a time to make new friends and share new experiences.
4. Conservation Projects: An opportunity to leave behind a positive mark.
5. Advancement Opportunities: Every scout progressing along the Eagle trail.
6. Free Time: Time to grow, think, and enjoy the programs that interest you most.

### **Planning Ideas**

1. Determine the activities you think the troop would enjoy.
2. Determine the need for advancement in the troop.
  - a. Rank Advancement
  - b. Merit Badges
3. Compare the troop program ideas with the existing summer camp program.

**Your Camp Commissioner is a great person to talk to if you find yourself in a bind!!**

The Final Frontier



## A Scout is Reverent

*Religious services are a camp-wide activity; no other program will be allowed to take place during these times. Scouts and scouters are strongly encouraged to attend.*

### **Interfaith Service**

The interfaith service is a non-denominational service for all scouts and scouters. The interfaith service will take place at two times during the week

- Early Morning Interfaith Tuesday at 6:30am in the Pine Chapel.
- Wednesday evening on the beach directly following the Beach Party.

### **Vespers**

On Friday evening at 7:30 the camp will be offering three vesper services. There will be a Protestant Service, a Catholic Service, and a Jewish Service.

Let make sure that all of your Scouts live by the Scout Law.

The Final Frontier



# Program Areas

## Aquatics

The aquatics program consists of three program areas: the swimming area, the boating area, and the beach. All aquatics merit badges run for an hour and twenty minutes. Fishing is allowed off rowboats only during early morning programs. Whether you come down to the waterfront to play on the Blob, go sailing, or spend some time perfecting your kayak skills, you are guaranteed to have fun. Always remember to BRING A BUDDY. The aquatic staff will give swimming lessons to anyone that asks both scouts and adults.

## Brownsea

Baiting Hollow's first-year camper program is a program designed to provide campers with a jump start towards the Tenderfoot through First Class Ranks, while still allowing them to participate in his own Troop's program, special events and the offered merit badges. Scouts will be formed into patrols depending on current advancement. The patrols will meet for advancement training and to prepare for the overnighiter. Sign-ups for the Brownsea program will take place at the same time as the merit badge sign-up fair.

**The following rank requirements will be covered:**

**Scout: 4, 5, 6, 7**

**Tenderfoot: 3, 4a, 4b, 5, 6, 7, 9, 11**

**Second Class: 1a, 2b, 2c, 2d, 2e, 2f, 2g, 3, 4, 5, 7a, 7b, 7c**

**First Class: 1, 2, 6, 7a, 7b, 7c, 8a, 8b, 9a, 9b, 9c**

*Scouts must become a blue swimmer by the end of the week in order to complete the First Class swimming requirements.*

Additionally, Totin' Chip and Firem'n Chit will be taught. Each scout will also work on Mammal Study **or** swimming **and** a craft badge of the scout's choice.

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## **COPE and Climbing**

COPE stands for Challenging Outdoor Personal Experience in which scouts have the opportunity to sail down a 325-foot zip line, climb a 40-foot tower, swing like Tarzan in the air, or climb the vertical playpen. Project COPE events, such as the ones listed above; help instill positive character traits in all of the participants. Scouts that participate in the COPE program learn the values of teamwork, self-esteem, leadership, decision-making, communication, problem solving, and trust. Project COPE begins the week with somewhat wacky games designed to build the teamwork and communication aspects of the program. Following these initiative games, the scouts go through a series of low course events, challenging the group to complete the task as a team. Finally, the group moves on to the high course elements, where all the aspects of the program are tested and reinforced. While scouts are individually completing events 30-40 feet in the air, his teammates are belaying and encouraging him onward. Although no merit badge is earned in the program, a special award is given to those who complete it. Project COPE is open to any scout or adult who has completed the 7<sup>th</sup> grade or is at least 13 years of age. Space is limited and will be filled on a first come first served basis.

Open climbing sessions as well as the climbing merit badge are offered separate from COPE. Scouts do not need to be enrolled in the COPE program in order to participate in climbing activities. **COPE will run opposite Island Venture with COPE before lunch.**

### **Important Things to Know About COPE / Climbing**

- 1) There is a \$30.00 additional fee associated with the COPE program
- 2) COPE participants must have the COPE release signed by a parent or guardian. The Release is not needed for climbing.
- 3) Long pants are required for COPE and climbing merit badge
- 4) Under no circumstances will participants be able to use personal climbing equipment

## **Crafts**

In the Craft Lodge you can carve a neckerchief slide, weave a basket, make leather projects or anything else you want to create. The craft center offers six merit badges, two of which have scheduled times. Some craft badges require the scout to purchase a kit and/or supplies from the Trading Post. Estimated costs are displayed under a pre-requisite.

The Final Frontier



## **Island Venture**

Island Venture is a unique program for older scouts. Scouts must be 14 or older in order to participate. The program will run opposite COPE in the afternoon from 1:30-3:30. On Monday, scouts will be broken up into patrols and will be given a “menu” of activities in which to choose from. The week’s program will be decided on entirely by the scouts. There are three merit badges associated with the program, Citizenship in the Nation, Personal Fitness and Public Speaking. Scouts will have the option to choose **one** of these merit badges to work on during the week if the patrols choose to. Merit badge instruction will be handled as an independent study based on each scout’s individual needs. Each patrol will also complete a major project goal during the week. Scouts participating in Island Venture should have a COPE Hold Harmless Agreement signed. Island Venture patrols may spend time at the COPE course depending on the patrols interest.

### **Some activities that will be available...**

- Tomahawk Throwing
- Canoe / Kayak Trip Afloat
- Hiking Trip
- COPE initiative games
- Zip line at the COPE course
- Climbing
- Waterskiing
- Leave No Trace Campout
- Advanced Orienteering and Map Design
- Bridge Building Competition
- A day on the Beach
- A trip to the shotgun range\*

\* Program will require additional fees of \$15

## **Nature and Ecology**

Our Nature and Ecology Center (NEC) offers fifteen merit badges which is more than any other program area. The NEC offers two conservation awards, the Baiting Hollow Naturalist and the Baiting Hollow Naturalist Troop. The NEC staff will also be available to offer nature hikes and provide fishing tips. The NEC staff in conjunction with the Scoutcraft staff will be offering a seminar on Leave No Trace. Those individuals who will be pursuing the Environmental Science merit badge are strongly recommended to download the Requirement 3 Workbook available on the camp’s website. The workbook contains all of the available activities for Req. #3 of the merit badge.

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## **Scoutcraft**

Scoutcraft is full of things to do and outdoor skills to learn. At Scoutcraft you can earn Totin' Chip, Firem'n Chit, Paul Bunyan Woodsman, in addition to seven other merit badges. Some of the activities that Scoutcraft has to offer include: cooking demos, matchless fires, rope making, instructional knot tying and lashing, orienteering courses, wilderness survival tips, pioneering competitions, woodsman skills, signaling, and no utensil cooking.

## **Shooting Sports**

In addition to Archery and Rifle merit badge, scouts can also participate in any of the open shoots. Individuals have the option of completing a variety of NRA awards at the Rifle Range and JOAD awards at the Archery Range. Any one can participate in the open shoots, but you must be 12 or older to take either the Archery or Rifle merit badge. For those interested in open Shotgun, you must be at least 13 years old and there is an additional fee of \$15.00 for the program. Open Shotgun is run on an as needed basis. Those people interested should speak with the shooting sports director on check in day.

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# Training

## **BSA Lifeguard (open to both youth and adults)(Weeklong)**

This award is the highest award offered by the BSA for aquatic skills. Participants will be trained in all areas of aquatic safety and management, including both water and land rescues. Participants must attend the CPR course and pass a written exam. In order to be considered for certification, participants must have at least 30 hours under the direct supervision of the Aquatics Director.

## **Climb-on Safely (adults only)(Wednesday)**

Climb-on Safely goes through the basic safety precautions and regulations involved with a climbing program in the Boy Scouts of America. Leaders wishing to develop a climbing program for their unit are required to attain this certification.

## **C.P.R. (open to both youth and adults)(Tuesday)**

Open to both scouts and leaders, this course taught by an American Red Cross Instructor, will satisfy the CPR requirement associated with all Aquatics merit badges, the BSA Lifeguard award, the First Aid merit badge and the related rank advancements. Although this course is taught by a American Red Cross Instructor it is not an American Red Cross Certification. If you have older scouts or adult leaders who need this certification please see the program director at the beginning of the week.

## **Leave No Trace Awareness Certificate (open to both youth and adults)(Tuesday)**

Leave No Trace as awarded by the BSA cannot be earned entirely at camp as participants are required to attend three separate camping experiences after completion of the original training. Our Scoutcraft and Nature/Ecology staffs team up to present the basics of the Outdoor Code and start you on your way to achieving the full award. Upon completion of the seminar, participants will receive a certificate.

