



Buckskin Scout Reservation 2010 Summer Camp Leader's Guide

Buckskin Scout Reservation, a Nationally Accredited Camp, is 2,000 acres of woodlands and meadows in the mountains of Pocahontas County, West Virginia. The Buckskin Council operates Buckskin Scout Reservation as a long-term camping facility for Boy Scouts each summer. Buckskin Scout Reservation boasts beautiful Lake Sam Hill, perfect for fishing, boating, canoeing, sailing and swimming. The Greenbrier River borders western edge of the camp with opportunities for fishing, hiking, and biking along the scenic Greenbrier River Trail. Deer, beaver, raccoons, squirrels, foxes, bird and other wildlife inhabit this beautiful and rustic site nestled in some of the most scenic hills and valleys in the eastern part of the United States. The camp features eighteen campsites located in woodland settings, with two-man platform tents, shower facilities, and a modern central dining hall.

The Camp Staff would like to thank you for choosing to camp with us this Summer . We look forward to serving you and having a great week at camp. As always if you have any questions throughout the course of the week swing by the office and we will be glad to help. Thanks again for bringing your Troop to camp, and have a Great Week.

2010 Summer Camp Dates

First Week: June 20th through June 26th
 Second Week: June 27th through July 3rd
 Third Week: July 4th through July 10th
 Fourth Week: July 11th through July 17th

Camp Fees (Options) Boys

- (1) Scout comes with unit furnishing its own leadership and unit eats meals in dining hall: \$175, if paid in full by **May 15** and \$200, if paid thereafter.
- (2) Scout comes with unit furnishing its own leadership and unit furnishes its own food: \$110, if paid by **May 15** and \$115, if paid thereafter. Each Troop should make its own arrangements for food storage. No generators will be allowed in camp. If cooking in camp, adults pay a \$10.00 fee for the week if paid by May 15. If paid after May 15 the fee will be \$20.00. This fee is for the use of equipment and facilities. Space will not be provided in the walk in coolers for food storage. Dry ice and regular ice can be used to keep food properly stored in coolers in your campsite.
- (3) The Provisional Camper Program is designed for scouts who want to attend camp for more weeks than his troop will spend in camp, who are unable to attend when his troop comes to camp, or whose troop cannot attend camp. The fee is \$175 if paid before **May 15**. After **May 15** the fee is \$200. No exceptions.

All Fees not covered by Scholarships must also be paid in full by May 15.

Discounts

- If more than one Scout from the same household is attending Buckskin Scout reservation, the fees for each additional Scout will be discounted \$30.00.
- If a Scout wants to attend summer camp for more than one week, each additional week will be discounted \$30.00.
- If a Scout has been approved for a scholarship from the council, he does not qualify for any other discounts.
- **No discount for High Adventure Program.**

Scholarships

Applications for Scouts registered with the Buckskin Council who can not afford to pay their own way to camp are available and must be postmarked by May 1st, 2010 in order to qualify for consideration. Check with your boys to determine need, fill out an application and turn it into the Council Office. The Buckskin Council will cover up to 50% of the camp fees for one week of camp only. All applications must be filled out completely with all requested information in order to qualify

Daily Things to Remember

Thursday	Friday	Saturday
Taste of Scoutcraft Competition at 6:30 7:00PM Tot-in' Chip and Firem'n Chit	All Honor Camper, Scoutmaster Merit Badges, And DME Papers Due to office by NOON!	No Flag Raising or Troop Assembly
Open Handicraft from 7:00PM to 9:00PM	SKIT NAMES FOR CAMPFIRE DUE TO OFFICE BY NOON!	8:00 Self Serve Continental Breakfast
Overnight Participants Meet at Scoutcraft with Gear at 8:00.	2:00PM All Afternoon Merit Badges Meet	9:00 Campsite Inspection and Departure
	3:00PM WATER CARNIVAL	
	8:30PM Closing Campfire Meet at the Trailhead.	
	Leaders Meeting Directly Following Campfire	

Daily Things to Remember

Monday	Tuesday	Wednesday
Camp Fire 8:30PM	OA Ordeals	Cook in Camp All Day
OA Call Out 10:00PM	Drop off Coolers at the back kitchen door after breakfast	No assembly for Flag Raising
	Pick up Coolers Following Dinner	
	Vespers 7:00PM	
	OA Social Following Vespers	
	Leaders Meeting at 8:00PM on Office Porch	Campwide Games Starting at 7:00PM
	OA Ceremony viewers meet at the flag pole at 8:45PM	Egg Drop at Waterfront Tower 8:00PM

Leaders

A leader may attend camp free according to the schedule seen below. For additional leaders the fee is \$60. If the paid by May 15, and \$70 if paid there after. If a troop cooks in camp then the fee for additional leaders is \$10.

