

Troop 179 Summer Camp

Lost Lake Scout Reservation
Cedar Bay Camp
June 28 to July 4, 2009



Participants Guide
Please Read Carefully



General Information

Mail and Phone

In extreme emergencies you can call the camp and leave a message for your son to call home be sure to tell them he's with Troop 179.

The camp's address is:

(Scout's Name)
Troop 179/Cedar Bay
Lost Lake Scout Reservation
4930 S. Lake Station Ave.
Lake, MI 48632

The camp's office number is: (989) 544-2551

Transportation

The troop will be organizing transportation to and from Lost Lake Scout Reservation. Summer Camp always has a lot of equipment to haul so every parent is asked to help in transportation of the Scouts to and from Lost Lake by driving one way or the other. To help organize the transportation there is a **Transportation Form** for you to indicate which way you would prefer to travel. The forms are available at our Scout meetings and on the troop website. If you are planning to drive to camp you should plan on arriving at camp by 12:30 p.m. on Sunday for check-in. If you will drive home from camp, the closing ceremony is at 11:00 a.m. on Saturday and we depart about noon. You should plan on a stop for lunch at a fast food restaurant for the Scouts to purchase lunch on both trips and the Scouts should have money to purchase their own lunch with them. If you have transportation concerns please contact Lisa Hayes, (248) 471-2691, kurtlisa@wwnet.

Visitors

Anyone who enters Lost Lake, either as a camper or a visitor needs to be registered at our camp office. Everyone in camp is required to wear a colored wrist band that identifies them as being a scout camper, adult camper, or a visitor. If you arrive in camp the first person you should seek out is Jeff Larson or Tom Brown.

For new Scouts, **we highly discourage stopping in at camp for a mid week visit.** What typically happens when parents visit is the boys are totally distracted from the program we are running, and they become hypersensitive to the parents being in camp. They will loose progress toward rank, and even after your visit is over, they are not as active in the program. Also it can encourage homesickness in the other Scouts who didn't get a visit.

We will however need parents to come up at the end of the week to help serve on Boards of Review and help with the tear down of camp. We strive to keep Summer Camp maddening fun for all the Scouts right up to the time they leave so the quicker we can handle packing the less it will seem like work. If you would like to come up on Thursday or Friday you should contact Ray Kach, rkach1@sbcglobal.net, if you would like to serve on Boards of Review; for those who would like to come up and help can contact Jeff Larson, jefflarson@facilitech.biz.

When visiting camp and staying overnight there are several choices, everything from the rugged to hotels. Parents can stay in camp with the Scouts, you need to bring a tent and will be able to stay in the G.O.A.T. Patrol area (with the other adults, no cost for this option); you can stay at the Family Camp Area where you need a tent, camper, or RV (best option if you will be bringing other children or pets, reservations are made at the camp office, (989) 544-2551); lastly there are plenty of hotels in the Clare area that several parents have stayed at. Meals at camp: the troop will pick up the cost of meals for parents who come to help with the troop program. If you have other children with you the troop is really not prepared or set up to feed them so you should make your own plans to make meals at family camp or Lost Lake allows for you to buy meals at their Dinning Hall at a low cost.

What to Bring to Camp

Uniforms

Scout Uniform	Activity Uniform
Scout shirt (long or short sleeve)	Red Scout t-shirt or a blank red t-shirt
Scout trousers or shorts	Scout trousers or shorts
Scout socks (any length)	Scout socks (any length)
Troop hat (red beret)	No hat
Web Scout Belt	Web Scout Belt

We will wear the Scout Uniform while traveling to and from camp and every day for flag ceremonies and dinner. The Activity Uniform can be worn at all other times throughout the day. The leaders will encourage the Scouts to only wear uniforms when required and to change anytime a dirty activity is about to happen. Please mark all clothing, especially uniforms, with the Scout's name to avoid mix-ups. On Wednesday the leaders will collect Scout Uniforms only and launder them.