## **New Leader Essentials (adults only)(Thursday)**

This is intended as a quick start to the Boy Scout program for new leaders. It is a crash course into Scouting Policy and Program and is a good precursor to the Leader's Essential and Leader's Specific Training courses offered by council.

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**Safe Swim Defense / Safety Afloat (adults only)(Monday)**

As with Climb-on Safely, Safe Swim Defense and Safety Afloat are required of unit leaders before they can pursue an aquatics program for their unit out-of-camp. Both courses cover the basic safety principles set in place by the BSA for all swimming and watercraft activities.

**Trek-on Safely (adults only)(Monday)**

Trek-on Safely is designed to introduce leaders to the basic safety principles and procedures set forth by the BSA for all high adventure activities. This training is not yet required of unit leaders taking their unit on high adventure activities, but may be so in the future.

**Youth Protection (adults only)(Tuesday)**

An essential part of the Boy Scout program, youth protection training is required of all unit leaders. The training covers the philosophy of two-deep leadership and other necessary precautions for the protection of all youth. This training must be renewed every two years! Camp is a great time for a refresher course.

**Days are subject to change before camp, please call the camp office at (631) 727-1614 in the beginning of the season to check for updates if you are planning to have any Leaders not staying at camp attend.**

**Unit Leader Activities**

*This is a list of activities, a schedule for these activities will be provided upon your arrival.*

Scoutmaster Archery Competition  
 Scoutmaster Rifle Competition  
 Chili Cook-Off  
 Scoutmaster fire building Competition  
 Horseshoes and Bocce Ball  
 Guided Hike (Rounds with the Program Director)  
 Scoutmaster Dinner and Brunch

**Additionally**, the Management Team will sponsor a daily “Mugs-up”, Monday thru Thursday, with the adult leaders to check on the progress of each unit’s week of camp. The daily Mugs up will take place on the Dining Hall Porch directly following Breakfast. The Mugs-up will be with the Program Director or other member of the Management team. Coffee will be available.

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## Daniel Boone Scouter's Award

*This award is open only to adult unit leaders. To qualify, adult leaders must meet the following requirements and turn in the completed form to the camp office no later than 12 noon on Friday.*

1. Introduce yourself to the following people:

- |                                       |                                   |
|---------------------------------------|-----------------------------------|
| Camp Director: _____                  | Program Director _____            |
| Camp Commissioner _____               | Health Officer _____              |
| Aquatics Director _____               | Brownsea Director _____           |
| COPE/Climbing Director _____          | Crafts Director _____             |
| Head Cook _____                       | Nature and Ecology Director _____ |
| Scoutcraft Director _____             | Shooting Sports Director _____    |
| Trading Post Manager _____            | Island Venture Director _____     |
| Scout Master from another troop _____ |                                   |

2. Attend one of the daily "Mug-ups" directly following breakfast and the Guided Hike

Program Director: \_\_\_\_\_ ("Mugs Ups")

Program Director: \_\_\_\_\_ (Guided Hike)

3. Be **currently** certified in Youth Protection, Safe Swim Defense, Safety Afloat, Climb-on Safely, and Trek-on Safely

Camp Commissioner: \_\_\_\_\_

4. Discuss with your Camp Commissioner your unit's year-round program.

Camp Commissioner: \_\_\_\_\_

5. Discuss with either, the Camp Director, the Program Director or Camp Commissioner improvements that you would like to see put in place for future years.

CD, PD, or CC : \_\_\_\_\_

6. Provide strong leadership to your troop by encouraging the patrol method and making use of your junior leaders in planning and carrying out troop activities while at camp.

Camp Commissioner: \_\_\_\_\_

7. Participate in both Scoutmasters' Shoots.

Archery \_\_\_\_\_

Rifle \_\_\_\_\_

8. Perform a small camp improvement project

Camp Director: \_\_\_\_\_

**Approved:** Camp Commissioner: \_\_\_\_\_

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## Youth Awards

### **BSA Lifeguard**

This award is the highest aquatic award offered by the BSA. Participants will be trained in all areas of aquatic safety and management, including both water and land rescues. Participants must attend the CPR course and pass a written exam. In order to be considered for certification, participants must have at least 30 hours under the direct supervision of the Aquatics Director.

### **C.P.R.**

Open to both scouts and leaders, this course taught by an American Red Cross Instructor, will satisfy the C.P.R. requirement associated with all Aquatics merit badges, the BSA Lifeguard award, the First Aid merit badge and the related rank requirements.

### **Firem'n Chit**

The Firem'n Chit award teaches basic fire safety and the importance of the Outdoor Code. Firem'n Chit can be earned at Scoutcraft.

### **Leave No Trace Awareness Certificate**

Leave No Trace as awarded by the BSA cannot be earned entirely at camp as participants are required to attend three separate camping experiences after completion the original training. Our Scoutcraft and Nature/Ecology staffs team up to present the basics of the Outdoor Code and start you on your way to achieving the full award. Upon completion of the seminar, participants will receive a certificate.

### **Mile Swim BSA**

The Mile Swim will be offered as part of the scheduled aquatics program during Period 2A at the Swimming Area. Scouts will have the opportunity to develop their distance swimming skills in preparation for swimming the full mile at the end of the week.

### **Paul Bunyan Woodsman**

The Paul Bunyan Woodsman Award takes the Totin' Chip Award to the next level. Participants will be required to show proficiency in woodworking skills and will be required to carry out a small service project

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### **Snorkeling BSA**

Designed to introduce scouts to the basic techniques of snorkeling, this course is offered during period 1A at the Beach.

### **Totin' Chip**

The Totin' Chip award is required of all scouts before they are allowed to use any wood tools. The course is designed to introduce scouts to the basic woodworking skills in addition to the necessary safety precautions.

### **World Conservation Award**

A scout can earn the World Conservation Award by earning, Environmental Science merit badge, either Soil and Water Conservation or Fish and Wildlife Management merit badge, and Citizenship in the World merit badge. Applications for the award are available at the Nature/Ecology Center.

### **Baiting Hollow Program Awards**

Baiting Hollow is happy to offer four area awards. The Muskrat award in Aquatics, the Eagle eye Award in Shooting Sports, the Outdoor Skills Award in Scoutcraft, and the Baiting Hollow Naturalist in Nature.

The Final Frontier



# Baden Powell Honor Patrol

*In order to qualify for the award, a patrol must complete 8 of the possible 10 items and the approved form must be turned in to the Camp Office no later than 12 noon on Friday.*

**Patrol Name:** \_\_\_\_\_

**Troop #:** \_\_\_\_\_

**Completed**

**Patrol Name:** To be decided upon by the patrol.

**Patrol Yell:** Original and related to the patrol.

**Patrol Call:** A few words or sounds that can be used by patrol members for recognition.

**Spirit:** Does the Patrol stick together? Does it use its call and yell?  
Does it carry its flag?

**Flag:** Handmade by the patrol (Should be used at camp flag ceremonies and other camp wide events)

**Slide:** Handmade neckerchief slide made by the patrol (they must wear it thought out the week)

**Cooperation:** Does the patrol cooperate with Troop leadership, their Patrol Leader, and among themselves.

**Advancement:** Each member must either advance one rank or earn one merit badge.

**Participation:** Does the Patrol enter activities? Does it work with the staff and follow program.

**Project:** A small camp service project selected by the patrol and approved by the Nature and Ecology Director or Camp Commissioner.

## Approved

Senior Patrol Leader: \_\_\_\_\_

Scoutmaster: \_\_\_\_\_

Camp Commissioner: \_\_\_\_\_

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## Ernest Thompson Seton Honor Troop

*Qualifying as an “Honor Troop” is a high honor. It means that the Troop has proven itself to be a good camping unit. To qualify, a troop must consist of at least one patrol in camp and be under its own leadership. The troop must also meet the following requirements.*

Have a short Meeting with-in the first 24 hours with the Camp Commissioner to discuss the Honor Troop Requirement. Camp Commissioner: \_\_\_\_\_

\_\_\_\_\_ **Advancement:** The unit sets its own objectives. Ninety percent of all objectives must be accomplished during the week.

\_\_\_\_\_ **Gateway:** Create a gateway that demonstrates skill in lashing and knot tying.

\_\_\_\_\_ **Patrol Areas:** Each Patrol must maintain the highest standards of conduct and maintain the cleanliness of their dining table. Each troop must also earn the outstanding campsite award.

\_\_\_\_\_ **Program:** A well-developed program planned in advance of camp at a Troop Leaders’ Council meeting. A copy of this program must be posted on the campsite bulletin board by 12 noon on Monday. It should include the following:

- 1. Advancement Objectives
- 2. Program: Listing of what merit badges each scout is taking and the Troop activities they will be participating in.

\_\_\_\_\_ **Camp-wide Games:** The troop must participate in all camp-wide activities.