Number of Scouts	Number of Free Adults
5 or more	1
10 or more	2
15 or more	3
20 or more	4
25 or more	5
30 or more	6
35 or more	7

Campsite Deposit

A Deposit fee of \$175.00 is required to reserve a week at BSR. Camp Sites are filled on a first come first served basis. Management reserves the right to change site reservations if the site selected is not compatible with the number of campers. With this system the \$175.00 deposit MUST BE used towards your summer camp fees. Deposits for the 2010 Summer will be taken starting on January 15th.

(There will be no roll over on campsite deposits or overpayments. No refunds will be given. Make sure your fee payments are correct.)

Equipment Abuse Policy:

Troops will be charged for damage to equipment that occurs during Summer Camp. Equipment will be checked during arrival and again at leaving. Settlement of this damage fee must be made before the Troop leaves Summer Camp

Refunds

Camping fees are not refundable, but they may be transferred to another Scout coming to camp. The only refund given from summer camp will be for a medical emergency. This request must include a signed doctors recommendation, emergency detail, and a letter from the Scoutmaster. All letters for refunds must be postmarked prior to September 1st, 2010.

PROGRAM

Buckskin Scout Reservation takes pride that the merit badge program is only part of the program provided. Merit Badges are an important program feature, but our program is also designed to strengthen the troop, patrol and the individual scout while in camp. Some of the additional programs are listed below.

TROOP BUCKSKIN

Troop Buckskin is a First Year Camper Program at Buckskin Scout Reservation. This program is designed to work with new Scouts and help them with requirements for ranks from Scout to First Class. This program also allows participants to start the First Aid and Cooking merit badges. Scouts in this program will learn new skills by practicing them with their peers. **A Scout should not be signed off on a requirement until he satisfactorily demonstrates the new skill to a leader in his Troop.** For this program to succeed, and fulfill its goal of making Scouting, “a game with a purpose,” Troop Buckskin will have a well-trained staff to make sure that your Scouts get the most from this program.

One of the other benefits of this program is that Scouts learn about, and practice the patrol method. Troop Buckskin has a 40-Scout capacity, which will be filled on a “first-come, first-served” basis. The patrols will be divided into colors, with each one being assigned a patrol name. These will be their patrols for the entire week. The Scouts in the patrol will select the patrol leader and assistant on Monday. Each patrol will be given a patrol stave and a patrol flag. Scouts will meet at Troop Buckskin at 9a.m. and will be dismissed at 4p.m. Scouts will have lunch with their Troop

WEDNESDAY COOK IN CAMP

Troops will be cooking all three meals on Wednesday in their campsites using food provided by Buckskin Scout Reservation. We feel that cooking one day in camp reinforces the patrol method as well as providing time for teamwork and cooking skill development. *Each troop will furnish its own cooking utensils and other equipment needed for these meals. Your Troop will need to bring enough coolers for this day for food storage the coolers will be packed with ice one time. Additional ice will be for sale at the Trading Post. For special occasions or menu changes food stores are located in Marlinton, WV about 13 miles from Buckskin Scout Reservation. A typical Menu For Wednesdays is Bacon, eggs, toast, Sandwiches for Lunch, and Silver Turtles/Tin Foil dinners for dinner.*

SUNDAY SCHEDULE

Time	Activity	Location
1:00p.m.	Check in Begins	Office
5:00 p.m.	Check in Concludes	Office
6:15 p.m.	Flag Lowering	Flag Pole
6:30 p.m.	Dinner	Dining Hall
8:00 p.m.	Leaders Meeting	Horton Building
10:00 p.m.	Everyone in Camp	Campsites
11:00 p.m.	Quiet Time	Campsites

