

BSA TROOP 52, Cranbury

SUMMER CAMP 2011

Where:

Camp Wakpominee
185 Sly Pond Road
Fort Ann, NY 12827
<http://www.wakpominee.org/camp/>

When:

Sunday July 3, 2011 through Saturday July 9, 2011.

Departure:

The Troop will leave the Scout Barn on Sunday, July 3, 2011 @ 7:00 AM

Return:

The Troop will return to the Scout Barn on Saturday July 9, 2011 in the afternoon. Scouts will have an opportunity to call their parents with a more specific arrival time after departing Camp WAK Saturday morning.

Cost:

Fee is \$325.00 for the week per scout. Make checks payable to "BSA-Troop 52"
Payment must be made no later than Sunday, April 24th, 2011. There is a \$100.00 late fee for any last minute submittals. Please bring checks and paperwork to any scout meeting in March or April. Camp Fee includes all Merit Badges, camping & meals. Scouts should bring their own spending money for purchases at the Trading Post.

Informational Meeting:

Sunday, March 20, 2011 (6:00PM) at the Cranbury Presbyterian Church Fellowship Hall. All first year scout attendees and their parents should attend.

Mandatory Pre-Camp Meeting:

Sunday, June 26, 2011 (12:00PM) at the Scout Barn. All attending scouts and leaders must attend this meeting to prepare and pack for the trip

Questions:

Contact Mr. Kaiser – (cell) 609-977-6160 or (e-mail) m.kaiser@comcast.net

INFO FOR SCOUTS

PROGRAM:

The Camp Wakpominnee program areas are designed to offer a unique Resident camping experience to scouts of all ages and experience levels. The Pioneer Program for first year campers is focused on building outdoor skills and assisting young scouters in advancing to First Class. Six program areas offer thirty eight merit badges and exciting evening activities for scouts advancing through the ranks. The Challenging Outdoor Personal Experience (C.O.P.E.), Mountain Biking and Adirondack Trek areas offer challenging and exciting opportunities for experienced scouts.

Individual activities:

Scouts will have time for advancement, practicing Scoutcraft, letter writing, crafts, archery, rifle, shotgun, nature study (remember to use the buddy system outside of the campsite).

Scouts will be provided a schedule of the merit badges and activities being offered upon arrival at Camp. Activity sign-ups will be held Sunday evening after the opening ceremonies for the following: B.S.A. Lifeguard, C.O.P.E., Kayaking, Mountain Biking, and Snorkeling activities and Archery, Cooking, Environmental Science, Fishing, Rifle Shooting, Sailing, Shotgun Shooting, and Woodcarving merit badges. The remaining merit badges do not require sign-ups in advance.

Informal activities:

There will be times when Scouts will want to do things as buddies, in two's or three's; hikes, swimming, boating, fishing, crafts, field sports, pioneering projects, etc. (allow ample time for such activities).

Patrol centered activities:

The patrol method should function at its best in camp. Suggestions: patrol hikes, camp craft skills and contests, preparation for troop or camp events, and camp improvement projects. Wednesday lunch requires in-site patrol cooking. Troops are encouraged to prepare and serve two additional meals in-site by making arrangements with our kitchen staff. This provides the opportunity to practice troop and patrol cooking skills. It is recommended that troops bring cooking gear for any in-site meal preparation.

Troop centered activities:

Scoutcraft instruction, ceremonies, skill instruction, campfires, inter-troop games, outpost hikes and camping, conservation projects, troop swims and boating.

CERTAIN PROGRAM MINIMUM AGE REQUIREMENTS:

- Scouts must be 12 years of age to participate in rifle, (NYS requirement), and 13 years of age to participate in shotgun activities
- Scouts must be 13 years of age by January 1 to participate in C.O.P.E. and must submit a completed "Project C.O.P.E. Application" form available from the scoutmaster
- Scouts must be 13 years of age to participate in mountain biking, and kayaking. Mountain Biking participants must submit a completed "Mountain Biking Participation Application" Form available from the scoutmaster
- BSA Lifeguard participants must be 14 years of age

MEDICAL FORMS:

All Scouts must submit fully completed Medical Forms on or before April 24, 2011 along with payment for summer camp. Every Scout and Adult in camp must have had a physical exam by a licensed health-care practitioner prior to arrival at camp.