\_\_\_\_\_ **Honor Patrol:** The Baden Powell Honor Patrol award must be earned by all patrols present at camp. A patrol must include a minimum of four regular, registered scouts.

\_\_\_\_\_ **Health:** All cases of illness or injury are reported to the Health Officer immediately.

\_\_\_\_\_ **Promptness:** Anticipate the schedule and be on time for all meals, flags and activities.

\_\_\_\_\_ **Scout Spirit:** During each week, each troop member must live up to the high ideals of the Scout Oath, Law, Motto and Slogan. Each patrol must attend *both the interfaith service and a vespers service.*

\_\_\_\_\_ **Adults:** Each adult troop leader must be certified in Youth Protection and at least one adult must be certified in Safe Swim Defense, Safety Afloat, Climb-on Safely and Trek-on Safely.

\_\_\_\_\_ **Application:** To qualify, this completed application must be signed below and the Camp Commissioner must initial each requirement. The approved application is due in to the Camp Office *no later than 12 noon on Friday.*

### Approved

Senior Patrol Leader: \_\_\_\_\_

Scoutmaster: \_\_\_\_\_

Camp Commissioner: \_\_\_\_\_

The Final Frontier



## Outstanding Campsite Award

*The Outstanding Campsite Award will be awarded to all troops that achieve the campsite inspection goals on each of their daily campsite inspections. The Outstanding Campsite Award is a requirement for the Ernest Thompson Seton Honor Troop Award.*

### **Inspection Criteria**

Your Camp Commissioner will be around to your campsite on a daily basis to check on the following:

- 1) Cleanliness of living areas
- 2) Cleanliness of assigned trail
- 3) Cleanliness of fire pit area
- 4) Proper safety precautions (i.e. filled fire buckets)
- 5) Proper postings on Bulletin Board (i.e. Fireguard Chart, Troop Roster, etc...)

### **Quality Standard Goals:**

Monday	20 Quality Points
Tuesday	21 Quality Points
Wednesday	22 Quality Points
Thursday	24 Quality Points
Friday	25 Quality Points (100%)

Each day the campsite Quality Inspection standard increase. We want to encourage improvement and make goals attainable for all scouts.

A copy of the complete inspection sheet used by the commissioners will be made available to you upon your arrival.

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## Nature Scavenger Hunt

In order to win the nature scavenger hunt a troop must earn as many points as possible and have each item initialed by a nature / ecology staff member. **NO MAMMALS!!** A troop that **harms or injures an animal is disqualified.** The Troop with the highest number of points at the end of the week will win. In order to qualify, this form must be turned in by 12 noon on Friday.

**Camp Site:** \_\_\_\_\_ **Troop #:** \_\_\_\_\_

- |                                      |                               |
|--------------------------------------|-------------------------------|
| 100 Pine Cone _____                  | 100 Deer Tracks _____         |
| 100 An Ant _____                     | 100 A Toad _____              |
| 100 Worm _____                       | 100 A Pine Needle _____       |
| 100 Acorn _____                      | 100 Grass _____               |
| 100 Berry _____                      | 100 Caterpillar _____         |
| 100 Feather _____                    | 100 Frog _____                |
| 100 Moss _____                       | 100 10 Pieces of Litter _____ |
| 100 Clover _____                     | 100 Smooth Rock _____         |
| 100 A flower _____                   | 100 Animal Foot Print _____   |
| 100 A snail _____                    | 200 A box turtle shell _____  |
| 100 A seed _____                     |                               |
| 100 A spider web _____               |                               |
| 100 A mosquito _____                 |                               |
| 100 A mushroom or fungus _____       |                               |
| 100 3 different kinds of rocks _____ | <b>TOTAL POINTS:</b> _____    |

**Approved**  
**Nature and Ecology Director:** \_\_\_\_\_  
**Program Director:** \_\_\_\_\_

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## Baiting Hollow Naturalist

This award is for individual scouts. In order to qualify, a scout must satisfy the following requirements. A member of the Nature / Ecology staff must initial each requirement. The approved form must be turned into the Nature and Ecology Center by 12 noon on Friday.

1. \_\_\_\_\_ Earn or have earned the Environmental Science merit badge
  
2. \_\_\_\_\_ Earn or have earned either the Soil and Water Conservation merit badge or the Fish and Wildlife Management merit badge
  
3. \_\_\_\_\_ Know and recite the Outdoor Code from memory
  
4. \_\_\_\_\_ Share with another scout your understanding and knowledge of the Environmental Science merit badge pamphlet
  
5. \_\_\_\_\_ Talk to the Nature/Ecology Director about how you as a scout can help in conservation efforts.

Approved:

Scout's Name: \_\_\_\_\_

Troop: \_\_\_\_\_

Site: \_\_\_\_\_

Nature/Ecology Director: \_\_\_\_\_

Program Director: \_\_\_\_\_

The Final Frontier



## **Baiting Hollow Outdoor Skills Award**

This award is for individual scouts. In order to qualify, a scout must satisfy the following requirements. A member of the Scoutcraft staff must initial each requirement. This form must be turned into the Scoutcraft Director by 12 noon on Friday.

**Learn the following knots:**

*Square Knot*     *Bowline*     *Sheet Bend*  
 *Timber Hitch*     *Clove Hitch*

**Learn two of the following lashes:**

*Square Lash*     *Diagonal Lash*     *Tripod Lash*     *Round Lash*

**Learn two of the following:**

*Eye Splice*     *Back Splice*     *Short Splice*

**Complete the following:**

*One Orienteering Course*     *CPR Training*

**Explain the following:**

*Proper steps and procedures for cooking a meal over an open fire*  
 *The difference between Inner and Outer Frame Packs*

**Set up the following Tents:**

*A-Frame*     *Dome*     *Wall Tent*

**Teach:**

*Assist the Scoutcraft staff in teaching a Totin' Chip or Firem'n Chit course*

**Create:**

*A pioneering project approved by the Scoutcraft Director*

**Approved:**

Scout's Name: \_\_\_\_\_

Troop: \_\_\_\_\_

Site: \_\_\_\_\_

Scoutcraft Director: \_\_\_\_\_

Program Director: \_\_\_\_\_

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## **Baiting Hollow Muskrat Award**

This award is for individual scouts. In order to qualify, a scout must satisfy the following requirements. A member of the Waterfront staff must initial each requirement. This form must be turned into the Waterfront Director by 12 noon on Friday.

**Complete English Gates Course in one of the following:**

*Rowboat*     *Canoe*     *Kayak*

**Complete the Following:**

*Swimming Merit Badge*     *CPR Course*

**Perform:**

*Dock Landing with Rowboat*     *Use proper Mooring Hitch*

**Participate in the following:**

*Muskrat/Polar bear swim*

**With Snorkeling Equipment:**

*Show Proper fit of equipment*

*Explain use of snorkeling equipment in search and rescue*

*Demonstrate procedures*

**Do the following:**

*Build a "sweet" sand castle at the beach party to be judged by the Waterfront Director.*

*Successfully clear a target with a ring buoy keeping the rope taut before the buoy hits the water.*

**Approved:**

Scout's Name: \_\_\_\_\_

Troop: \_\_\_\_\_

Site: \_\_\_\_\_

Waterfront Director: \_\_\_\_\_

Program Director: \_\_\_\_\_

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## **Baiting Hollow Eagle Eye**

This award is for individual scouts. In order to qualify, a scout must satisfy the following requirements. A member of the Shooting Sports Staff must initial each requirement. This form must be turned into the Shooting Sports Director by 12 noon on Friday.