DAILY SCHEDULE

Time	Activity	Location
7:00 a.m.	Reveille	Campsites
7:45 a.m.	Flag Raising	Flag Pole
8:00a.m.	Breakfast	Dining Hall
9:00 a.m.	Program Period 1	Program Areas
10:00 a.m.	Program Period	Program areas
11:00 a.m.	Program Period 3	Program Areas
12:00 p.m.	Lunch	Dining Hall
12:50 p.m.	SPL Meeting	Flag Pole
2:00 p.m.	Program Period 4	Program Areas
3:00 p.m.	Program Period 5	Program Areas
4:00 p.m.	Program Period 6	Program Areas
5:45 p.m.	Flag Lowering	Flag Pole
6:00	Dinner	Dining Hall
7:00	Evening Activities	Campsites, Field
10:00	Everyone in Camp	Campsites
11:00	Quiet Time	Camp Sites

HONORS PROGRAMS

Honor Camper

Each boy can earn this award by completing 12 of the following by noon on Friday:

- (1) Advance one rank; (2) Shoot a rifle; (3) Shoot a shotgun; (4) Shoot a bow and arrow; (5) Row a boat; (6) Paddle a canoe; (7) Sail a boat; (8) Catch and release two kinds of fish; (9) Pick up and properly dispose of 45 pieces of litter; (10) Lead a song; (11) Become a swimmer; (12) Attend Tuesday Chapel service; (13) Tour Nature Lodge; (14) Whip a rope; (15) Splice a rope; (16) Complete a handicraft project; (17) Earn Totin' Chip; (18) Earn the Aquatics Patch; (19) Complete Mile Swim; (20) Go on Out-post Overnight.

Scoutmaster Merit Badge

Each adult can earn the Scoutmaster Merit Badge award by doing 12 of the following: (1) Help with two sessions of Troop Buckskin - **Mandatory**; (2) Attend Vespers; (3) Make a handicraft; (4) Participate in a free shoot; (5) Assist in a First Aid class; (6) Attend OA Brotherhood Ceremony; (7) Take Safe Swim Defense and Safety Afloat training; (8) Participate in a Scoutmaster's Skit at Fridays campfire; (9) Make coffee in the morning, noon, or evening; (10) Introduce yourself to Camp Director, Program Director, and Camp Commissioner (11) Walk to camp gate and back from camp office; (12) Hike the Nature Trail; (13) Attend two Scoutmaster meetings; (14) Pick up a bag of trash; (15) Clean the men's or Ladies' restroom; (16) Assist with Emergency Prep Merit Badge requirements - **Mandatory**; (17) Work one 3 hour shift in the Dining Hall - **Mandatory**; (18) Participate in the water carnival; (19) Buy a T-shirt from the Trading Post; (20) Assist in supervising free swim or free boating; (21) Take a Scout from your troop fishing; (22) Mail a post card home; (23) Volunteer to be a camp inspector for four days; (24) Participate in the five mile hike with Troop Buckskin; (25) Clean the Office; (26) Participate in a camp service or conservation project.

To earn the awards detailed above the Scoutmaster must turn in the signed completion cards to the Camp Commissioner by Friday at Noon.

The Dilley's Mill Experience

The purpose of the DME is to encourage troops to participate in the many programs offered at Buckskin Scout Reservation. Points are awarded for participating in and/or winning events and activities throughout the week. The troop with the highest point total will receive an additional camp patch with a gold border, while the troop with the second highest total will receive an additional camp patch with a silver border. Activities and points are as follows:

Activity	Points	
Participate in Water Carnival	2	
Win the Water Carnival	4	
Second Place in Water Carnival	3	
Third Place In water Carnival	2	
Score 95 or above on Camp Inspection	1	1 point per Inspection
Score 100 or above All 4 days of Inspection	6	
Earn The Polar Bear Patch (Scout)	1	Maximum of 5 points
Earn The Polar Bear Patch (Adult)	2	Maximum of 2 points
Troop with the Most Scout Spirit	2	Awarded Daily
Earn Scoutmaster's Merit Badge	2	Maximum of 6 points
Earn Honor Camper	2	Maximum of 10 points
Complete the GPS Course	2	Maximum of 6 points
Complete the Ordeal or Brotherhood	1	Maximum of 3 points
Complete the Mile Swim	2	Maximum of 4 points
Complete Troop Buckskin	1	Maximum of 5 points
Visit Every Campsite and have a leader in that site sign your Sheet	4	
Have a youth representative at the SPL Meeting	1	1 Point per meeting
Have an adult leader present at the leaders meeting	1	1 Point per meeting
Participate in the Egg Drop	1	
Egg Survives the Egg Drop	3	
Participate in the Dutch Oven Cook Off	2	
Win the Dutch Oven Cook Off	2	
Second Place in the Dutch Oven Cook Off	1	
Beat Staff in the Tug of War	2	
Complete the Action Archery Course	2	Maximum of 4 Points
Highest Score on Action Archery Course	3	
Drive a Vehicle for one of the Off site activities	2	Maximum of 4 points