- The 2011 BSA health & medical record form (Part A-B-C) must be used. All other forms will be rejected.
- Part C must be completed and signed by a licensed physician.
- Parental permission section must be signed by parent or guardian.
- Any asthma condition must be listed on the form that will require an inhaler
- Immunization section includes immunization dates for all immunizations
- The Tetanus immunization must have been given within the past 10 years to be current and valid. A Tetanus booster may become necessary in the event that a Scout incurs a Tetanus-prone injury during camp and their most recent Tetanus booster is more than 5 years old.
- Under New York State Health Department statutes, individuals may not remain in camp or participate in activities without a completed medical form.

ELECTRONICS:

Cell phones do not work at Camp WAK and are prohibited for scouts at the camp. Portable electronic games, iPods, and/or similar electronics are OK for the drive up/back, and in the Troop campsite, **but cannot be worn/used/played outside of our Troop Camp Site or they will be confiscated by the Camp Staff.** Keep in mind that the Troop will be camping in the woods and there are no electrical outlets available for charging. Any electronic device such as a portable radio or CD player that can be heard by someone other than the user (i.e.-without headphones) is not permitted in the Troop campsite or at Camp WAK. Scouts may not use walkie-talkies in at camp.

AQUATIC CLASSIFICATION:

On opening day, campers take a swim check to determine ability in accordance with the B.S.A. Safe-Swim Defense plan. Non-swimmers take a "get-wet" test in the shallow water of the non-swimmers area. Beginners jump into water over their head and swim 50 feet (25 up, 25 back). Swimmers jump in water over 6 feet deep, swim 100 continuous meters (75 on the front or side and the last 25 using the elementary backstroke), and float on their back for one minute. Swim classification may be upgraded during the week; swimming instruction is available.

SCOUT UNIFORM IN CAMP:

The official leaders' summer uniform is suggested for camp leaders. The official (Class A) uniform for Scouts is short-sleeved scout shirt, shorts, belt and scout socks and is required at retreat and the evening meal. Troop (Class B) T-shirt and other clothing may be worn during other program hours.

SHOES IN CAMP:

For safety reasons, everyone in camp is required to wear enclosed-toe shoes (i.e. sneakers, hiking boots, etc.) at all times. The exceptions to this rule are inside the Aquatics area and inside the shower house. CROCS or sandals are not permitted to be worn in camp.

BUDDY SYSTEM:

The Buddy System is followed in Camp at all times in accordance with B.S.A. guidelines. Scouts should travel to and between their campsite, program areas, meals and other activities with a buddy.

IN-CAMP RESPONSIBILITIES:

The assigned campsite will be the Troop's home for the week in camp. Housing and other troop campsites should not be entered without invitation. The Troop bulletin board aids in troop organization. The Senior Patrol Leader and Patrol Leaders Council should develop a duty roster, assigning each patrol specific responsibilities.

- **Duty Patrol:** Clean campfire circle, provide color guard for raising flag and retreat.
- **Fire Patrol:** Check and maintain fire equipment; make sure water buckets are full.
- **Sanitation Patrol:** Sweep wash stands and latrine floor; pick up stray debris. Police campsite grounds.

Dining Hall Service: Dining hall meals are served family style. One Scout from each table will serve as a waiter during each meal. Waiters arrive at the dining hall 15 - 20 minutes before the meal to set the table and stay briefly after the meal to clean up. These responsibilities should be rotated so that all Scouts have an opportunity to serve as waiter. To ensure dining hall order, each table should seat a mix of Scout age groups, an Adult leader and staff.

TRADING POST:

The camp maintains a well-equipped Trading Post. The Trading Post stocks bottled water, soft drinks, snacks, candy, ice cream & Sno-Kones, soap, scout handbooks, and scout equipment such as compasses, knives, flint & steel, flashlight & batteries, etc. The Trading Post also carries craft items, and a full line of Camp Wakpominee souvenirs such as Camp T-shirts, Camp hats, and mugs.

MERIT BADGES:

Below is a list of badges offered at Camp Wakpominnee. Not all badges can be completed at Camp. All requirements are out of the Official Boy Scout Requirements Handbook and are subject to change without being reflected on this page. As always, refer to the yearly requirements update published by national for current requirements. A merit badge pamphlet library is available in the camp office. Troops may sign merit badge pamphlets out of the camp library for their scouts use during the week and return them on Friday. Lost or otherwise not returned merit badge books will be charged to the scout at replacement cost. NOTE: some badges are offered only as part of the weekly treks programs.