### **Earn The Following Merit Badges:**

\_\_\_ *Rifle Merit Badge*

\_\_\_ *Archery Merit Badge*

### **Earn one of the following:**

\_\_\_ *USA Jr. Team – Rifle*

\_\_\_ *USA Jr. Team – Air Rifle*

### **Earn the following Awards:**

\_\_\_ *Sports Shooting Award Marksmen*

\_\_\_ *Black Powder Award*

### **Earn the following:**

\_\_\_ *JOAD (Junior Olympic Archery Development)*

### **Approved:**

Scout's Name: \_\_\_\_\_

Troop: \_\_\_\_\_

Site: \_\_\_\_\_

Shooting Sports Director: \_\_\_\_\_

Program Director: \_\_\_\_\_

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## Baiting Hollow Naturalist Troop

This award is for a troop. Qualifying for the award means that the Troop has proven itself to be a good camping unit while putting into practice the practices of environmental conservation. To qualify, a troop must meet the following requirements. Each requirement must be initialed by a member of the Nature/Ecology staff. The completed form is due into the Nature/Ecology Center by 12 Noon on Friday

1. \_\_\_\_\_ Have at least **one** leader in camp that has earned the camp's **Leave No Trace Awareness Certificate**
2. \_\_\_\_\_ Each patrol must come up with **one** way in which the troop can better follow the Outdoor Code and present this idea to the adult and youth leaders. The ideas presented must be written down and handed into the Nature/Ecology Center
3. \_\_\_\_\_ Have at least **one** scout in the troop earn the **World Conservation Award**
4. \_\_\_\_\_ Participate in the Nature Scavenger Hunt
5. \_\_\_\_\_ Have the SPL and ASPL from your troop discuss with either the Nature/Ecology Director or the Program Director improvements that you would like to see put in place for future years at the Nature/Ecology Center.
6. \_\_\_\_\_ Participate in a **Conservation Project** approved by the Nature/Ecology Director
7. \_\_\_\_\_ Each Patrol Leader must show strong leadership to his patrol by encouraging the importance of Conservation and keeping the camp clean.
8. \_\_\_\_\_ Have at least **two** scouts earn any Nature/Ecology merit badge

**Approved:**

Nature/Ecology Director: \_\_\_\_\_

Program Director: \_\_\_\_\_

Troop: \_\_\_\_\_

The Final Frontier



## Chili Cook-Off

### Official Rules:

1. Contest is open to all Scoutmasters, Assistant Scoutmasters and Unit Leaders.
2. No more than 2 entries per troop will be allowed.
3. Troop is responsible for supplying the ingredients. Based on availability the camp may be able to provide you with certain utensils.
4. Chili will be judged on:
  - a. Presentation
  - b. Spiciness
  - c. Overall Taste
  - d. Originality and Presentation
  - e. Name Given
5. Have your prize-winning chili ready at 4:30 Thursday Afternoon on the Dining Hall porch.



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## Egg Drop

### **Official Rules:**

1. Participants must have fun.
2. Participants must design and build a device that will protect an egg from a drop off our 40-foot climbing tower.
3. The device must be built out of the materials that are provided. The camp will provide a kit full of materials for each patrol that is interested in participating. Each kit will be identical in composition.
4. Devices will be judged on the following criteria:
  - a. Originality of design
  - b. Success of design
5. All decisions of the judges are final.
6. Have your device ready 4:30pm Thursday Afternoon.

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## Floating Saucer

### **Official Rules:**

1. Troops must design and construct a boat with a Space/Alien Theme or appearance.
2. All boat building must be done at camp.
3. Any material or item that may be considered hazardous cannot be used.
4. Troops may use any paddle they wish, homemade or store-bought.
5. Troops must be able to demonstrate that the ship can float and hold a minimum of two person inside while competing in a short regatta. No more than three participants will be allowed on each boat.
6. Camp equipment can not be used in the construction of your space ship. (Items such as camp owed cots, tents, coolers etc. are not permissible)
7. Entries will be judged on the following criteria:
  - a. Originality of design
  - b. Use of materials
  - c. Ability to float and carry weight
  - d. Success in Regatta

### **8. All decisions of the judges are final**

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## Merit Badge Offerings

**Aquatics:** Canoeing, Rowing, Lifesaving, Motorboating, Small Boat Sailing, and Swimming

**COPE/Climbing:** Climbing

**Crafts:** Art, Basketry, Leatherwork, Pottery, Sculpture and Woodcarving

**Island Venture:** Citizenship in the Nation, Personal Fitness and Public Speaking

**Nature and Ecology:** Astronomy, Bird Study, Energy, Environmental Science, Fish and Wildlife Management, Fishing, Forestry, Geology, Mammal Study, Nature, Oceanography, Reptile and Amphibian Study, Soil and Water Conservation, Space Exploration, and Weather

**Scoutcraft:** Camping, Cooking, Cycling (only during Bike Camp), Emergency Preparedness, First Aid, Orienteering, Pioneering and Wilderness Survival

**Shooting Sports:** Archery and Rifle

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## Merit Badge Notes

### **Merit Badge Cards**

Units will be responsible for providing their own blue cards. Please try to have all merit badge cards completed, including unit leader signatures, before coming to camp. Blue cards must be presented to the counselor during the first session of a merit badge. The Provisional Scoutmaster may sign blue cards for scouts in the Provisional Unit. Most Merit Badge cards will be returned Friday night before dinner. The remainder of the cards are available at 7:00am in the Training Center. At this time Scout Masters can also iron out any problems with blue cards. All area directors and the program director will be available at this time.

### **Merit Badge Counselors**

All merit badge counselors are qualified members of the camp staff under direct supervision of the Program Director. Recognized merit badge counselors at camp may not necessarily be recognized counselors in the community, but all are fully qualified instructors in their fields and are approved by the Council Advancement Committee.

### **Merit Badge Requirements**

At no time will any member of the camp staff waive a requirement. Camp conditions may require the limitation of optional requirements. In order to receive a successful completion, a scout must complete all the requirements published in the most updated version of each merit badge pamphlet. Requirements cannot be waived or grandfathered.

### **Partial Completions**

If a scout has completed only part of the requirements for a merit badge, he will be given a "Partial." A partial completion on a blue card states which requirements have been completed. This form will be valid until the scout's eighteenth birthday and will be honored at camp and at home. However, it is important to note that any counselor has the right to re-test or ask for proof that the scout has indeed successfully completed the requirements for which he was signed off.

### **"By Appointment"**

If a badge is offered, "By Appointment" it is the responsibility of the scout to make contact with the merit badge counselor. In essence, the badges will be treated as an independent study.

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## Progressive Programming

### What is Progressive Programming?

Progressive programming is a philosophy that asserts that scouting programs should be age appropriate. Progressive programming also tells us that we should have “something for everyone.” Only when programs are age appropriate can scouts reap the full benefits of what the program has to offer.

### How does it fit into Baiting Hollow’s Program?

In incorporating the ideas of progressive programming, there will be certain merit badges and activities that will have an age requirement. We ask for your assistance in enforcing the following age requirements.

### Progressive Programs

<u>Age Requirement</u>	<u>Program</u>
12 years old	Archery*, Climbing*, Environmental Science, Lifesaving, Rifle, Wilderness Survival
13 years old	C.O.P.E.
14 years old	BSA Lifeguard, Island Venture Program, Waterskiing, C.I.T. Corps
15 years old	Eligible for a staff position

*\* Individuals who do not meet the age requirement can participate in Troop and Open Activities in that program but they cannot enroll in the merit badge class.*

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## Merit Badge Pre-Requisites

The camp staff takes pride in the fact that any merit badge awarded at camp was fulfilled as intended. *No merit badge requirements will be waived or changed due to the camp setting.* In other words, every requirement must be met, including those that cannot be done at camp.

Some requirements are simply impossible to accomplish at camp, while others are difficult and time consuming and a few are better off done before coming to camp. Requirements listed as pre-requisites will *not* be covered during the weekly merit badge sessions. However, the camp staff will be more than happy to assist scouts with these requirements during available times.

No scout should come to camp without knowing beforehand what merit badges he plans to take, what the requirements are and which requirements should be prepared before coming to camp. ***BE PREPARED!***

To satisfy that a pre-requisite has been successfully completed, the scout must demonstrate evidence of such or provide the counselor with a signed note from his Scoutmaster. The note *must* include: the name of the merit badge, the requirements completed, a description of how the scout satisfied the requirements and the scout's name.

Scouts that turn in a merit badge card and satisfy some, but not all, of the merit badge's requirements will receive a partial completion from the counselor. Partial completions are valid until the scout's eighteenth birthday and will be honored both at camp and at home.

### **Merit Badge Difficulty:**

Make sure that your scouts do not take merit badges that may be too difficult for them. Please refer to the suggested levels of difficulty for each badge on the following pages when assisting scouts plan out their program.