Assemblies at Flag Ceremonies

All troops are expected to attend morning and evening flag ceremonies on the grassy area between the flag pole and the Dining Hall. Troops will assemble on the dining hall apron for lunch and will be dismissed from flag ceremonies to gather at the apron for other meals. Class "A" will be worn for dinner.

Chapel Service

Tuesday from 7-7:30 p.m. at chapel. No other organized activities in camp at this time. Troops not attending, stay in campsite and remain quiet. No fishing.

ADDRESSES AND TELEPHONE NUMBERS

In order to send a package to camp please follow the following format

Camp Address:

Scout Name, Troop Number, Buckskin Scout Reservation Route 1, Box 137 Dunmore, WV 24934

Camp Telephone: EMERGENCY ONLY

The telephone number at camp is (304)799-7301. A message will be taken and the call will have to be returned. Due to terrain and communication difficulties it may take an hour (or more) for the call to be returned either collect or by use of a credit card.

Internet service is not available at camp for Scouts or Adult Leaders. Internet service is available at the Public Libraries in Pocahontas County There are Libraries in Greenbank and Marlinton.

Pay phones are available at the Dining Hall. Phones are card access only. Phone cards will be available at the Trading Post. The cut off time for Scouts using the phone is 10:00 and we ask your help in enforcing this policy.

Wyatt Scout Service Center Address:

Buckskin Council, B.S.A. 2829 Kanawha Boulevard East Charleston, WV 25311

Wyatt Scout Service Center Telephone: (304)340-3663 or (800) 272-6880 Web page - www.buckskin.org

Special Information

Special Needs / Dietary Needs

If there are any Special Needs like dietary, handicap access or any others, please indicate them on the Registration Form and bring them to the attention of the Camp Director when you check in to camp. A Dietary Needs Form was included in the Leaders Paperwork.

Handicap Vehicles

In order to park a vehicle in your campsite you must provide handicap verification. Must have Registration, License Plate, or Sticker.

Leader's Meetings

Sunday evening at 8:00 in the Horton Building is the first leader's meeting and will serve as your camp orientation session.. Friday directly following campfire will be the blue card pick up as well as instructions for check out. Other meetings may be scheduled by the Camp Director if the need arises. Scoutmaster coffee will be at 8:00 p.m. on the porch of the Camp Office on Tuesday evening after vespers. If you ever need to speak to the Camp Director or any other member of the Administration Staff Please come by the Office we are happy to help.

Senior Patrol Leader's Council

All troops are asked to provide their acting Senior Patrol Leader to attend a daily S.P.L. meeting at the dining hall directly following lunch. Your SPL will be given important information at the meeting as well as have a hand in planning Friday's campfire program and Wednesday's camp wide games and contests.

The Dilley's Mill Experience

The Purpose of the Dilley's Mill Experience is to allow for a little bit of Troop Competition. It is our goal as an administration to provide a fun and interesting program to our Scouts. The details for the Dutch Oven Cook Off, Egg Drop, and all other competitions will be given at the Senior Patrol Leader meetings held each day after lunch. The Scores will be tabulated and posted in the Dining Hall as they are received. **The Scoutmaster or one of his Assistants is responsible to report the Troop Score to the Program Director Every evening Following Dinner. The Scores will be calculated and the top three Troops will be announced with their Score at Lunch. As are many things in Scouting this is an ON YOUR HONOR Competition. Please be courteous to other Troops and make sure that everyone has a great experience. **The Score Card Packet is due to the Camp Program Director by NOON on Friday in order to allow for final review and tabulations to be made.** All activities occurring after Noon on Friday will be calculated by the Program Director. We wish your Troop the very best of Luck!**

Special Programs and Awards

Totin' Chip

Deals with proper use, care and handling of woods tools. This program is offered on Thursday evening at 7:00 in the Scoutcraft Area.

Firem'n Chit

Deals with proper use of materials and safety measures involved in building fires. This program is offered on Thursday evening at 7:00 in the Scoutcraft Area.