Archery



Art



Backpacking



Basketry



Camping



Canoeing



Climbing



Cooking



Environmental
Science



Fishing



Forestry



Geology



Indian Lore



Leatherwork



Lifesaving



Mammal Study



Nature



Orienteering



Pioneering



Pottery



Reptile and
Amphibian Study



Rifle Shooting



Rowing



Sculpture



Shotgun Shooting



Small-boat
Sailing



Soil and Water
Conservation



Swimming



Weather



Wilderness Survival



Woodcarving

AQUATICS:

The waterfront is on Sly Pond, a nearly 50 acre pond that is owned entirely by the camp. Aquatics offers time for instructional swims for non-swimmers and beginners to improve their swimming skills and confidence in the water. Kayaking, Snorkeling, Mile Swim and B.S.A. Lifeguard are offered at the waterfront as well as the following merit badges: Canoeing, Lifesaving, Rowing, Small-Boat Sailing, Swimming. B.S.A. Lifeguard can be a challenging way for a more experienced scout to spend the week and is available to scouters age 14 or older. Open swimming and boating is offered daily at 4 PM.

The Aquatics area also offers many activities for the troop to consider for evening program such as Water Polo, Whale Hunt, Surf Ball, Troop Swim and Troop Boating.

Scouts taking Swimming or Lifesaving merit badges, B.S.A. Lifeguard or the Pioneer Program should remember to bring a pair of long pants, belt, socks & shoes, and a button up long-sleeve shirt for clothing inflation requirement.



In addition to the merit badges Cam WAK offers BSA Waterfront Awards:



NATURE:

The Ecology/Conservation area is designed to offer Scouts an extensive program developing their appreciation for and understanding of the environment. Merit badges offered will include: Environmental Science, Fishing, Forestry, Geology, Mammal Study, Nature, Reptile and Amphibian Study and Soil & Water Conservation and Weather. Scouts participating in Reptile & Amphibian Study, Nature or Mammal Study Merit Badges must provide evidence of having kept the animals specified by related requirements.

Camp Wakpominee has installed fishing docks near the Nature Lodge and has a full line of fishing equipment for scouts to use who do not have their own. Please note that fishing is only allowed in designated areas and that those who fish along the shores of Sly Pond are expected to follow the buddy system at all times.

Troops may also make appointments to participate in activities such as identifying rocks, understanding erosion, nature trail and plant identification hikes, camp conservation projects and other basic environmental skills.



FIELD SPORTS:

The Field Sports area is designed to offer the opportunity for Scouts to learn important safety rules and basic skills in rifle shooting, shotgun shooting, and archery as well as to gain a better understanding of good sportsmanship. Merit badges offered include Archery, Rifle Shooting, and Shotgun Shooting. In accordance with New York State laws, a Scout must be 12 years old to participate in rifle shooting. A Scout must be 13 years old to participate in shotgun shooting and muzzle-loading activities. Scouts participating in Field Sports merit badges should bring a long-sleeve cotton shirt.

Troops may consider scheduling a troop or inter-troop shoot in rifle or archery on Monday or Tuesday evening. Troops may also be interested in a game of volleyball on the sand court.



HANDICRAFT:

The Handicraft area is designed to teach Scouts safety rules for working with wood tools and the basic skills involved in other crafts. Scouts will have an opportunity to further their creative ability with arts and crafts. Merit badges offered include Art, Basketry, Indian Lore, Leatherwork, Pottery, Sculpture, and Wood Carving. All necessary supplies and equipment are provided at no additional charge (i.e. basketry, leather projects required for merit badge completion, clay and art supplies).



SCOUTCRAFT:

The Scoutcraft area is designed to offer instruction in safety rules and basic outdoor scouting skills. The area will offer activities to teach knots, lashings, fire building, dutch oven and conventional cooking, safe use of woods tools, and proper techniques in camping, hiking and low impact camping. Merit badges offered include Camping, Cooking, Pioneering, Orienteering and Wilderness Survival. Troops may also arrange for group activities in any area of the outdoor skills.

Camping and Wilderness survival merit badges include an outpost camping experience on either Tuesday or Thursday evening and are encouraged to bring a ground cloth and flashlight for that purpose. Also, Scouts must have participated in the requisite number of nights of camping experience to complete the Camping merit badge. Scout leaders must provide the staff with a written verification of completion of this requirement.



PIONEER PROGRAM (New Scout/First Year Scout Program)

The Pioneer program is designed for Scouts who have recently entered the Boy Scout program or are working toward achieving their First Class rank. The program will focus on the requirements of Scout through First Class ranks. Each Scout will work on the requirements needed to advance to his next rank. The Scouts will work in each program area to achieve requirements.

