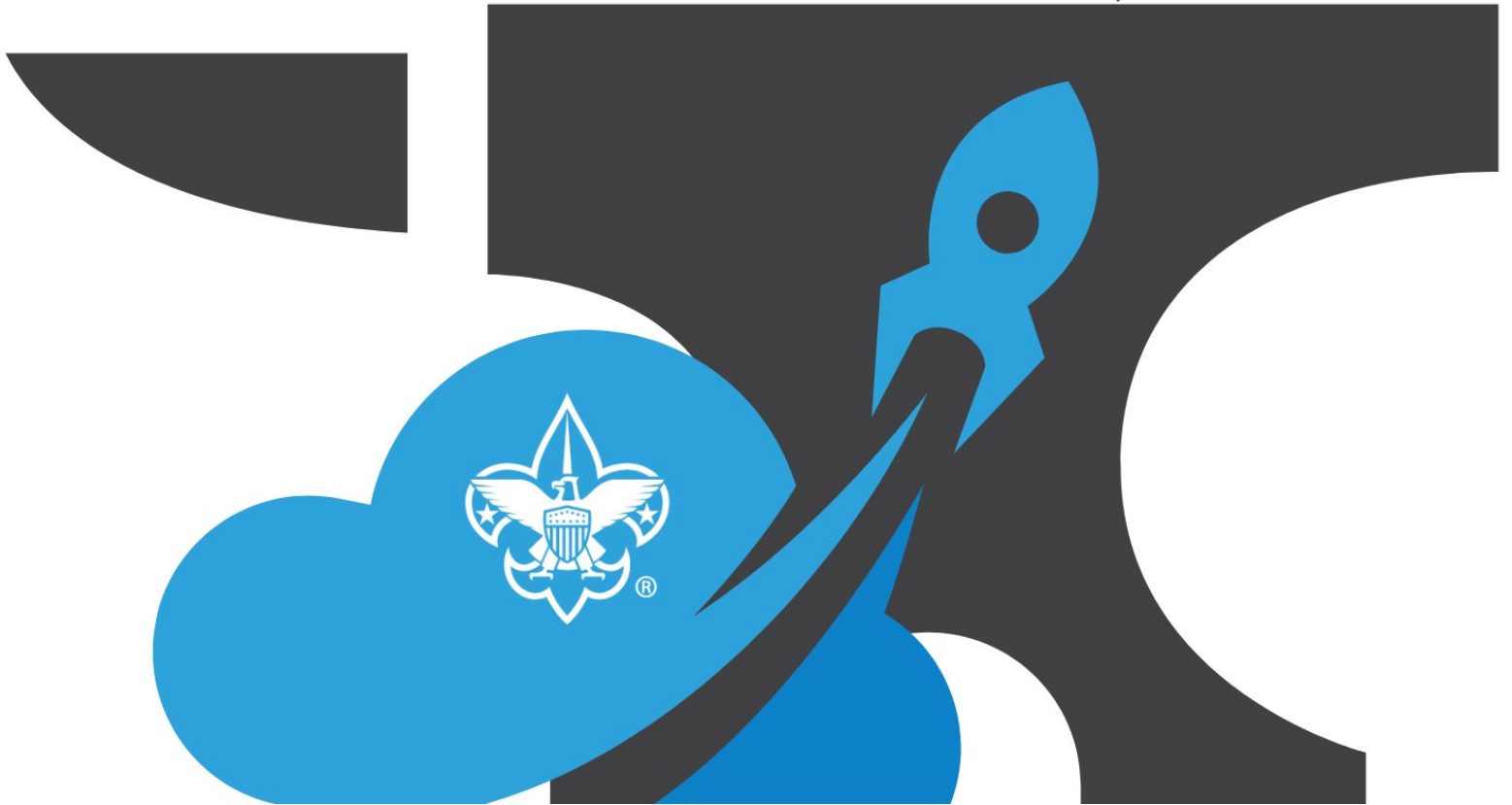


# CAMP GRIZZLY

INLAND NORTHWEST COUNCIL

LEADER'S GUIDE 2024





Camp Grizzly is proud to be a  
BSA National Accredited Camp

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## Welcome to Camp Grizzly!