Personal Equipment

Uniforms
2 Blankets or Sleeping Bag
Sheet
Foam Pad or Small Cot
Pillow
Jacket
Rain Gear
Extra Shorts
Extra Trousers
6 Blank Red or Troop T-shirts
6 Pairs Underwear
Pajamas
6 Pairs Socks
Swim Trunks
2 Pairs of Comfortable Shoes
Toilet Kit
2 Beach Towels
Laundry Bag
Flash Light
Insect Repellant (rub on type only)
Scout Handbook
Closing Pocket Knife
Compass
3 Pens and Ruled Paper
Water-Related Advancement items (* below)
Blank Red or Troop Sweatshirt

Optional Items	
Bicycle and Helmet (** below)	
Fishing Gear	
Camera and Film	
Books	
Leisure Toys	
Clothesline	
Drinking Cup	
Extra Batteries	

* Scouts who are going to get any water-related Merit Badges (Swimming, Lifesaving, Canoeing, or Small Boat Sailing) or First Class Lifesaving requirements will need to bring clothing that will get wet for various requirements. This includes a shirt with long sleeves, trousers, and tennis shoes. Do not expect to use your uniform.

** Scouts will be allowed to bring their bicycle with them if they are taking the cycling merit badge only! They are required to wear a helmet at all times when on their bikes. Failure to wear your helmet will result in losing your biking privileges.

The BSA does not promote the advertising of alcoholic beverages or other "cute" messages printed on t-shirts. The Scouts should only pack t-shirts that are Scouting-related themes or blank.

Valuables

The troop and camp will not be responsible for valuables brought to camp. We suggest that you do not bring them. However, if you must, you may want to consider bringing a trunk or suitcase that can be locked. For the Scout's convenience, he may deposit his money in a troop secured cabinet that will be available to him twice a day at Breakfast and Dinner (please place the money in an envelope with the Scout's name on it; singles are best). Many Scouts like to hold onto their money, but regret their decision after the money is lost or stolen. As with any valuable item, the fewer Scouts that know you have it, the less likely it will be bothered with, so keep your stuff to yourself.

Scout Uniform

- Official Hat
 - Red Beret (New or Traditional Scouts)
 - Campaign Hat (Paul Bunyans)
 - Venture Ball Cap (Venturers)

- Scout Shirt (with appropriate patches)

* indicates official patches that are optional

- Clinton Valley Council Strip
- "179" Numerals
- Badge of Office
- Rank Badge
- USA Flag
- Patrol Patch
- *40 Year Bar
- *Trained Strip
- *Year Pins
- *World Crest
- *Arrow of Light
- *OA Flap
- *Activity Patch
- *Jamboree Patch
- *Quality Unit Patch

- Scout Pants or Shorts

- Socks
- Belt



Scout Uniform

Activity Uniform

Right Sleeve

- U.S. Flag emblem, position 1
- Patrol Medallion, position 2 (2" below the seam)
- Quality Unit patch, position 3 (1/2" below Patrol Medallion), quality unit patch is optional wear, only one patch may be worn and it must be the current year.

Left Sleeve

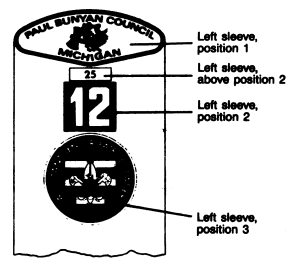
- Clinton Valley Council shoulder emblem, position 1
- Veteran unit emblem (optional, 25 year), above position 2
- Unit Numeral (179), position 2
- Officer Badge, position 3
- Trained Strip, (optional) below position 3
(Patches should be lined up, centered below each other, with each patch touching each other.)