The Pioneer Program is designed to meet the needs of Scouts who have not obtained the rank of First Class. Scouts are assigned to groups in a two-tier program using the patrol method. This allows for personal goal setting, achievement in the regular camp program and personal advancement. Swimming merit badge or swim instruction, Scoutcraft, camping and a host of other skills are basic to this outstanding five-day activity. The program runs during the entire morning program from 9 AM to 12:00 PM, Monday through Friday.

Pioneer Program scouts will participate in an evening outpost camping experience and are encouraged to bring a backpack (or pack frame), ground cloth, sleeping bag, and flashlight for that purpose. Pioneer program scouts should bring a pair of long pants, belt, socks & shoes, and a button up long sleeve shirt for clothing inflation as part of the Swimming merit badge requirements.



MOUNTAINBIKING:

This program area offers scouts 13 years of age and older an opportunity to understand and further their skills in mountain biking and riding on mountain trails. This program requires a 2-hour session, in the morning or in the afternoon Monday through Friday. Scouts are welcome to bring their own bikes for use in the program. All Scouts' personal bikes will be inspected by the mountain biking director before they are approved for use and will be kept in the program area when not being used in program. All participants bringing their own bikes should bring a helmet and gloves. Mountain-Biking participants must submit a completed Mountain-Biking Participation Application Form from their Scoutmaster.

C.O.P.E.

C.O.P.E., “Challenging Outdoor Personal Experience” comprises group initiative games, low and high course activities to improve and develop a Scout’s self confidence and skills in problem solving, teamwork and leadership. Emphasis is placed on cooperation and working as a team. The program will help each member set and achieve goals within each activity and to challenge their own physical capability. Each Scout will participate in group activities such as climbing, swinging, balancing, jumping, rappelling and most importantly, thinking.

The C.O.P.E. course is designed to spend the first few days participating in problem solving, team-building initiative games and low-course elements. Later in the week, the group will be ready to challenge themselves with the skills learned and conquer the high course elements.

Scouts who are 13 years old by January 1 may participate in the C.O.P.E. program. Scouts must submit a completed “Project C.O.P.E. Application” form. Adult leaders are encouraged to participate in the program as well if there are openings available after interested Scouts have signed up. This program requires a half-day session, either morning or afternoon, Monday through Friday.



SUGGESTED PERSONAL GEAR FOR CAMP

NEEDED

- Completed BSA Health and Medical Record w/ parent & physician signature
- Personal Standing Orders Form for prescription and over the counter medications
- Prescription Medication (if needed) w/ current dosage/instruction label & scout's name/troop
- Inhaler (i.e. asthma) or bee-sting kit, if needed
- Sleeping bag or 3 warm blankets and pillow
- Scout handbook (available in the camp trading post)
- Scout Uniform(s)
- Underwear (3 changes)
- Socks (4 pair)
- Sneakers (enclosed-toe shoes must be worn at all times for safety)
- Hiking boots (enclosed-toe shoes must be worn at all times for safety)
- Casual (work) shirts (2)
- Shorts and T-Shirts
- Sleepwear
- Sweater or sweatshirt
- Windbreaker or jacket
- Raincoat or poncho
- Swim trunks
- Towel
- Toilet articles, toothbrush/toothpaste, comb, soap in plastic container, shampoo, & deodorant
- Washcloth and hand towel
- Flashlight & spare batteries (available in the camp Trading Post)
- Extra shoe or boot laces
- Kleenex or handkerchief
- Insect Repellent
- Back pack or pack frame
- Wallet and money for purchase of Trading Post items

RECOMMENDED (Items may be needed if working on Camping, Cooking or Wilderness Survival)

- Plastic ground cloth
- Eating utensils (i.e. bowl, cup, fork, knife and spoon)
- Canteen or water bottle
- Compass (available in the camp Trading Post)
- Jackknife (available in the camp Trading Post) and valid Totin' Chip card
- Matches in waterproof case (flint & steel is available in the camp Trading Post)
- Personal first-aid kit

OPTIONAL

- Fishing pole and tackle
- Prayer book, Bible, Torah, Koran or other reading material
- Musical instrument
- Camera and film
- Swim fins/face mask (for snorkeling)
- Sunglasses and sunscreen
- Rope: 30' nylon cord
- Watch or alarm clock

Scouts taking Swimming or Lifesaving merit badge, B.S.A. Lifeguard or the Pioneer Program should bring a pair of long pants, belt, socks & shoes, and a button up long-sleeve shirt for clothing inflation.

INFO FOR PARENTS

MEDICAL FORMS:

All Scouts must submit fully completed Medical Forms on or before April 24, 2011 along with payment for summer camp. Every Scout and Adult in camp must have had a physical exam by a licensed health-care practitioner prior to arrival at camp.