With over 440 acres, Camp Grizzly appeals to Scouters both young and old who are looking to spend some time tucked away in the woods. Camp Grizzly offers a variety of programs in Shooting Sports, Nature, Scoutcraft, Handicraft and Aquatics. We also are continuing to make adjustments to our First Year program to improve outcomes while allowing them to earn their first few merit badges.

For returning and older scouts, we are leaning into our Tradecraft program with expansions and additions this season. This area includes welding, blacksmithing, plumbing, woodworking and automotive maintenance. New for 2024 is a Muzzleloading range to expand our shooting sports activities and options. (See program guide for details- available in Spring)

Thank you for choosing Camp Grizzly as your destination for Scouting this summer!

## Contact Information

### Camp Director

Margaret Parsley  
P 509-954-6433  
Margaret.Parsley@scouting.org

### Business Manager

Geoffrey Latner  
P 509-242-8236  
Geoffrey.Latner@scouting.org

## Location

Camp Grizzly is located on the Palouse River in Harvard, Idaho. We are located on Palouse River Rd, about 40 minutes northeast of Moscow, Idaho just off Highway 6. To get to camp, we recommend finding our location online and following the directions. The camp's main parking lot is located just outside the main gate of camp. We ask that when parking you back your car in to maintain easy access in the event of an emergency.

See Appendix for a complete map of the camp including all campsites. The week before you arrive in camp, we will contact you to confirm all your troop details and assign you a campsite. If you would like to request a specific campsite, please indicate which site you would like in your registration. We will do our best to accommodate you; however we cannot always guarantee site requests.

### Address:

Camp Grizzly  
1101 Palouse River Rd  
Harvard, ID 83834



***“The mission of the Boy Scouts of America is to prepare young people to make ethical and moral choices over their lifetimes by instilling in them the values of the Scout Oath and Law”***





## Arrival

To facilitate a smooth check-in procedure for everyone, Units will be assigned a check-in time prior to arrival at camp. You will be contacted one week prior to check-in and provided your unit's assigned arrival time. If your unit would like a particular time slot, requests can be made during the Leader Zoom Meeting (Usually in March) or by emailing the Camp Director.

Please arrive ON TIME. Early arrivals may check in at their assigned time. Late arrivals may be required to wait until last to check in. Staff will be stationed in the parking lot to direct vehicles in parking. Please park as directed by staff. Groups will then be checked into camp, provided wristbands and staff will assist you with prepping your gear for transport to your campsite. Please contact us if there are any additional circumstances or considerations in your arrival (i.e., early, or late arrival).

Check-in time is between 1:00pm-3:00pm on Sunday. We will work with you to get a time estimate of your arrival to help us facilitate a smooth check-in process for all units. Please contact us if there are any additional circumstances or considerations in your arrival (i.e., early, or late arrival).

We do not provide any meals before dinner on Sunday. Anyone arriving before then will be responsible for their own meals. (See: Early Arrivals)

## Unloading vehicles

Our unloading procedure will be shared with leaders during our pre-camp meeting and again when units arrive. For camper safety, we do not allow units to drive into camp for unloading and loading except under special circumstances. When you arrive, camp staff will be in the parking lot to direct and assist with the unloading and loading for transport procedure.

## Check-In Process

A member of our staff will greet you in the parking lot and walk your unit through the check-in process. Depending on a number of factors, the specific order may be adjusted but the check-in process will include Medical Checks, Swim Checks, a tour of camp, a required initial shooting range orientation and direction to your unit's campsite.