Paul Bunyan Woodsman

Scouts who have earned their Totin' Chip card display their ability to use woods tools and do a required project. Requires four additional hours to complete as well as helping with Totin' Chip Instruction. This activity needs to be scheduled with and approved by the Scout Craft Director.

Aquatics Patch

There are two options to earn this patch. This patch is only available to youth.

Option #1: Scouts must complete two (2) waterfront merit badges in one week, and complete the, BSA Snorkeling, BSA Kayaking. or BSA Mile Swim.

Option #2: Scouts must complete the BSA Lifeguard, BSA Snorkeling, BSA Mile Swim, or BSA Kayaking.

Medical Examinations

All Scouts and Scouters are required to have a Current Yearly Physical. The new physicals are required for everyone attending camp.

There will not be a doctor at camp to do medical examinations. No one can be allowed to camp without the required examinations. A copy of the new medical forms were sent to the Unit Leaders and may be reproduced as needed,. A complete physical at Pocahontas Memorial Hospital will cost a minimum of \$200. So do not let lack of planning ruin your check in.

Medications

All prescription drugs (including those that need refrigeration) are to be kept in locked storage and in compliance with state and local laws.

Camp Equipment Furnished

Tents, cots, and table are furnished for each campsite. Additional equipment may be obtained from the Quartermaster . Upon arrival, all equipment furnished to the troop will be inspected by the troop's senior patrol leader, adult leaders, and the camp guide assigned to the troop. Any damages will be noted. The unit is thereafter responsible for all damage to camp equipment within their site. Replacement or repair of damaged equipment must be arranged with the Camp Director before the unit leaves camp. **One tent is provided for every two Scouts and only one tent is provided for every two adults in each campsite. The only exception will be for adult female leaders. If only one female leader, she will be provided a tent. If more than one female leader, the two will share a tent. We do not furnish supply tents.**

Equipment Abuse Policy:

Troops will be charged for damage to equipment that occurs during Summer Camp. Equipment will be checked during arrival and again at leaving. Settlement of this damage fee must be made before the Troop leaves Summer Camp

Registration

Troops need to send the Unit Registration / Pre-registration form into the Council Office along with their fees no later than May 15. (\$175 Per Scout)(After May 15 fee is \$200).

SUNDAY CHECK-IN PROCEDURES .

1. Plan to arrive at camp between the hours of 1 p.m. and 4 p.m. Check in starts at 1 p.m.

2. Scoutmaster checks in at Camp Office, meets camp guide for his troop and the troop travels to their campsite with the guide.

Leaders should have the following with them for check in:

1. Receipts from Council Office showing payment of fees.
2. Completed Rosters
3. Swim Classification Record
4. New Medical forms
5. Family Insurance Forms attached to Medical Form
6. Proof of Insurance (Troop Insurance Certificate) for out of Council Troops
7. Approved appropriate tour Permit
8. BSR Camp Fee Work Sheet

3.The camp guide will then accompany the troop to the campsite, complete the campsite check-in, and ask everyone to change into swim trunks and shoes. The Guide will then take the Troop to the main parking lot to meet the troop leader. The Camp Health Officer Will then Check all Medical Forms..

4.The Guide will take the unit to the dining hall for orientation, then will accompany the troop to the waterfront area for the swimming classifications.

5.After the Swim Check the Staff Guide will then give the troop a tour of camp, .If the unit leader would prefer to give the tour himself, he may do so. It is recommended that the boys become acquainted with the camp on Sunday afternoon.

6.The troop then completes setting up the campsite and has free time until the evening flag ceremony (wear uniforms.)

7. All cars are removed from all campsites by dinner.

Snorkeling, BSA

Learn about snorkeling, the use of snorkeling gear, snorkeling safety and basic first aid relating to water accidents. Scouts must furnish their own equipment. Snorkeling will be taught at 2:00 p.m. on Monday, Tuesday, Wednesday, and Thursday.

BSA Lifeguard

Scouts have to average 6 hours a day at the Water Front to qualify. This is also available to Adult leaders. Consult the Aquatics Director for requirements.

Kayaking /Whitewater Merit Badge

2:00 Monday Through Thursday. There is a Wednesday afternoon trip to the Greenbrier River depending on water level. There is a limited number of slots (6) for this class. Prerequisites are the Rowing, Canoeing, Swimming and Lifesaving Merit Badges.