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## Aquatics

<b>Badge</b>	<b>Pre-Requisites &amp; Notes</b>	<b>Difficulty</b>
Swimming	Blue Swimmer Bring long sleeve shirt and pair of pants for inflation	Medium
Lifesaving	Blue Swimmer, Swimming MB highly recommended. <b>Age Requirement: Must be 12 or older</b>	Medium
Canoeing	Blue Swimmer	Medium
Rowing	Blue Swimmer	Medium
Small Boat Sailing	Blue Swimmer	Medium
Motorboating	Blue Swimmer, Must be 16 or older OR have a Safe Boater's License Availability may be affected by the weather and water conditions.	Medium

## COPE & Climbing

<b>Badge</b>	<b>Pre-Requisites &amp; Notes</b>	<b>Difficulty</b>
Climbing	<b>Age Requirement: Must be 12 or older</b>	Medium
Project COPE	A Pair of Long Pants Required \$30.00 additional Fee, Parent/Guardian must sign COPE Release <b>Age Requirement: Must be 13 or older</b>	Hard

**\*\*The Challenge Course is open any time that program is running. An adult leader must supervise the activity. The camp will not provide supervision\*\***

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## Crafts

<b>Badge</b>	<b>Pre-Requisites &amp; Notes</b>	<b>Difficulty</b>
Art	NONE	Easy
Basketry	\$20.00 for supplies (prices as of the printing, may vary)	Easy
Leatherwork	\$18.00 for supplies (pricing as of this printing, may vary)	Medium
Pottery	NONE	Medium
Sculpture	NONE	Easy
Woodcarving	\$10.00 for supplies, Must have Totin' Chip (prices as of this printing)	Medium

## Indian Lore

<b>Badge</b>	<b>Pre-Requisites &amp; Notes</b>	<b>Difficulty</b>
Indian Lore	\$15 for supplies	Medium

## Island Venture

<b>Badge</b>	<b>Pre-Requisites &amp; Notes</b>	<b>Difficulty</b>
Citizenship in the Nation	Req. #4 <b>Must be enrolled in Island Venture Program</b>	Medium
Personal Fitness	Req. #1a, 1b, 6, 7, 8 <b>Must be enrolled in Island Venture Program</b>	Medium
Public Speaking	NONE <b>Must be enrolled in Island Venture Program</b>	Medium

*\*These merit badges are only offered through Island Venture.*

*\*\* Island Venture scouts should have a COPE wavier signed*

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## Nature and Ecology Center

<b>Badge</b>	<b>Pre-Requisites &amp; Notes</b>	<b>Difficulty</b>
Astronomy	Req. # 6, & 7	Hard
Bird Study	Req. # 5, 6, 7	Hard
Energy	Req. # 4, &6	Medium
Environmental Science	Very Time Consuming, Req. # 3c, 3f <b>Age Requirement: Must be 12 or older</b>	Very Hard
Fish and Wildlife Management	Req. # 5, 7	Medium
Fishing	Req. # 7, Must have own gear, Must have earned Totin' Chip to fillet a fish.	Medium
Forestry	Req. # 5, 7	Medium
Geology	NONE	Medium
Mammal Study	NONE	Easy
Nature	NONE	Medium
Oceanography	Requests that req. #7	Medium
Reptile and Amphibian Study	Req. #8 & 9	Easy
Soil and Water Conservation	NONE	Easy
Space Exploration	\$10.00 for supplies (May be cheaper depending on purveyor)	Medium
Weather	NONE	Medium



## Scoutcraft

<b>Badge</b>	<b>Pre-Requisites &amp; Notes</b>	<b>Difficulty</b>
Camping	Req. # 1b5, 5e, 7, 8c, 9a, 9b	Medium
Cooking	Good idea to start menus ahead of time, Req. # 3, 4, 7	Medium
Cycling	Available upon request, Req. # 6, 8, 9	Hard
Emergency Preparedness	Req. # 8	Medium
First Aid	Req. #2b	Easy
Orienteering	Bring compass if you have one, Req. # 7	Medium
Pioneering	Req. # 6, 7	Medium
Wilderness Survival	Req. #5, camping experience helpful. <b>Age Requirement: Must be 12 or older</b>	Medium

## Shooting Sports

<b>Badge</b>	<b>Pre-Requisites &amp; Notes</b>	<b>Difficulty</b>
Archery	Time Consuming No more than 8 will be allowed to sign-up for any given time slot <b>Age Requirement: Must be 12 or older</b>	Hard
Rifle Shooting	Time Consuming No more than 8 will be allowed to sign-up for any given time slot <b>Age Requirement: Must be 12 or older</b>	Medium

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## Master Schedule

*The Time a merit badge is offered is marked with an "X"*

<b>Merit Badge</b>	<b>Period 1 9:00-9:50</b>	<b>Period 2 10:00-10:50</b>	<b>Period 3 11:00-11:50</b>	<b>Period 4 1:30-2:20</b>	<b>Period 5 2:30-3:20</b>
Archery	<b>X</b>	<b>X</b>	<b>X</b>		
Art	<b>X</b>			<b>X</b>	
Astronomy	Available During Period B, 8:30-9:30				
Basic Kayaking <i>Not a merit badge</i>		<b>X</b>			
Basketry	Available Any Time Crafts Center is Open				
Black Powder Class				<b>X</b>	
Bird Study	By Appointment				
Camping	<b>X</b>	<b>X</b>			<b>X</b>
Canoeing		<b>X</b>			<b>X</b>
Citizenship in the Nation	Available only through Island Venture Program				
Climbing		<b>X</b>	<b>X</b>		
Cooking			<b>X</b>	<b>X</b>	
Cycling	Available only during Bike Camp				
Emergency Preparedness		<b>X</b>		<b>X</b>	
Energy	By Appointment				
Environmental Science	<b>X</b>		<b>X</b>		
Firem'n Chit <i>Not a merit badge</i>	By Appointment				
First Aid	<b>X</b>				<b>X</b>
Fish and Wildlife Management	<b>X</b>				<b>X</b>
Fishing	By Appointment				
Forestry	By Appointment				
Geology		<b>X</b>			

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Leatherwork		<b>X</b>		<b>X</b>	
Lifesaving	<b>X</b>		<b>X</b>		
Mammal Study				<b>X</b>	
Mountain Man <i>Not a Merit Badge</i>					<b>X</b>
Mile Swim BSA <i>Not a merit badge</i>			<b>X</b>		
Nature	<b>X</b>				
Motor boating					<b>X</b>
Oceanography					<b>X</b>
Orienteering	<b>X</b>		<b>X</b>		
P.B. Woodsman <i>Not a merit badge</i>	By Appointment				
Personal Fitness	Available only through Island Venture Program				
Pioneering		<b>X</b>		<b>X</b>	
Pottery		<b>X</b>	<b>X</b>		
Public Speaking	Available only through Island Venture Program				
Reptile and Amphibian Study					<b>X</b>
Rifle Shooting	<b>X</b>	<b>X</b>	<b>X</b>		
Rowing	<b>X</b>				<b>X</b>
Sculpture			<b>X</b>		<b>X</b>
Shotgun Shooting	<b>Shooting Sports Camp Only</b>				
Small Boat Sailing	<b>X</b>		<b>X</b>		
Snorkeling BSA <i>Not a merit badge</i>	<b>X</b>				
Soil and Water Conservation		<b>X</b>	<b>X</b>		
Space Exploration			<b>X</b>		<b>X</b>
Swimming	<b>X</b>				<b>X</b>
Totin' Chip <i>Not a merit badge</i>	By Appointment				

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Weather		<b>X</b>			
Wilderness Survival			<b>X</b>		<b>X</b>
Woodcarving	<b>X</b>				<b>X</b>

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## Schedule by Area

### Aquatics: Swimming

Time	Monday	Tuesday	Wednesday	Thursday	Friday
Period 1A 9:00-10:20	Swimming Lifesaving	Swimming Lifesaving	Swimming Lifesaving	Swimming Lifesaving	Swimming Lifesaving
Period 2A 10:30-11:50	Lifesaving Mile Swim BSA	Lifesaving Mile Swim BSA	Lifesaving Mile Swim BSA	Lifesaving Mile Swim BSA	Lifesaving Mile Swim BSA
Period 3A 2:00-3:20	Swimming Swimming	Swimming Swimming	Swimming Swimming	Swimming Swimming	Lunch in-site <i>12:15-2:00</i>  Camp Wide Game <i>2:00-5:30</i>
Open Time 3:30-4:30	Open Time	Open Time	Open Time <b>Beach Party at 4:00</b>	Open Time	
Troop Time 4:30-5:30	Open Time	Open Time	Closed Due to Beach Party	Open Time	

### Aquatics: Boating

Time	Monday	Tuesday	Wednesday	Thursday	Friday
Period 1A 9:00-10:20	S.B. Sailing Rowing	S.B. Sailing Rowing	S.B. Sailing Rowing	S.B. Sailing Rowing	S.B. Sailing Rowing
Period 2A 10:30-11:50	S.B. Sailing Canoeing Basic Kayaking	S.B. Sailing Canoeing Basic Kayaking	S.B. Sailing Canoeing Basic Kayaking	S.B. Sailing Canoeing Basic Kayaking	S.B. Sailing Canoeing Basic Kayaking
Period 3A 2:00-3:20	Canoeing Rowing	Canoeing Rowing	Canoeing Rowing	Canoeing Rowing	Lunch in-site <i>12:15-2:00</i>  Camp Wide Game <i>2:00-5:30</i>
Open Time 3:30-4:30	Open Time	Open Time	Open Time <b>Beach Party at 4:00</b>	Open Time	
Open Time 4:30-5:30	Open Time	Open Time	Closed Due to Beach Party	Open Time	