## Things to Bring for Check-in:

- ⇒ Full roster of everyone in camp
- ⇒ Current and Complete Medical Forms Parts A, B, and C for each youth and adult
- ⇒ Final payment, if any

## Medical

Each participant will need to have their Medical form Parts A, B and C in hand as well as any medications in original containers. Make sure everyone coming to camp has a completed ABC Medical Form signed by a licensed healthcare provider and guardian. (See: Appendix)

## Medical/Dietary Needs and Conditions

If you have any youth or adults with special needs or dietary requirements or medical conditions of note, please indicate these on your registration and on medical forms. You should contact us as soon as possible if accommodations are needed so we can ensure we meet your needs as best we can. Having prior knowledge of needs and conditions help us to provide accommodations and make every participant as comfortable.

## Business Manager Check-in

One adult leader from each unit will need to visit with our Business Manager to complete unit check-in. Make sure you have an accurate Attendance Roster, as well as any final payments required.

## Early Arrival

Some troops like to arrive earlier than the scheduled check-in time on Sunday, or even as early as Saturday afternoon, to avoid long travel hours early Sunday morning. Troops may not arrive until Saturday 3:00pm, after the previous week's troops have left, to avoid overlap and confusion. Any troop planning to arrive early **MUST** make these arrangements by May 31st.

Only overnight camping space is provided for those who arrive early: no meals or services will be provided. Program facilities such as the waterfront and the shooting ranges will be unavailable until regularly scheduled activities begin.

Staff will be unavailable to facilitate your unit's early arrival unless prior arrangements have been made.



## Swim Checks

Each youth and adult who plans on participating in activities or classes at the waterfront will take a BSA Swim Test in our lake. The Unit may do swim checks at home and provide us with the completed Unit Swim Classification Record (File #430-122). Our Aquatics Director retains the right to review or re-test any or all participants to ensure that standards have been maintained.

**“Jump feet first into water over the head in depth. Level off and swim 75 yards in a strong manner using one or more of the following strokes: sidestroke, breaststroke, Trudgen, or crawl; then swim 25 yards using an easy resting backstroke. The 100 yards must be completed in one swim without stops and must include at least one sharp turn. After completing the swim, rest by floating.”**

- Guide to Safe Scouting -

Many of the aquatics merit badges and programs require passing this before completing any other requirements. If someone who is signed up for any of these programs fails to pass the swim test, there will be an opportunity to change classes or retake the swim test during free time or the beginning of their class session.

It is highly recommended that leaders and parents work with Scouts before arriving at camp to ensure that they are prepared to take the test. Please note that they need to pass the test in our lake, which is usually between 60-65 °F, and the temperature can sometimes be a shock that is challenging even for strong swimmers.

### Swim Check Easy-Guide:

- ⇒ **Jump feet-first into deep water (over head-height)**
- ⇒ **100 Yards without stopping**
  - **75 yards “power-stroke” (include a sharp turn)**
  - **25 yards resting back-stroke**
- ⇒ **Rest by floating**



## Provisional Scouts

Scouts are welcome to attend camp without their troop! Perhaps a scout is unable to attend the same week as the rest of their troop or wishes to attend for a second week.

Scouts attending as provisional scouts will be matched with a volunteer troop and it's leadership for the session. They will be integrated into the troop like any other part of it's membership and you'll be sure to make some new friends!

Reservations for provisional scouts happens through the same portal as for scouts with a unit. If you need help making a reservation or more questions, you can contact the council office or camp director.

## Camp is FUN!



## Meals in Camp

All meals will be prepared in the Dining Hall and served cafeteria style. Meals with separate dietary requirements will be separated to ensure no cross-contamination and avoid allergy concerns.

Food Service staff are able to accommodate food allergies and special dietary requirements with proper notice at least 14 days prior to your arrival at camp. We will make every effort to accommodate reasonable dietary requirements.

***It is unreasonable to arrive at camp without prior communication and expect dietary accommodations.***

Additional costs may be charged to the unit or camper for significant specialty food items. Campers are also welcome to bring their own required alternative food items and we will provide cold or dry storage for those items. If you have any questions, please contact the council office.

