

# Camp Baker Youth Guide

**2009**



For Scouts and Patrols

# Welcome to Camp

How long does a week of camp last? Sounds like a pretty dumb question. But think about it a little longer. Your decision to go to camp is already affecting you and your family's plans for the summer.

**The experience you have at summer camp will last for the rest of your life.** It lasts a lot longer than a week and it's a pretty big deal. The camp staff is already at work putting together a great summer camp program.

There are some things you should be doing right now to make your week at camp even better. **Start thinking about the goals you want to accomplish at camp.** Look over the requirements for your next rank and decide which of those you plan to earn at camp.

**Take a look at our merit badge offerings and decide which merit badges you want to work on.** Get the merit badge pamphlet and read it before camp. If there are requirements requiring written work, do them at home on a rainy day.

Start getting your gear together so you'll have everything you need to make yourself comfortable.

Be sure your friends are planning to come to camp too, and find out how you can help your troop leadership plan and get ready for camp. There is a great experience in store for you and it has already begun.

## Some Basic Camp Rules

The Scout Law is the law of Camp Baker. There are a few special cases that need a little extra explanation.

- Fireworks of **any** kind are prohibited in camp. Don't bring them!!
- Do not bring firearms or ammunition to camp. If you bring a bow to camp, it must be stored by the archery instructor and used only under supervision. **No bows in the campsites.**
- **Do not** enter another troop's campsite unless you are invited by someone from that troop. The same courtesy applies to the staff living areas as well.
- Pets are **not** allowed in camp.
- Swimming is allowed only at the waterfront, when the eight-point safe swim defense plan is being followed. **Do not** go swimming or boating on your own.

## MERIT BADGES

**To have a successful merit badge program, Scouts should begin their work prior to arrival at camp.** Some badges are easily earned in camp, while others take longer. Advance planning will make possible a more effective merit badge program for your personal advancement goals. Please note that we cannot make any substitutions for merit badge requirements.

If you have satisfied certain requirements prior to coming to camp, you should give the area staff person the merit badge card. If you have forgotten it, or if you are working on the trail to First Class, you can give a replacement signed merit badge card or a note from your Scoutmaster stating which requirements have been completed.

Merit badges are earned in camp just as they are back home. **You need to discuss merit badge subjects with your Scoutmaster, who then gives you an approved and signed merit badge blue card.** You are now cleared to attend the merit badge session. Your Scoutmaster will receive back the complete, signed merit badge cards, as well as partial efforts, at the end of the week at camp.

We recommend that you obtain and read the merit badge pamphlet for those merit badges you plan on taking. We have merit badge pamphlets available for you to purchase in the Trading Post. Choose the sessions you are prepared for on Sunday evening or even on Monday morning, should your troop be arriving then. You will then have the opportunity to work with our great staff throughout the week and meet your personal goals on the Scouting trail at Camp Baker!

## MERIT BADGE OFFERINGS

**Environmental Science:** This tough merit badge is Eagle required. Scouts must be prepared to devote a lot of time to it if they want to complete it in a week. Nature observation required outside of class time. Scouts taking this merit badge need to meet at 6:45 pm Sunday after dinner to start the merit badge.

**Mammal Study:** This badge explores the mammal side of the animal kingdom. Mammal Study is a good ecology area merit badge to start with. A serious first year Scout can complete it in a week. Three hours of observation while at camp are required.

**Soil & Water Conservation:** Scouting at its best. Study our earth and how erosion is affecting her, and learn how to protect our soil from erosion. Badge can be completed in a week. Good badge for a young Scout.

**Nature:** Camp Baker is the perfect place to earn this popular merit badge.

**Forestry:** Takes some time and dedication, but the average 2<sup>nd</sup> or 3<sup>rd</sup> year Scout can complete it in a week.

**First Aid:** Scouts should come prepared to learn, having read the merit badge pamphlet and prepared materials prior to camp. Scouts wishing to take this merit badge should have already completed the first aid requirements for Second Class and First Class before signing up for this merit badge class.

## **OUTDOOR SKILLS:**

**Orienteering:** Use a compass to find your way over rough terrain. Expand your basic skill with this advanced study of compass work. Recommended for the 2<sup>nd</sup> year camper. It can be completed in a week. It is helpful to have paperwork completed before camp,

**Pioneering:** Scouts learn to build structures with ropes and poles. It takes some dedication and relies on experience that first year scouts probably do not have. Can be completed in one week with extra time. This MB requires a one hour session in the morning and a one hour session in the afternoon.