- The 2011 BSA health & medical record form (Part A-B-C) must be used. All other forms will be rejected.
- Part C must be completed and signed by a licensed physician.
- Parental permission section must be signed by parent or guardian.
- Any asthma condition must be listed on the form that will require an inhaler
- Immunization section includes immunization dates for all immunizations
- The Tetanus immunization must have been given within the past 10 years to be current and valid. A Tetanus booster may become necessary in the event that a Scout incurs a Tetanus-prone injury during camp and their most recent Tetanus booster is more than 5 years old.
- Under New York State Health Department statutes, individuals may not remain in camp or participate in activities without a completed medical form.

PERSONAL STANDING ORDERS:

Each Scout bringing medication to camp (prescription and over the counter) must present a properly completed and signed (by parent and licensed healthcare provider) Personal Standing Orders Form at the Wakpominee link under forms, indicating the dosage that the scout is to take and specific instructions regarding the frequency of the medications' administration. All medications must be brought to camp in their original prescription bottles or packaging with the pharmacy instruction labels and must be turned into the Health Officer during Sunday afternoon's medical check-in.

Scouts are responsible (with the assistance of unit leaders) for reporting to the Health Lodge at the Health Lodge's designated medication times to take their medications. All medications must be self-administered by the Scout under the observation of our staff. Our staff is not permitted to distribute or prescribe medication.

Camp Wakpominee and Twin Rivers Council are not responsible for pre-existing health conditions and related medications. Scouts and Scouters are expected to follow their doctors' and pharmacists' directions and instructions with respect to any recommended activity limitations or prescribed medications, including over the counter medications.

WEDNESDAY FAMILY NIGHT - VISITOR MEALS:

Visitor meals are available on Wednesday evening for the 6 PM family-night barbecue and campfire program. Reservations are appreciated. Donation for the family-night barbecue is \$7.00 for adults and \$3.00 for children under 12.

VISITORS AND USE OF WATERFRONT:

All visitors to camp must sign in and out at the camp office. Camp aquatic facilities are for the use of registered, medically cleared campers and leaders only. ALL ADULTS STAYING OVERNIGHT WILL MUST COMPLETE & SUBMIT THE BSA MEDICAL FORM

LEAVING CAMP:

Anyone leaving camp for any reason must notify the camp office, and sign out and in. During the week Scouts will be released only with permission from parent or legal guardian and the Scout's leader. Written permission is required for scouts to leave camp with a non-parent for other than necessary medical treatment (a completed, properly signed "Custodial Permission to Leave Camp" form must be provided to the camp office).

CAMP PHONE & ADDRESS:

Camp Wakpominee
185 Sly Pond Road
Fort Ann, NY 12827

The Camp phone number is (518) 792-8849 and is restricted to business and emergency use. From directions, refer to the website www.wakpominee.org for a map or contact the camp office.

CLOSING CAMPFIRE PROGRAM:

This takes place on Friday night. All parents are welcome. Parents driving scouts home Saturday may want to attend the Friday Night Campfire. Please contact Mr. Kaiser if you think you might attend to reserve a place to sleep.

TRANSPORTATION:

Adult leaders staying the week at Camp WAK will drive each way but additional drivers will be needed. *Please contact Mr. Kaiser to volunteer.*

IMPORTANT DATES

Sunday, March 20, 2011 @ 6PM (Informational Meeting at Cranbury Presbyterian Church)

Sunday, April 24, 2011 (REGISTRATION & PAYMENT & PAYMENT DUE)

Sunday, June 26, 2011 @ 12PM (Pre-trip meeting at the Scout Barn)

Sunday July 3, 2011 @ 7AM (Leave for Camp WAK from the Scout Barn)

Saturday July 9, 2011 (Return to the Scout Barn at mid-day)

2011 – CAMP WAKPOMINEE REGISTRATION

Camp Program and Week(s) July 3, 2011 through July 9, 2011

Scout's Name: _____

Address: _____

Home Telephone (w/ Area Code): _____

E-Mail: _____

Emergency Contact Name: _____

Emergency Contact Telephone: _____

Parent's E-Mail: _____

Rank: please circle: Scout Tenderfoot 2nd Class 1st Class Star Life Eagle

Amount Paid: \$ _____

The FULL amount must accompany the Registration Form. Add \$100 if you register after April 24th. Checks are payable to: "BSA-Troop 52"

2011 BSA Health & Medical Record must be completed for all attendees