Right Pocket

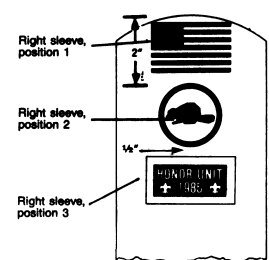
- Centered on pocket, the Activity Patch of your choice (optional).
- Flap, Chippewa Lodge (O-A) pocket flap patch (optional).
- Above the pocket:
 - Boy Scouts of America Strip
 - Interpreter Strips (optional)
 - Name Plate (optional, worn on flap if not O-A)
 - Jamboree Patch (optional)

Left Pocket

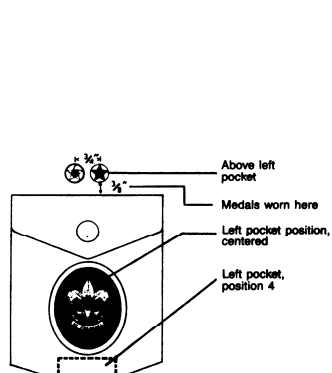
- Centered on pocket, current Rank patch
- Bottom of pocket, Arrow of Light patch (optional)
- Above the pocket:
 - Knot awards (religious emblem, for saving life)
 - 3/8" above, service stars (optional)
 - World Crest (optional) worn 3" below left shoulder seam and centered over left pocket.



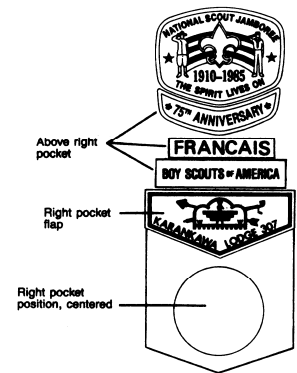
LEFT SLEEVE



RIGHT SLEEVE



LEFT POCKET



RIGHT POCKET

Health and Safety

Health Forms

Every Scout and leader attending camp for the week must have a current **Health Form**. Youth and adults under the age of 40 need only have a physical examination by a licensed physician within the last three years prior to camp although the parents or individual (if over the age of 18) must update and sign the form annually. Adults over the age of 40 must have a new form each year. For those Scouts who need to just update their forms parents may stop in at any Scout meeting, review their form and sign it. New forms are available at the Scout meetings and on our web site.

Medications

All medications must be checked-in with the Health Officer during medical checks on Sunday. All prescription drugs (including those needing refrigeration) are to be locked up. An exception may be made for a limited amount of medication to be carried by a camper, leader or staff member for life-threatening conditions, including bee-sting or heart medication and inhalers, or for a limited amount of medication approved for use in a first aid kit. Campers that are going to be taking medications need to have a **Camper Medication Form** filled out and signed by a parent or guardian (Forms are available at our troop meetings or on our website).

Scouts Leaving the Camp

We take keeping track of where the Scouts are at all times very seriously. For this reason we ask that no parent should ever remove their son or daughter from camp without first checking in with our leader in charge. No person may remove a Scout from the camp without the advance permission of the parents using the **Authorization to Release Camper** form. Each Scouts parents should fill out the form letting us know of any person that their child may be released to. This form is available at our Scout meetings and also on our web site.

Homesickness

TIPS FOR PARENTS TO HELP US COMBAT HOMESICKNESS:

- Talk to him about the positive experiences he has had as well as those he can look forward to. Encourage him to continue and let him know how proud you are of him.
- Don't give him a cell phone; if he needs to call a Scoutmaster will let him use his cell phone. Talk to the Scoutmaster to get the facts. (Scouts sometime embellish the situation to get sympathy i.e. "Someone is being mean to me." "The food is bad." "I don't feel well.")
- Don't write your son telling him how much you miss him and don't send special items or food to camp (it may make other boys feel bad that their parents didn't send anything).
- If you come to visit camp, try to stay away from your son and his activities, let him know that you are there to help the troop and that he should continue to work with his leaders. Don't take him out to dinner or bring a pizza to him (again it will make other boys feel bad that they didn't get this kind of treatment).

The law of camp is the Scout Law!

A Scout will be asked to return home if the following policies are broken:

- Possession, consumption, or being under the influence of alcohol or dangerous drugs.
- Illegal, immoral, or other activities considered unacceptable by society.
- No Scout should be in a tent or facility other than his own (Scouts may enter another Scout's tent ONLY when the other Scout is present, no exceptions).
- The BSA respects the privacy of Scouts and leaders, but reserves the right of its leaders to enter quarters and/or duffels during reasonable hours, when necessary, for repair, maintenance, fire safety inspections, or to insure compliance with BSA regulations and policy.