### Aquatics: Beach

Time	Monday	Tuesday	Wednesday	Thursday	Friday
Period 9:30-10:30 9:00-10:20	Snorkeling BSA	Snorkeling BSA	Snorkeling BSA	Snorkeling BSA	Snorkeling BSA
Period 2A 10:30-11:50	Open time (By Appointment)	Open time (By Appointment)	Open time (By Appointment)	Open time (By Appointment)	Open time (By Appointment)
Period 3A 2:00-3:20	Motorboating	Motorboating	Motorboating	Motorboating	Lunch in-site <i>12:15-2:00</i>  Camp Wide Game <i>2:00-5:30</i>
Open Time 3:30-4:30	Open Time	Open Time	Open Time <b>Beach Party at 4:00</b>	Open Time	
Troop Time 4:30-5:30	Open Time	Open Time	Closed Due to Beach Party	Open Time	

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**Brownsea Island**

<b>Time</b>	<b>Monday</b>	<b>Tuesday</b>	<b>Wednesday</b>	<b>Thursday</b>	<b>Friday</b>
Session #1 9:00-11:50	3 Hour Program	3 Hour Program	3 Hour Program	3 Hour Program	3 Hour Program
Session #2 1:00-3:20	2 1/2 Hour Program	2 1/2 Hour Program	2 1/2 Hour Program	2 1/2 Hour Program	Lunch in-site 12:15-2:00  Camp Wide Game 2:00-5:30

**Optional Overnighter:** Thursday into Friday

- Depart Brownsea Island at 3:30 Thursday Afternoon
- Return to Campsite by 7:00 Friday Morning

**COPE/Climbing**

<b>Time</b>	<b>Monday</b>	<b>Tuesday</b>	<b>Wednesday</b>	<b>Thursday</b>	<b>Friday</b>
Period 1 9:00 – 9:50	Open Climb	Open Climb	Open Climb	Open Climb	Open Climb
Period 2 10:00 – 10:50	Climbing	Climbing	Climbing	Climbing	Climbing
Period 3 11:00 – 11:50	Climbing	Climbing	Climbing	Climbing	Climbing
Period 4, 5, Open Time	COPE Course 3 hour Program	COPE Course 3 hour Program	COPE Course 3 hour Program	COPE Course 3 hour Program	Lunch in-site 12:15 – 2:00  Camp Wide Game 2:00 – 5:30
Troop Time 4:30 – 5:30	Troop Time	Troop Time	Closed Due to Beach Party	Troop Time	

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**Crafts**

<b>Time</b>	<b>Monday</b>	<b>Tuesday</b>	<b>Wednesday</b>	<b>Thursday</b>	<b>Friday</b>
Period 1 9:00-9:50	Sculpture	Sculpture	Sculpture	Sculpture	Sculpture
Period 2 10:00-10:50	Pottery	Pottery	Pottery	Pottery	Pottery
Period 3 11:00-11:50	Pottery	Pottery	Pottery	Pottery	Pottery
Period 4 1:30-2:20	Open Time	Open Time	Open Time	Open Time	Lunch in-site <i>12:15-2:00</i>  Camp Wide Game <i>2:00-5:30</i>
Period 5 2:30-3:20	Sculpture	Sculpture	Sculpture	Sculpture	
Open Time 3:30-4:30	Open Time	Open Time	Open Time <b>Beach Party at 4:00</b>	Open Time	
Troop Time 4:30-5:30	Troop Time	Troop Time	Closed Due to Beach Party	Troop Time	

**\*\*All other crafts badges can be worked on any time the Crafts center is open\*\***

**Island Venture**

<b>Time</b>	<b>Monday</b>	<b>Tuesday</b>	<b>Wednesday</b>	<b>Thursday</b>	<b>Friday</b>
Period 1 9:00-9:50	Island Venture Program	Island Venture Program	Island Venture Program	Island Venture Program	Island Venture Program
Period 2 10:00-10:50	Island Venture Program	Island Venture Program	Island Venture Program	Island Venture Program	Island Venture Program
Period 3 11:00-11:50					
Period 4 1:30-2:20					Lunch in-site <i>12:15-2:00</i>  Camp Wide Game <i>2:00-5:30</i>
Period 5 2:30-3:20					

**\*\*Individual programs and merit badges will be based on the scouts' needs that enroll into Island Venture. The program will be designed, planned and carried out by the scouts under the advisement of the staff. Island Venture is a majority rules program.\*\***

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**Nature and Ecology**

<b>Time</b>	<b>Monday</b>	<b>Tuesday</b>	<b>Wednesday</b>	<b>Thursday</b>	<b>Friday</b>
Period 1 9:00-9:50	Environ. Science Fish & Wildlife Nature	Environ. Science Fish & Wildlife Nature	Environ. Science Fish & Wildlife Nature	Environ. Science Fish & Wildlife Nature	Environ. Science Fish & Wildlife Nature
Period 2 10:00-10:50	Weather Soil & Water Geology	Weather Soil & Water Geology	Weather Soil & Water Geology	Weather Soil & Water Geology	Weather Soil & Water Geology
Period 3 11:00-11:50	Space Explo. Environ Science Soil & Water	Space Explo. Environ Science Soil & Water	Space Explo. Environ Science Soil & Water	Space Explo. Environ Science Soil & Water	Space Explo. Environ Science Soil & Water
Period 4 1:30-2:20	Reptile & Amphi Space Explo. Mammal Study	Reptile & Amphi Space Explo. Mammal Study	Reptile & Amphi Space Explo. Mammal Study	Reptile & Amphi Space Explo. Mammal Study	Lunch in-site <i>12:15-2:00</i>  Camp Wide Game <i>2:00-5:30</i>
Period 5 2:30-3:20	Fish & Wildlife Oceanography	Fish & Wildlife Oceanography	Fish & Wildlife Oceanography	Fish & Wildlife Oceanography	
Open Time 3:30-4:30	Open Time	Open Time	Open Time <b>Beach Party at 4:00</b>	Open Time	
Troop Time 4:30-5:30	Troop Time	Troop Time	Closed Due to Beach Party	Troop Time	

**\*\*Astronomy is offered during 8:30-9:30pm\*\***

**\*Bird Study, Energy, Fishing and Forestry are by appointment\*\***

**Scoutcraft**

<b>Time</b>	<b>Monday</b>	<b>Tuesday</b>	<b>Wednesday</b>	<b>Thursday</b>	<b>Friday</b>
Period 1 9:00-9:50	Camping First Aid Orienteering	Camping First Aid Orienteering	Camping First Aid Orienteering	Camping First Aid Orienteering	Camping First Aid Orienteering
Period 2 10:00-10:50	Camping Emergency Prep Pioneering	Camping Emergency Prep Pioneering	Camping Emergency Prep Pioneering	Camping Emergency Prep Pioneering	Camping Emergency Prep Pioneering
Period 3 11:00-11:50	Cooking Orienteering Wilderness Surv.	Cooking Orienteering Wilderness Surv.	Cooking Orienteering Wilderness Surv.	Cooking Orienteering Wilderness Surv.	Cooking Orienteering Wilderness Surv.
Period 4 1:30-2:20	Cooking Emergency Prep Pioneering	Cooking Emergency Prep Pioneering	Cooking Emergency Prep Pioneering	Cooking Emergency Prep Pioneering	Lunch in-site <i>12:15-2:00</i>  Camp Wide Game <i>2:00-5:30</i>
Period 5 2:30-3:20	Camping First Aid Wilderness Surv.	Camping First Aid Wilderness Surv.	Camping First Aid Wilderness Surv.	Camping First Aid Wilderness Surv.	
Open Time 3:30-4:30	Open Time	Open Time	Open Time <b>Beach Party at 4:00</b>	Open Time	
Troop Time 4:30-5:30	Troop Time	Troop Time	Closed Due to Beach Party	Troop Time	

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**Wilderness Survival Overnighter: Thursday into Friday**

- Depart Scoutcraft at 3:30 Thursday Afternoon
- Return to Campsite by 7:00 Friday Morning

**Totin' Chip, Firem'n Chit, and Paul Bunyan Woodsman are by appointment**

**Shooting Sports: Archery**

<b>Time</b>	<b>Monday</b>	<b>Tuesday</b>	<b>Wednesday</b>	<b>Thursday</b>	<b>Friday</b>
Period 1 9:00-9:50	Archery	Archery	Archery	Archery	Archery
Period 2 10:00-10:50	Archery	Archery	Archery	Archery	Archery
Period 3 11:00-11:50	Archery	Archery	Archery	Archery	Archery
Period 4 1:30-2:20	Archery Lessons	Archery Lessons	Archery Lessons	Archery Lessons	Lunch in-site <i>12:15-2:00</i>  Camp Wide Game <i>2:00-5:30</i>
Period 5 2:30-3:20	Mountain Man Program	Mountain Man Program	Mountain Man Program	Mountain Man Program	
Open Time 3:30-4:30	Open Time	Open Time	Open Time <b>Beach Party at 4:00</b>	Open Time	
Troop Time 4:30-5:30	Troop Time	Troop Time	Closed Due to Beach Party	Troop Time	

**Shooting Sports: Rifle Range**

<b>Time</b>	<b>Monday</b>	<b>Tuesday</b>	<b>Wednesday</b>	<b>Thursday</b>	<b>Friday</b>
Period 1 9:00-9:50	Rifle	Rifle	Rifle	Rifle	Rifle
Period 2 10:00-10:50	Rifle	Rifle	Rifle	Rifle	Rifle
Period 3 11:00-11:50	Rifle	Rifle	Rifle	Rifle	Rifle
Period 4 1:30-2:20	Black Powder Class	Black Powder Class	Black Powder Class	Black Powder Class	Lunch in-site <i>12:15-2:00</i>  Camp Wide Game <i>2:00-5:30</i>
Period 5 2:30-3:20	Open Time	Open Time	Open Time	Open Time	
Open Time 3:30-4:30	Open Time	Open Time	Open Time <b>Beach Party at 4:00</b>	Open Time	
Troop Time 4:30-5:30	Troop Time	Troop Time	Closed Due to Beach Party	Troop Time	

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## Early Morning Program

6:30-7:20am

Early morning program will be offered Monday thru Thursday. Each morning, a few activities will be offered. An award will be given out during the closing ceremonies for any patrol or troop that attends at least one activity each morning.