## Dining Hall Menu

Please feel free to check out our menu for the current year on our website Starting in June. Please contact us if you have any additional dietary concerns or questions.



## Special Medical and Dietary Needs

All prescription medications must be locked up while in camp. If troops do not bring their own lockable storage for keeping medication at their campsite, medications may be stored at the First Aid station with the medical staff. Refrigeration is also available at the First Aid station for those whose medication needs to be kept cool, such as insulin.

The only exceptions are for medications for life threatening conditions (such as an inhaler or Epipen). These should be carried and self-administered as instructed by a personal physician.

Any dietary or medical needs should be addressed by filling out the medical or dietary needs section of each participant's online registration. This information needs to be filled out and submitted to the camp no later than May 31st so that we may be properly prepared to accommodate these needs.



## Campsites

Each campsite has canvas tents on wooden platforms that sleep two. Each site also has one 6-8 bunk Adirondack. There are port-a-potty toilets and a multi-faucet handwashing station in each site. Each site also has at least one picnic table, shade shelter, a designated fire ring and flagpole. When you make your reservation you may request a specific campsite. Units will be placed in a campsite in the weeks just before your session based on unit numbers, medical needs and other requirements. Your unit is welcome to bring tents but extra space in some sites is extremely limited due to terrain and current placement of tent platforms.





## Trading Post

Our trading post is a daily hub of activity with snacks of all sorts available as well as craft supplies, knives, and fun scouting apparel. It is also a great place to pick up small items that are invariably forgotten at home like toiletry items, uniform parts, hats, etc. We also keep a stock of handbooks, other resources and a variety of nifty camping gear to suit many styles and tastes.

Many families find that \$50-100 is plenty of spending money for snacks and souvenirs. We do our best to have a wide variety of snacks available including healthy options. Just like everywhere, we have had cost increases this season. You may notice that prices in our trading post have risen accordingly. Rest assured we have done our best to keep price increases reasonable and only as needed.



## Mail at Camp

Friends, family, and fellow Scouts are welcome to mail letters, notes, or packages to their Scouts while they are at camp. Mail is distributed daily. We recommend mail be sent a few days prior to camp so that it arrives early in the week or even before your Scouts arrive. Mail should be marked with the date we should deliver it to them. Late packages will be sent back to the post office.

## Address Mail to:

Scout Name, Troop #####, Date to be Delivered  
Camp Grizzly  
1101 Palouse River Rd  
Harvard, ID 83834

## Money in Camp

Scouts should plan on bringing some money to camp to cover the cost of snacks, apparel, knives, Grizzly gear, crafting items, or ammunition vouchers for the ranges. We accept cash and all major credit cards for transactions at camp. We highly recommend that money for merit badge fees be separated from spending money or paid online ahead of camp.

“A Scout is Trustworthy” but scouts are also learning and not all are perfect practitioners yet. Ensure that all belongings and money are well cared for in camp. For scouts that may need more help managing their money across the whole week, many units will have an adult volunteer serve as the banker—holding cash in safe-keeping and helping scouts to ensure their snack funds last through Friday!

## Custom Troop Shirts

Units registered early will receive **FREE custom camp t-shirts** with their unit number on the sleeve! (Date noted in registration page).

After the Early registration date, Troops can pre-order customized camp shirts with their troop number on the sleeve that will be ready when they arrive in camp. (As of this publication, the shirt design is still being finalized and will be available online in April.) Sizes will need to be selected and entered in your registration before May 14th to have them ready when you arrive at camp.

If your unit does not pre-order shirts, the same design shirts will be available in the trading post however we cannot guarantee that we will have your size available.



## Adult Leadership in Camp

Each unit in camp must always be under the leadership of at least two registered adult leaders. All BSA Youth Protection rules will apply during your stay at camp. Unit Leaders are responsible to make sure registered adults have current youth protection training and that interactions with youth meet with all established policies.

Per BSA national policy, any adult accompanying a Scouts BSA troop on any Scouting activity overnight must be registered as a leader, including completion of a CBC and YPT, even if they are the parent of a youth on the trip.