Advancement

New Scouts

The program that is designed for Scouts who have joined Troop 179 in the six months prior to summer camp is Scout PATH. The basic skills of Scouting are incorporated into a program of fun and adventure as it orients the new Scout in the ways of Scouting and helps him along the path to First Class. We concentrate on working on requirements, having fun, learning about Scouting, and getting to know our Patrols and Troop members.

The Scouts will be learning the skills that may be applied toward meeting requirements for the Tenderfoot, Second Class, First Class ranks, and earn the Swimming Merit Badge. The Scouts in the PATH program will need to bring clothing that will get wet for various requirements. This includes a shirt with long sleeves, trousers, and tennis shoes. He should not expect to use his uniform.

First Class, Star, and Life Scouts

Scouts and parents need to keep in mind that earning the rank of Star, Life, and Eagle is much, much, more than earning Merit Badges. There are requirements that deal with Participation, Scout Spirit, and Positions of Responsibilities; it is these requirements that the Scouts will be able to spend the most time on accomplishing. These requirements are what makes up the essence of each of the ranks and what tells us, has a Scout really earned the right to hold the status that comes with the ranks he is going for. There is no other activity like Summer Camp that allows the Scouts to work on these requirements and hone their abilities to understand their esoteric meanings.

Merit Badges

Many parents and leaders of Troop 179 volunteer their time for the week in July to help bring to our Scouts some of the best instruction that one can find on the subjects of the merit Badges being offered. The Scouts will sign up for Merit Badges in the spring and should take time to look at the requirements and become familiar with them. After the Scout has signed-up for the Merit Badges he should next secure a current copy of the BSA Merit Badge Pamphlet and in most cases the counselors want the Scout to go to www.meritbadge.com and print out the Merit Badge Worksheet for the badge they will work on. Most Merit Badges will require some work to be completed at home prior to arrival at camp. Beginning in late May, for the last five meetings prior to our week at camp the Merit Badge Counselors will meet with the Scouts for their first Merit Badge session. This years schedule is:

May 5	Block A Merit Badges
May 19	Block B Merit Badges
June 2	Block C Merit Badges
June 9	Block D Merit Badges
June 16	Merit Badge Pre-Requisite Turn-in
June 23	Merit Badge Pre-Requisite Turn-in

Whether a Scout returns home with a completed Merit Badge or a partial is most often dependent on whether he has completed the pre-requisite work assigned by the counselor.

Earning Ranks

The Scoutmasters at camp will be available to give conferences for ranks through out the week. Boards of Review will be available for ranks as parents become available (boards must be composed of at least 3 parents that are not uniformed leaders). The Advancement Committee will be arranging parents for boards, please contact the chairperson if you can spend a couple of days at camp to serve on boards. Scouts not attending boards at camp will be scheduled at meetings following camp. The key to successful advancement at summer camp is to plan for it. Prior to going to camp a Scoutmaster will meet with each Scout to help create a plan for advancement.