### Activities

Program Area	Monday	Tuesday	Wednesday	Thursday
Aquatics		Polar Bear at the Lake		Polar Bear at the Sound
Climbing	Open Climb	Open Climb		
Crafts	Open Crafts		Open Crafts	
Nature		Rowboat Fishing/ Open Boating		Rowboat Fishing/ Open Boating
Scoutcraft			Creative Breakfast	Morning Bike Ride
Shooting Sports	Morning Archery		Sample Mountain Man Activities	
Vespers		Morning Interfaith Service		

## Evening Programs

Evening programs run during the period A time slot after dinner. The After Dinner period will focus on activities that are Final Frontier themed.

**Monday:** A list of open activities will be available

**Tuesday: Come in Costume for dinner!** CPR Class after dinner, and sports

**Wednesday:** Alien Beach Bash: Dinner and activities on the Beach

**Thursday:** After dinner will be the Floating Saucer competition at the Lake

**Friday:** Religious services followed by the Closing campfire

## Campfires

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The Baiting Hollow Staff puts on two campfires, an opening campfire and a closing campfire. Both are held in the Campfire Arena and start at 8:30pm. Parents, visitors, and guests are welcome to see either of the shows. Visitors must check-in at the Camp Office and pick-up a visitor's bracelet.

**Opening Campfire**

An introductory show of songs, skits and cheers. A great way to kick off the week!

**Sunday Evening**

**Closing Campfire**

A weekly highlight! A combination of traditional Baiting Hollow skits, songs and cheers, and much, much more.

**Friday Evening**

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## Staff Opportunities

Baiting Hollow Scout Camp is currently looking for energetic, hardworking and dedicated individuals to fill staff positions for the summer camping season of 2008. You must be at least 15 years old in order to qualify. Interested individuals can pickup an application at the Council Service Center. The camp has a variety of positions to fill including some leadership positions (i.e. Area Directors) that require you to be 21 or older. For more information please call the Council Service Center at 924-7000.

## Counselor-In-Training Corps

The Counselor-In-Training (CIT) program is an intense three-week training program designed to see if you have what it takes to become a camp staff member. You must be 14 years old by June 1, 2008 in order to qualify for a position in the program. Training topics include teambuilding, merit badge instruction, camp operations, song leading and campfires. Individuals enrolled in the program will spend half of the day on their own personal advancement. Each scout is required to complete at least **one** merit badge a week. The second half of the day, the CITs will be working side-by-side experienced staff members learning the trade hands-on. After the three-week program is over, the CIT Director and the Camp Management Team evaluate each CIT. Those that are successful in the program are invited to stay for the remainder of the summer.

*It is not necessary to have been a CIT prior to working on staff*

Questions?? What to Join?? Contact Jim Grimaldi,

Jim Grimaldi, Camp Director

[jgrimald@bsamail.org](mailto:jgrimald@bsamail.org)

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## Blank Camper Schedule

<b>Time</b>	<b>Monday</b>	<b>Tuesday</b>	<b>Wednesday</b>	<b>Thursday</b>	<b>Friday</b>
Period 1 9:00-9:50					
Period 2 10:00-10:50					
Period 3 11:00-11:50					
12:15	LUNCH				Lunch in-site <i>12:15-2:00</i>
1:00-1:30	SIESTA				
Period 4 1:30-2:20					Camp Wide Game <i>2:00-5:30</i>
Period 5 2:20-3:30					
Open Period 3:30-4:30			<b>Beach Party at 4:00</b>		
Troop Time 4:30-5:30			Beach Party		
Period A 7:30 – 8:45					

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## Waiter Duty Roster

Table #: \_\_\_\_\_ Troop #: \_\_\_\_\_ Patrol Name: \_\_\_\_\_

<b>SUNDAY</b>	<b>MONDAY</b>
	<b>Breakfast:</b>
	<b>Lunch:</b>
<b>Dinner:</b> <i>Family Day, No Waiters are needed</i>	<b>Dinner:</b>
<b>TUESDAY</b>	<b>WEDNESDAY</b>
<b>Breakfast:</b>	<b>Breakfast:</b>
<b>Lunch:</b>	<b>Lunch:</b>
<b>Dinner:</b>	<b>Dinner:</b> <i>Pirates Beach Bash, No Waiters are needed.</i>
<b>THURSDAY</b>	<b>FRIDAY</b>
<b>Breakfast:</b>	<b>Breakfast:</b>
<b>Lunch:</b>	<b>Lunch:</b> <i>Meal in-site, No Waiters are needed</i>
<b>Dinner:</b>	<b>Dinner:</b>
<b>SATURDAY</b>	<b>NOTES</b>
<b>Breakfast:</b>	<i>Please plan on 8 people to a table, including the waiter and one staff member.*However camp management may adjust the number of people seated at a table as necessary depending on camp enrollment.*</i>

**\*\*Please keep in mind that the afternoon Brownsea session starts at 1:00. If possible, we ask that you do not assign lunch waiter duty to scouts enrolled in this afternoon session.**

*Waiters are to report to the Dining Hall 15 minutes before the start of each meal!*

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## Slide Show DVD Order Form

**Troop Number:** \_\_\_\_\_

**Date:** \_\_\_\_\_

**Campsite:** \_\_\_\_\_

**Week of Camp:** \_\_\_\_\_

**Name:** \_\_\_\_\_

**Address:**

\_\_\_\_\_

\_\_\_\_\_

**Phone:** \_\_\_\_\_

**Please reserve \_\_\_\_\_ copies of the slide show DVD for me. I will owe you a total of \_\_\_\_\_ (\$5 each)**

*DVDs will be available for pick up on Saturday Morning. Only a limited number of DVDs will be made so be sure to reserve your copy ahead of time.*

*The DVDs have all the necessary software for you to run the program on your home computer.*

*This completed form is to be handed in to your Scoutmaster who will hand it in to the Camp Office on Sunday. No money is necessary then. The balance can be paid when the DVDs are picked up on Saturday morning. The camp will accept cash, check (made payable to Suffolk County Council, BSA) or charge card. Please do not include you payment in the check for camp fees. We ask that you write out a separate check.*

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**PERSONAL HEALTH AND MEDICAL RECORD FORM—Class 3**

**BOY SCOUTS OF AMERICA**

**PLEASE TYPE OR PRINT.**

**I. IDENTIFICATION**

Age \_\_\_\_\_ Sex \_\_\_\_\_

Date of Birth\*

Name \_\_\_\_\_  
Last name First name Initial

Mo.	Day	Year

Address \_\_\_\_\_

City & State \_\_\_\_\_ Zip \_\_\_\_\_

Health/Accident insurance \_\_\_\_\_ Policy no. \_\_\_\_\_



**IN AN EMERGENCY NOTIFY:**

Name \_\_\_\_\_ Relationship \_\_\_\_\_

Address \_\_\_\_\_ Home phone \_\_\_\_\_

City & State \_\_\_\_\_ Business phone \_\_\_\_\_

Personal Physician \_\_\_\_\_ Phone \_\_\_\_\_

**II. EMERGENCY MEDICAL INFORMATION**

Has or is subject to (check and give details):

- Allergy to a medicine, food†, plant, animal, or insect toxin
- Any condition that may require special care, medication, or diet
- ADHD (Attention Deficit Hyperactive Disorder)
- Asthma       Convulsions       Heart trouble       Contact lenses
- Diabetes†       Fainting spells       Bleeding disorders       Dentures



EXPLAIN \_\_\_\_\_

**III. PARENTAL STATEMENT**

Has it ever been necessary to restrict applicant's activities for medical reasons?  No  Yes Does applicant take medicine regularly or have special care?  No  Yes If yes, explain.