Safe Swim Defense / Safety Afloat

Offered to all leaders at camp. Will be taught at 1:15 p.m. on Monday at the Horton Building.

Mile Swim, BSA

Requires a daily training routine and a mile swim. Training required at 2 p.m. or 4 p.m. Monday, Tuesday and Wednesday and the mile swim takes place at 4 p.m. on Thursday.

Outpost Overnight

This program is for the scouts enrolled in Camping and Wilderness Survival merit badges. A day pack is suggested for this trip.

BSA World Conservation Award

Scouts qualify when they have completed the following merit badges: Environmental Science, Soil and Water Conservation OR Fish and Wildlife Management, and Citizenship In The World. See the Program Director for paper work if scouts qualify. See requirements for the patch in the Boy Scouts requirement book.

Order of the Arrow

O.A. Brotherhood, Ordeal, and Call Out ceremonies will be conducted at Summer Camp. The Ordeal candidates have the option of taking their ordeal at Summer Camp, Spring Fellowship, or Fall Fellowship. If the Scout decides to do his ordeal at Summer Camp, the ordeal will begin on Monday night and conclude on Tuesday night.

The fee for Brotherhood is \$30 and the fee for the Ordeal is \$45

OA Coordinator: Tanner Boster, Lodge Chief

Service Corps:

Meet every day at 1:00 at the flag pole. (An Adult, to be selected, will coordinate service corps)Work from 1:00 to 2:00 or as approved by the service corps coordinator. We will have four volunteer adults that are going to be in charge of the service corps this year. On adult will be in charge every week. They will be in charge of the projects, keep track of the participants, and give out patches at the end of the week. The four adults will be designated prior to summer camp.

Upon completion of 5 hours of service, your name will be recorded and you will receive a patch at the end of the week. If you wish to obtain a second patch, you may do so for a fee of \$10.00. If any remaining service corps patches are available, they will be for sale at winter banquet for \$10.00 for those who have been recorded as completing the service requirement.

Brotherhood Tests:

Need to be completed and fee paid for by 1:00 Tuesday Test will be given by Tanner Boster, the OA Coordinator. Fees will be accepted at the council office prior to camp or at the trading post at camp.

Liquid Fuels

Liquid Fuels are to be stored by the Quartermaster. Extra liquid fuel may not be stored in the campsite.

Firearms, Ammunition

No Firearms or Ammunition may be brought to camp.

Archery Equipment

Bows and Arrows brought to camp by Scouts or leaders must be turned over to the Field Sports Director for storage during camp.

Private Boat Policy

Scouts or leaders may not use personal water craft unless approved by the Camp Director or Program Director.

Pets

No pets of any kind are allowed at camp.

Alcohol, Drug, Tobacco, and Firework Policy

No unlawful controlled substances or alcoholic beverages of any type will be permitted at camp. No fireworks or smoke bombs, whether legal or illegal, are allowed on the reservation. Any person found violating these policies will be asked to immediately leave Buckskin Council property and appropriate state and local police authorities may also be notified.

Tobacco and products made from tobacco may not be used by anyone under the age of 18. Leaders are asked to not use tobacco products in the presence of Scouts. T-shirts or other clothing that advertise alcoholic beverages or tobacco products are not to be worn at camp.

Visitor Policy

Parents and families of campers are invited to visit camp on Friday between the hours of 4 p.m. and 10 p.m. Visitors are invited to share a meal with the boys in the dining hall. The fee for a meal is \$5.00, and the unit leader must make meal reservations with the camp director and pay for the meal at least 5 hours in advance of the meal. No person may spend the night at camp except those registered scouts, explorers or leaders who are properly registered for the week in camp. Visitors at camp at any other time must sign in and out at the camp office.

Vehicle Policy

All private vehicles will be parked in the camp parking lot space providing. No private vehicles are allowed in campsites after dark on Sunday. Only Emergency or handi-capped vehicles will be allowed in camp sites provided they have a card placed in the window, please see the Camp Director for this card.

Other Camping Area Policy

No one is to enter a campsite or staff camping area other than his own without permission or invitation.

Leaving Camp Policy

All scouts and leaders who leave camp must sign out at the camp office and sign back in upon their return to camp.

Health and Safety Policy

A qualified medical staff person is on duty at all times. Report all injuries or illnesses to the health lodge immediately.