**Wilderness survival:** Not as tough as it sounds, but still is probably not for first year campers. It can be completed in a week. Scouts will learn some common sense about dealing with the outdoors. One night will be spent in the ‘wilderness’ of Camp Baker...**BE PREPARED!**

**Camping:** Scouts will be able to complete the majority of this Eagle required merit badge at Camp.

**Emergency Preparedness:** Required for Eagle – A Scout is Prepared.

## **AQUATICS AREA:**

**Canoeing:** Tougher than swimming, takes more strength and study. It can be completed in one week. Must have passed the 'swimmer's test'. Use the MB book to study paddling techniques. Necessary to practice outside of class.

**Lifesaving:** Requirements are tough and the standards are high. Must be a strong swimmer and serious student to pass. Swimming merit badge is a pre-requisite. Eagle required option.

**Rowing:** Rowing is the best bet for a first boating merit badge. It can be completed in a week. A Scout must pass the 'swimmer's test' before he begins. This is an older boy badge. Practice time outside the class is a must.

**Small Boat Sailing:** This is a tough merit badge intended for serious sailors. It can be completed in a week. Participants need to sign up for a morning sailing session. A Scout must pass the 'swimmer's test' before he begins. You must be prepared to tie the square or reef knot, clove hitch, two half hitches, bowline, figure-eight knot and mooring hitch. Class size is limited to 4 student per instructor.

**Swimming:** Swimming is a Scout's first plunge into the world of aquatic merit badges. An average swimmer can complete this merit badge at camp. Swimming merit badge meets an Eagle required option.

## **SHOOTING SPORTS:**

**Archery:** It requires a certain level of strength that many first and second year campers may not have. It can be completed in a week, but Scouts who do so, will know they have met a challenge. There is a cost associated with this badge.

**Rifle Shooting:** A Scout's success with this merit badge is dependent a little on his prior shooting experience. It is a tough merit badge to earn from a 'cold start', especially for a young Scout. Scouts need to be aware that writing and studying are just as much a part of this merit badge as shooting. A good shot, who is a hard worker, can complete it in a week. There is a cost associated with this merit badge.

**Shotgun shooting:** Great merit badge for experienced shooter. There is a cost associated with this merit badge.

## **TOWER AREA:**

**Climbing:** For order Scouts who want to challenge themselves and tackle the seven routes of various difficulties on Camp Baker's Tower. Limited to Scouts who are 13 years old and older. To complete this merit badge, you will need to show up for open climb in the afternoon.

## **HANDICRAFT:**

**Art:** Using a variety of mediums including oil, watercolor, pen & ink, pencil, markers and temperas. The badge can be completed at camp and materials will range from nothing to \$3.00.

**Basketry:** One of our easiest merit badges, Basketry is a good starter for first year Scouts. Complete it in a week. Materials range from \$3.00 - \$7.50.

**Indian Lore:** Learn the skill, crafts, food and history of the Native Americans in a merit badge that includes craft skills and historical study. Materials range from \$3.00 to \$10.00.

**Leatherwork:** Round out a Scout's craft abilities with Leatherwork. Complete it in a week. There may be a small charge for materials. The cost varies according to the projects chosen. \$5.00 to \$10.00 depending on project chosen.

**Woodcarving:** A good merit badge for first year campers or older scouts with a little spare time. Woodcarving will also teach some things about tools and woods. Complete it in a week. Totin' Chip required (this can be earned in the Scout Skills area). There is a fee for carving materials, generally ranging from \$5.00 to \$10.00 for projects from the Trading Post.

## **SCOUT SKILLS AREA**

For Scouts who have not yet earned the rank of First Class, or need to brush up on their scouting skills. Camp Baker provides the Scout Skills area. This area is devoted to not only teaching Scouts the skills needed to earn the rank of First Class, but also to ensure that they have a fun and exciting time at Camp Baker. Expect from this area not only great teaching of scout skills, but also fun camp games and activities to demonstrate Scouting skills and Scouting spirit. This is a great area to visit and be recharged with Scouting Spirit!

## **FOR OLDER SCOUTS**

You have been to Camp Baker already for a few seasons. What is there new to do? At Camp Baker we have developed some challenges that we feel will give you a good reason to return to camp again this year. Come and experience the thrill of challenging your mind and body in the great outdoors!