Instructional Schedule

Scouts Name: _____

Block A - Mon/Tue, 9:15 to 11:45 am

Merit Badge or Activity

Block C - Wed/Thur, 9:15 to 11:45 am

Merit Badge or Activity

Block B - Mon/Tue, 2:15 to 4:45 pm

Merit Badge or Activity

Block D - Wed/Thur, 2:15 to 4:45 pm

Merit Badge or Activity

Program Area	Block A Monday & Tuesday 9:15 - 11:45	Block B Monday & Tuesday 2:15 - 4:45	Block C Wednesday & Thursday 9:15 - 11:45	Block D Wednesday & Thursday 2:15 - 4:45
Aquatics	Life Saving MB + C Motor Boating MB	BSA Life Guard + A + D Sailing MB	Canoeing MB Life Saving MB + A	Swimming MB
Sciences	Env. Science MB Mammals/Reptile MB Nature MB	Astronomy MB Electricity, Electronic MB	Env. Science MB	Nuclear Science, Energy
Outdoorsman	Camping MB Cycling MB Orienteering MB	Archery MB Cooking MB Pioneering MB Rifle Shooting MB	Camping MB Golf MB Shotgun Shooting MB	Wilderness Survival MB Fishing MB Fly Fishing MB
Arts & Hobbies		Wood Carving MB		Photography MB
Citizenship	Personal Fitness MB Medicine MB Plumbing MB Traffic Safety MB	Communication MB Computers MB Law MB Painting MB	Crime Prevention MB First Aid MB Emergency Prep MB MB Engineering MB Personal Fitness MB Public Health MB	Personal Mgt MB Communication MB
Life Skills	Cit in Community MB Cit in the World MB	Cit in Nation MB	Cit in Community MB Cit in the World MB Family Life MB	Cit in Nation MB
Venture Activities	Venture Challenge	Venture P.A.T.H. Venture Shotgun Venture Emergency Prep	Venture Archery Venture Land Navigation Venture Watercraft	Venture C.O.P.E. Course

Astronomy Merit Badge will meet evenings in the Troop Campsite

5th & 6th Graders

Archery
Art
Computers
Cooking
Cycling*
Family Life*
First Aid*
Fishing
Fly Fishing

5th & 6th Graders

Mammal/Reptile Study
Music
Painting
PATH*
Photography
Swimming*
Woodcarving

*Eagle Required Activity

7th & 8th Graders

Astronomy
Camping*
Canoeing
Cit. in Community*
Cit. in Nation*
Cit. in World*
Communication*
Crime Prevention
Engineering
Electricity, Electronics
Nuclear, Energy

7th & 8th Graders

Golf
Medicine
Motor Boating
Orienteering
Personal Fitness*
Pioneering
Plumbing
Rifle Shooting
Sailing
Wilderness Survival

9th - 12th Graders

BSA Lifeguard
C.O.P.E.
Climbing
Emergency Prep*
Env Science*
Law
Lifesaving*
Personal Mgt*
Shotgun Shooting
Traffic Safety
Venture Activities

Troop Schedule

	Monday	Tuesday	Wednesday	Thursday	Friday
7:15 am	Reveille	Reveille	Reveille	Reveille	Reveille
8:00	Breakfast	Breakfast	Breakfast	Breakfast	Breakfast
8:45	Flag Raising	Flag Raising	Flag Raising	Flag Raising	Flag Raising
9:15	Block A	Block A	Block C	Block C	M.B. Wrap-Up
12:00	Camp Service Project	Camp Service Project	Camp Service Project	Camp Service Project	Lunch
1:00	Lunch	Lunch	Lunch	Lunch	Program Wide Activity
2:15 pm	Block B	Block B	Block D	Block D	
4:45	Prepare Dinner	Prepare Dinner	Prepare Dinner	Flag Lowering	
5:45	Dinner	Dinner	Dinner	Troop Party	
7:00	Flag Lowering	Flag Lowering	Flag Lowering	Dinner served by the Troop Leadership	
7:30	Troop Wide Patrol Competitions	Scouts Own Open Areas	Open Areas	Patrol Desert Competition	8:45 Flag Lowering
9:00	Program Campfires	OA Campfire		Games & Activities	Bonfire
11:00	Taps	Taps	Taps	Taps	Taps

Sunday,

9:30 Meet at Presbyterian Church
 Lunch on Road
 12:30 Arrive at Lost Lake
 Check In Troop
 Set Up Camp
 5:45 Dinner served by Troop leadership
 7:00 Flag Lowering/ Paul Bunyan Patrol
 7:30 P.A.T.H. Hike for New Scouts
 Camp Orientation for Traditional Scouts
 Venture Meeting
 8:15 Complete Camp Set-up
 9:30 Opening Campfire
 10:30 Patrol Leaders Council Meeting
 11:00 Taps

Saturday,

6:30 Reveille
 7:30 Breakfast
 8:30 Strike Camp
 11:00 Closing Ceremonies & Awards
 Flag Lowering/ Paul Bunyan Patrol
 12:00 Leave for Home