Clothing Policy

Shirts, pants/shorts and shoes are to be worn by all Scouts and leaders at all times except when in bed, swimming and showering. Wear shirts, pants/shorts and shoes while traveling to these activities.

Order of the Arrow Schedule

Sunday

Trading post open - Pay fees for brotherhood or ordeal

Unit Elections: Elections will be held Sunday night. Unit is to Notify the OA Coordinator Upon Arrival if an election is needed.

Monday

1:00 - Elangomat Training Dining Hall Apron
Service Corps meeting at the flag pole.
Campfire- Call-out, pre-ordeal ceremony
11:59 - Bed down Ordeal Clans

Tuesday (OA Day)

6:00 - Wake up Ordeal Clans
7:00- Begin Ordeal Clan Projects
1:00 - Service Corps meeting at the flag pole
4:00 - Ordeal Clans end projects
7:30 - Ice Cream Social in the Dining Hall
8:30 - Brotherhood Observers meet at the flag pole
8:45 - Brotherhood Candidates meet at the flag pole
9:30 - Ordeal Observers Meet at the flag pole
9:45 - Ordeal Candidates meet at the flag pole

Wednesday

1:00 - Service Corps meeting at the flag pole

Thursday

1:00 - Service Corps meeting at the flag pole

Friday

1:00 - Service Corps meeting at the flag pole
Campfire - Legend Ceremony

Elangomats:

Must be Brotherhood or Vigil rank to help. Will be trained by OA Coordinator on Monday at 1:00. The elangomats will be in charge of a clan of ordeal candidates during work projects and other happenings during the ordeal. This time will count towards service corps.

Campfire Program

Opening Campfire: Presented by camp staff. At this campfire the Staff is introduced and Scouts are welcomed to a week of fun and learning at Buckskin Scout Reservation.

Troops gather at trailhead to campfire circle at 8:30 p.m. Monday. Campfire Trailhead is located at the end of the field to the left of Scoutcraft and up the hill from Waterfront.

Troop Campfires: Troops are welcome to have their own campfire programs in their campsites beginning at 9 p.m. Troops may combine program with another troop or troops and may invite staff members if they wish. Please consider hosting a Campfire and letting your Scouts talk with other Scouts about what their Troop does in Scouting.

Closing Campfire: Gather at campfire trailhead at 8:30 p.m. Friday. **All Troops are asked to perform a skit or song.** Please see the Program Director by Noon on Friday with the name of your skit or song.

Shooting Sports Programs

Open Rifle Shooting. 4:00 p.m. Monday - Thursday. Troops and patrols can also arrange troop or patrol shoots with Range Director.

Open Shotgun Shooting. Troops and patrols can arrange shoots with Range Director. Cost is \$1 for 3 shots.

Open Archery 3 p.m. Monday and Wednesday. Action archery course is at 4 p.m. on Tuesday and Thursday, and in the evenings when arrangements made with the Archery Director. Troops may arrange troop shoots with the Archery Director.

CAMPWIDE GAMES

Bocce, Horseshoes, Volleyball, Ultimate Frisbee, The Egg Drop, and a host of other activities are available for your enjoyment. Bring your Troop down to the main field for a little bit of fun and competition on Wednesday Night Starting at 7:00 PM

Buckskin Scout Reservation Summer Camp Policies

Adult Leadership Policy

In accordance with Boy Scouts of America policy, **two (2) registered adult leaders are required to be in attendance with a troop at all times**, regardless of the number of boys attending. At least one(1) of these leaders must be 21 years of age or older and the other must be at least 18 years of age. There are no exceptions to this rule.

Non-Discrimination Policy

Buckskin Council, Boy Scouts of America, does not discriminate against individuals or groups on the basis of race, color, National origin, gender, age, disability, or religious affiliation.

Youth Protection Policy

Buckskin Council, Boy Scouts of America, adheres to the policy of the Boy Scouts of America to protect children from sexual, physical and mental abuse. The Youth Protection Policy of the Boy Scouts of America will be followed at camp, including, but not limited to separate shower times for boys and adults. There will also be no sharing of a tent by a boy and an adult, unless they are father and son.

Scout Uniform Policy

Scouts and Leaders are expected to wear a complete Class A uniform at evening flag ceremonies and the evening meal. It is recommended that Class B uniform be worn during Camp. It is always appropriate to travel to and from camp in a complete uni-

Water Front

Open Swimming

4-5 p.m. everyday except Friday.