### **C.O.P.E.**

Camp Baker is excited to offer one of the coolest programs in the BSA. Project COPE. Project COPE stands for “Challenging Outdoor Personal Experience”. The program is composed of group initiative games, trust events, low course events, and high course events. Some activities involve a group challenge while others develop individual skills and agility. Participants climb, swing, balance, jump, rappel, and devise solutions to a variety of problems. Most participants achieve more than they imagined they could. COPE emphasizes building self-esteem, developing leadership, and working as a team to accomplish tasks, and it provides opportunities for every participant to succeed as an individual and as a member of a group.

The program runs for the whole week, starting on Monday morning and ending on Friday. Participants will have time to join activities with their Troop. Individual Scouts or adults are also encouraged to enroll. The program has space for 24 participants per week that work in groups of eight to twelve to emphasize teamwork and trust. Participants must be 14 years of age.

The Camp Baker COPE program emphasizes seven major goals. These are: teamwork, communications, trust, leadership, decision making, problem solving and self-esteem. Sign up today so you and your troop may benefit from one of the best courses in the entire Northwest.

### **CLIMBING TOWER**

Camp Baker offers an exciting and challenging adventure in climbing and rappelling. This program is for Scouts ages 13 and older. Our tower, operated under the guidelines of the BSA and the supervision of experienced climbers, offers Scouts the opportunity to challenge themselves on any of 7 routes, each requiring varying levels of difficulty. Prior to climbing, you will receive detailed safety instruction on the opening tour from our tower staff – to ensure proper procedures are followed.

## SAIL BOATING

Not many camps can offer sailing. Be sure you and the other older Scouts are aware of this special opportunity. Small Boat Sailing merit badge classes will consist mostly of older Scouts. As time and equipment allow, we will try also to give older scouts outside of the class an opportunity to sail, provided Small Boat Sailing proficiency has been demonstrated. To do this merit badge, you have to practice the knots and be ready to hit the water, or you will not be able to complete it. Available only as the Oregon coast weather permits.

## BSA LIFEGUARD

BSA Lifeguard is an advanced aquatics program. Swimming, First Aid, Canoeing, Rowing and Lifesaving merit badges are require prerequisites. A BSA Lifeguard is a major asset to your troop. BSA Lifeguard requires dedication. **You will not have time to take any merit badges. Your mornings and afternoons will be spent on the waterfront.**

## MILE SWIM

This course is for the Scout who is strong in mind and body. This rigorous session is not oriented to prove that the Scout can swim a mile, but rather, to instruct the Scout on training and discipline. Over the course of 4 days, you will build up to the ability to swim great distances. On the 5<sup>th</sup> day you'll have the opportunity to complete the task of swimming one mile.

## KAYAKING

Learn the basic skill of safely paddling a kayak. Launching and paddling as well as safely exiting will be stressed. This is a basic class and will not qualify you or certify you as a white water kayaker. A Scout must have passed the swimmers test and achieved the rank of 1st Class to participate. Class size is limited to five. This is an award, not a merit badge. Age 13 plus.

## WHAT TO BRING TO CAMP

### CLOTHING/BEDDING

At least 1 complete Scout uniform	Sweater or jacket	Swimming trunks
T-shirts (3 minimum)	Socks (6 pairs)	Belt
Sturdy pants (jeans -2 pair)	Pajamas	Water shoes
Underwear (6 minimum)	Shoes (tennis & hiking)	Rainwear or poncho
Sleeping bag, small pillow	Short pants	Bug repellent
Scout hat or other headgear	Sleeping pad or air mattress	Mess Kit (required for patrol cookout)

### TOILETRY ARTICLES

Toothbrush and toothpaste	Wash cloth	Soap
Deodorant	Towel	Comb and/or brush
Shampoo	Sunscreen	

### ADVANCEMENT MATERIALS & PAPERWORK

Scout Handbook (Your name and Troop # written in book)
Pen & paper/notebook
Updated medical form (mandatory)
Long pants (COPE)
Documentation of merit badge work already done

### OTHER USEFUL ITEMS

Fishing gear (for MB or fun)	Flashlight & fresh batteries	Camera & film
Pocket knife (no sheath knives)	Compass	Watch
Personal first aid kit	Canteen or water bottle	Sunglasses
OA sash	Money for program cost and Trading Post	