To the best of my knowledge, the information in sections I, II, III, IV, and VI is accurate and complete. I request a licensed health-care practitioner to examine applicant, to give needed immunization, and to furnish requested information to other agencies as needed. I give my permission for full participation in BSA programs, subject to limitations noted herein. In the event of illness or accident in the course of such activity, I request that measures be instituted without delay as judgment of medical personnel dictates.

Parent or guardian \_\_\_\_\_  
(Must sign if applicant is 18 or younger)

Applicant's signature \_\_\_\_\_

Date signed \_\_\_\_\_

**IV. IMMUNIZATIONS**

If by disease, put D and year..

	Last year given
Tetanus	_____
Diphtheria	_____
Pertussis	_____
Measles	_____
Mumps	_____
Rubella	_____
Polio	_____
Chicken Pox	_____
Hepatitis B	_____
Influenza B	_____

Religious preference \_\_\_\_\_

**V. LICENSED HEALTH-CARE PRACTITIONER'S EVALUATION AND ADVICE**

Approved for participation in:

- Hiking and camping       Water activities
- Competitive sports       All activities

Specify exceptions \_\_\_\_\_

Recommendations (explain any restrictions OR limitations): \_\_\_\_\_

Signed \_\_\_\_\_ Date \_\_\_\_\_  
\*Licensed health-care practitioner

\*Examinations conducted by licensed health-care practitioners other than physicians will be recognized for BSA purposes in those states where such practitioners may perform physical examinations within their legally prescribed scope of practice.

**VI. MEDICAL HISTORY**

Parent (or applicant if 18 or older): Fill in sections I, II, III, IV, and VI before seeing a licensed health-care practitioner. Check immunizations to be given at this time. Be sure to include any emergency information and restrictions or special care that should be observed. Especially be sure to record any injuries, illnesses, surgery, or significant changes in condition of health of applicant since last complete examination.

- Date of most recent complete physical examination (month and year) \_\_\_\_\_ 19 \_\_\_\_\_
- Are you aware of any current health problems?  No  Yes
- Now under medical care or taking medicines?  No  Yes
- Has there been any surgery, injury, illness, allergy, or change in health status since last complete physical examination?  No  Yes

Give dates and full details below for any "yes" answers.

**IS THERE DISEASE OF (OR PAST OR PRESENT HISTORY OF):**

	No	Yes	Year	Details/Medicines
Serious illness	<input type="checkbox"/>	<input type="checkbox"/>	_____	_____
Serious injury	<input type="checkbox"/>	<input type="checkbox"/>	_____	_____
Deformity	<input type="checkbox"/>	<input type="checkbox"/>	_____	_____
Surgery	<input type="checkbox"/>	<input type="checkbox"/>	_____	_____
Skin, glands	<input type="checkbox"/>	<input type="checkbox"/>	_____	_____
Ears, eyes	<input type="checkbox"/>	<input type="checkbox"/>	_____	_____
Nose, sinus	<input type="checkbox"/>	<input type="checkbox"/>	_____	_____
Teeth, tonsils	<input type="checkbox"/>	<input type="checkbox"/>	_____	_____
Dentures	<input type="checkbox"/>	<input type="checkbox"/>	_____	_____
Bridge	<input type="checkbox"/>	<input type="checkbox"/>	_____	_____
Chest, lungs	<input type="checkbox"/>	<input type="checkbox"/>	_____	_____
Heart	<input type="checkbox"/>	<input type="checkbox"/>	_____	_____
Murmur	<input type="checkbox"/>	<input type="checkbox"/>	_____	_____
Rheumatic fever	<input type="checkbox"/>	<input type="checkbox"/>	_____	_____
Stomach, bowels	<input type="checkbox"/>	<input type="checkbox"/>	_____	_____
Appendicitis	<input type="checkbox"/>	<input type="checkbox"/>	_____	_____
Kidneys or urine	<input type="checkbox"/>	<input type="checkbox"/>	_____	_____
Albumin	<input type="checkbox"/>	<input type="checkbox"/>	_____	_____
Sugar	<input type="checkbox"/>	<input type="checkbox"/>	_____	_____
Infection	<input type="checkbox"/>	<input type="checkbox"/>	_____	_____
Bed-wetting	<input type="checkbox"/>	<input type="checkbox"/>	_____	_____
Menstrual problems	<input type="checkbox"/>	<input type="checkbox"/>	_____	_____
Hernia (rupture)	<input type="checkbox"/>	<input type="checkbox"/>	_____	_____
Back, limbs, joints	<input type="checkbox"/>	<input type="checkbox"/>	_____	_____
Sleepwalking	<input type="checkbox"/>	<input type="checkbox"/>	_____	_____
Nervous condition	<input type="checkbox"/>	<input type="checkbox"/>	_____	_____
Other (explain)	<input type="checkbox"/>	<input type="checkbox"/>	_____	_____

Please list ALL medications taken in the 30 days prior to arrival at the Scouting activity where this form is to be used:

**VII. HEALTH EXAMINATION**

Licensed Health-Care Practitioner:

The applicant will be participating in a strenuous activity that will include one or more of the following conditions: athletic competition, adventure challenge or wilderness expedition (afoot or afloat) that may include high altitude, extreme weather conditions, cold water, exposure, fatigue, and/or remote conditions where readily available medical care cannot be assured.

- Please insist applicant furnish complete medical history (VI) before exam.
- Review immunizations; for youth (18 or younger) tetanus and diphtheria toxoids, measles, mumps, and rubella vaccines, and trivalent oral polio vaccine are required; youths and adults must have had tetanus booster within 10 years. A measles booster is recommended at age 12.
- After completing section VII, summarize any restrictions and/or recommendations in sections II and V, above, and sign.

Date \_\_\_\_\_ VISION: \_\_\_\_\_ HEARING: \_\_\_\_\_  
Normal \_\_\_\_\_  
 Ht. \_\_\_\_\_ Wt. \_\_\_\_\_ Glasses \_\_\_\_\_ Abnormal \_\_\_\_\_  
 B.P. \_\_\_\_\_ / \_\_\_\_\_ Pulse \_\_\_\_\_ Contacts \_\_\_\_\_

Check box if normal; circle if abnormal and give details below.

- Growth, development       Teeth, tonsils       Genitourinary
- Skin, glands, hair       Respiratory       Skeletomuscular
- Head, neck, thyroid       Cardiovascular       Neuropsychiatric
- Eyes, ears, nose       Abdomen, hernia, rings       Other (specify)

COMMENTS \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

**FORTHOSE ATTENDING PHILMONT OR NATIONAL HIGH-ADVENTURE BASES:**

\* The minimum age for all participants is 13 by January 1 of the year of participation, or have completed the seventh grade. No exceptions.

† Trail food is by necessity a high-carbohydrate, high-calorie diet. It is high in wheat, milk products, sugar, corn syrup, and artificial coloring/flavoring. Dinner meals contain meat. If these food products cause a problem in your diet, you need to bring appropriate substitutions with you and so advise base personnel.

Note: Licensed health-care practitioners representing high-adventure bases reserve the right to deny access to the trails or other program activity on the basis of a medical evaluation performed at the base after arrival.

NAME \_\_\_\_\_ UNIT \_\_\_\_\_  
 NOTE: Keep original form for your personal record. Make reproductions for agency use. Be sure information and signatures are legible on reproduced copies. This upper section may be reproduced and carried with you for emergency identification and care.

## PARENTAL INFORMED CONSENT AND HOLD HARMLESS/RELEASE AGREEMENT

I understand that participation in the C.O.P.E. or Climbing Program (activity) offered through the Suffolk County Council, BSA on \_\_\_\_\_(Date) involves a certain degree of risk that could result in injury or death. In consideration of the benefits to be derived and after carefully considering the risk involved and in view of the fact that the Boy Scouts of America is an organization in which membership is voluntary, and having full confidence that precautions will be taken to ensure the safety and well-being of my (son/daughter), I have considered the risk involved and have given \_\_\_\_\_(name of son/daughter) my consent to participate in C.O.P.E. or Climbing (activity) and waive all claims that I may have against the Boy Scouts of America, Suffolk County Council, activity coordinator(s), all employees, volunteers, or sponsors associated with C.O.P.E. or Climbing program.

In case of emergency, I understand every effort will be made to contact me. In the event I cannot be reached, I hereby give my permission to the physician selected by the adult leader in charge to secure proper treatment, including hospitalization, anesthesia, surgery, or injections of medication for my child.

This form must have signatures of both parents or guardians.

\_\_\_\_\_  
(Signature)

\_\_\_\_\_  
(Signature)

\_\_\_\_\_  
(Date)

\_\_\_\_\_  
(Date)

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# HAPPY CAMPING!

## Baiting Hollow Scout Camp 2009



**Suffolk County Council**  
**Boy Scouts of America**

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