7:45-8:30 p.m. Tuesday

7:15-8:00 p.m. Wednesday

7:15-8:30 Thursday

Open Boating

7:45-8:30 p.m. Tuesday

7:15-8:00 p.m. Wednesday

7:15-8:30 Thursday

Swimming Lessons

Learn to swim or advance from beginner to swimmer. Schedule with Aquatics Director for times other than 2:00 p.m.

Polar Bear Swim Award.

6 :00- 6:30 a.m. Monday through Friday. Scouts and leaders must attend at least 4 times to qualify.

Water Carnival

Friday at 3:00 p.m. A fun event with competition for all three swimming ability groups.

Open Handicraft

Thursday from 7:00 p.m.-9:00 p.m.

Dutch Oven Cook Off

Bring your dish down to Scoutcraft on Thursday Evening at 6:30. Coals will be available to keep items warm before Serving.

Merit Badge Program

The Merit Badge Program at Buckskin Scout Reservation is designed to give your Scouts the opportunity to experience new and exciting activities at are not always available to them in a traditional Troop meeting setting. It is our goal to provide your Scouts with the very best instruction, equipment and information to provide the best merit badge program for your Scouts. Our merit badges start at the time scheduled. **PLEASE TALK TO YOUR BOYS ABOUT BEING ON TIME FOR THEIR MERIT BADGE CLASSES.** *If at any time throughout the week you have questions or concerns about any part of the merit badge program immediately see the Program Director so that the situation can be explained or remedied.* With all of the opportunities available at camp it is recommended that boys take no more than three merit badges. Please note that all materials needed for the merit badge programs are available in the Trading Post. A separate guide with all of the merit badge prerequisites was mailed to each registered Scoutmaster along with merit badge schedules, health forms and necessary paperwork .

Merit Badge Progress Reports are available at Dinner and Breakfast every day. Please check on the progress of your Scouts early in the week to ensure they are doing what they need to in order to complete their merit badges. These reports are located on the table by the mailboxes in the Dining Hall.

MERIT BADGE SCHEDULE

9:00am	10:00am
Archery (9:00 - 10:20)	Archery (9:00 - 10:20)
Astronomy	Astronomy
Camping	Bird Study
Canoeing	Camping
Emergency Preparedness	Cooking
Environmental Science	Environmental Science
Fish & Wildlife Management	First Aid
Leatherwork	Indian Lore
Metalwork (9:00 - 10:20)	Leatherwork
Motorboating	Lifesaving
Orienteering	Motorboating
Pioneering (9:00-10:20)	Railroading
Rifle	Rifle
Rowing	Rowing
Sculpture (Mon, Tue, Wed)	Swimming
Surveying (9:00 - 10:20)	
Wood Working (9:00 - 10:20)	

10:30am	11:00am
Archery (10:30 - 11:50)	Astronomy
Metalwork (10:30 - 11:50)	Camping
Pioneering (10:30-11:50)	Canoeing
Surveying (10:30 - 11:50)	Emergency Preparedness
Wood Working (10:30 - 11:50)	Environmental Science
	Fish & Wildlife Management
	Leatherwork
	Lifesaving
	Orienteering
	Sculpture (Mon, Tue, Wed)
	Shotgun
	Swimming

1:00pm
Fishing
Sports

1:30pm
Archery (1:30 - 2:50)

MERIT BADGE SCHEDULE

2:00pm	3:00pm
Archery (1:30 - 2:50)	Basketry (Mon- Thur)
Citizenship in the Nation	Canoeing
Communications	Citizenship in the Nation
Composite Materials	Communications
Cooking	Composite Materials
Electricity	Electricity
First Aid	Forestry
Indian Lore	Lifesaving
Motorboating	Plumbing
Nature	Pulp & Paper
	Reptile Study
Painting	Rifle
Photography	Small Boat Sailing
Reptile Study	Soil & Water Conservation
Shotgun	Swimming
Small Boat Sailing	Wilderness Survival
Space Exploration	
Woodcarving	

4:00pm
Basketry (Mon -Thur)
Citizenship in the Nation
Communications
Farm Mechanics
Forestry
Photography
Pulp & Paper
Small Boat Sailing
Soil & Water Conservation
Space Exploration
Wilderness Survival
Woodcarving

LEGEND	
	Shooting Sports
	Nature
	Handicraft
	Scoutcraft
	Waterfront
	Health Lodge
	Garage