*Scouts in Swimming or Lifesaving Merit Badges & BSA Lifeguard will also need these items:*

Long sleeve button down shirt      Long pants      Mask, snorkel, fins

**Also: Items that we do not want in camp include: firearms, fireworks, rocket engines, ammunition, large sheath knives, climbing gear, radios, hand-held video games and pets from home!**

### TROOP AND PATROL GEAR

American flag	Fieldbook (recommended)
Troop & patrol flags	BSA Requirement Book
Troop first aid kit	Patrol Leader's Handbook
Lantern (not allowed in tents)	Accident Insurance Policy # (if out of council)
Scoutmaster's Handbook & Advancement Recordbook & troop library books for youth	
Items to improve campsite & make your stay more enjoyable at camp	
<b>Tin foil, dutch ovens, charcoal, hot dog roasting &amp; cooking equipment for troop cookout</b>	

## DAILY SCHEDULE

SUNDAY	MONDAY-THURSDAY	FRIDAY
<p>Welcome to Camp Baker</p> <p>Please plan to arrive as a group between 12:30 and 1:30 PM</p> <p style="text-align: center;"><b>NO EARLIER PLEASE</b></p>	<p>6:30 Early Arrival of Troops (Monday only)</p> <p>6:30 Polar Bear Swim (Tuesday and Thursday only)</p> <p>7:40 Morning Colors</p> <p>8:00 Breakfast (in campsite on Wednesday)</p> <p>9:00-12:00 Program Areas Open</p> <p>10:00 SM Meeting (all adult leaders welcome)</p>	<p>7:40 Morning Colors</p> <p>8:00 Breakfast</p> <p>9:00-12:00 Dunes Day (morning)</p>
<p>12:30-1:30 Arrival</p> <p>1:00-2:30 Leaders Check-in</p> <p>1:00-5:00 Scout's Orientation Tours &amp; Settling In</p> <p>3:30 Leader's Roundtable</p> <p>4:30 SPL Meeting</p>	<p>12:00-1:00 Lunch (in campsite on Wednesday)</p> <p>1:00-1:30 Baker Game Event</p> <p>2:00-5:00 Program Areas Open</p> <p>3:00 SM Volleyball Challenge</p> <p>4:00 SPL Meeting (daily) SM Cook-off (Thursday only)</p> <p>For Wednesday, have one adult and two Scouts for every 10 in the troop report to the Dining Hall at 6:30 am for breakfast, 12:00 for lunch and 4:30 for dinner, to pick up food for your troop's Wednesday cookout.</p>	<p>12:00-1:00 Lunch</p> <p>2:00-5:00 Camp Baker Olympics</p> <p>- A competition between patrols to show their skills in all of the program areas at Camp Baker.</p>
<p>5:40 Colors</p> <p>5:45-6:45 Dinner</p> <p>7:00-8:00 Merit Badge Sign-up</p> <p>8:00 Chapel</p> <p>8:30 Campfire</p> <p>10:00 Taps</p>	<p>5:40 Colors</p> <p>5:45-6:45 Dinner (in campsite on Wednesday)</p> <p>Look for special program before and after dinner. Plus special events as announced.</p> <p>7:00-8:30 Program Areas open or special event depending on day of the week.</p> <p>*Wednesday evening is Troop Night. All program areas are closed after 5:00 PM</p>	<p>5:40 Colors</p> <p>5:45-6:45 Dinner</p> <p>7:30-8:00 Baker Relay and Olympics closing Ceremony</p> <p>8:20 Assemble at Parade Field for Closing Campfire</p> <p>10:00 Taps</p>

## *A Scout is Reverent*

The Scout Law says:

*Trustworthy, Loyal, Helpful, Friendly, Courteous, Kind, Obedient, Cheerful, Thrifty, Brave, Clean, and Reverent.*

Golden Rule: Treat people as you want to be treated.

From time to time, you may have trouble living by these principles of the Scout Law. However, if you work to follow the Scout Law to your best abilities, you will always feel pleased with your efforts.

It is true that we will never to able to follow the Law perfectly.

### **My Merit Badge Classes**

<b>9-10 AM</b>	
<b>10-11 AM</b>	
<b>11AM- Noon</b>	
<b>1-2 PM</b>	
<b>2-3 PM</b>	
<b>3-4 PM</b>	