There are a wide variety of activities for adult leaders to participate in at camp, including training courses, service projects, and competitions! (See program guide for details)

There will be a daily meeting for adult leaders with key staff to ensure leaders are kept up to date on camp activities, schedules, and any issues that may come up. These are also opportunities for leaders to provide meaningful comments and suggestions to permit prompt attention by camp staff.

## Scouting's Barriers to Abuse

- Two-deep leadership required on all outings
- One-on-one contact between youth and adults is prohibited
- Privacy of youth respected
- Separate accommodations for adults and Scouts required
- Inappropriate use of cameras, imaging, or digital devices prohibited
- No secret organizations
- No Hazing
- No bullying
- Youth Leadership monitored by adult leaders
- Appropriate attire for all activities
- Members are responsible to act according to the Scout Oath and Scout Law
- Units are responsible to enforce Youth Protection policies



## Empower your Youth Leadership!

At Camp Grizzly, we encourage scouting efforts and activities to be "Youth Led" as much as possible. While we do encourage adult leaders to be actively aware of what is going on with their youth in camp, we believe that primary leadership efforts for the youth should be done by the youth. One of the best sentences adult leaders can learn to say is:

## "Go Ask Your SPL"

Each unit should have a SPL with them at camp. If your regular SPL is unable to attend with your unit, a temporary SPL should be appointed for the week to manage these duties. If your unit is large enough, it should be divided into patrols, each with its own Patrol Leader, identity, flag, and Scout spirit. SPLs (and PLs) will meet with Senior Camp staff daily to ensure things are going well and the Scouts' needs are being met. This is when they will also have the opportunity to sign their patrols and unit up for a variety of camp duties and activities as well as receive any updates to the schedule and other notices that may be required. We encourage Patrol Leaders and Senior Patrol Leaders to take an active role in the planning of their troop activities while in camp.

"Go Ask Your SPL" Shirts are available in the Camp Grizzly Trading Post for those Adults who REALLY want to encourage youth leadership!



## Senior Patrol Leader Responsibilities

Patrol Leaders and Senior Patrol Leaders should be the primary leaders of their troop. Adult leaders should be present for support and guidance when needed. There are many opportunities in camp for youth leaders to organize and lead their Scouts. The first leadership meeting on Sunday will be with adult and youth leaders for each unit. Daily meetings during the rest of the week will be separate for adult and youth leadership.

### SPL Meetings

These daily meetings between SPLs and PLs and key camp leadership will cover any necessary schedule updates and notices. There are also many camp duties for which SPLs and PLs can sign up their troop. There are both service and program opportunities available and they all are good practice and great bonding activities for your units. If there are any issues or needs that require addressing, these will be the meetings to make camp leadership aware.

## The Order of the Arrow

The Order of the Arrow (OA) recognizes Scouts and Scouters who best exemplify the Scout Oath and Law in their daily lives. OA service, activities, adventures, and training for youth and adults are models of quality leadership development and programming that enrich and help to extend Scouting to America's youth.

Each Wednesday at Camp Grizzly is Order of the Arrow Day. Any Scouts or Scouters involved with the OA are asked to wear their OA sash. Throughout the summer, there may be opportunities unique to adult and youth members of the Order of the Arrow.

## Swimwear

Swimming Attire for all Scouting participants: Swimsuits should be comfortable, functional, and modest. For males, swim trunks or board shorts are appropriate. For females, bikinis are not allowed. Modest tankinis or one piece swimsuits are appropriate. Tight fitting swim briefs (for males) or swim bottoms, tops or suits that may allow exposure are not allowed.



## General Daily Schedule

Morning Flags .....	7:50 am
Breakfast .....	8:00 am
Merit Badges .....	9 am –12 pm
Adult Leader Meeting .....	9:30 am
Lunch .....	12:30 pm
Merit Badges/ Open Program .....	2-5 pm
SPL Meeting .....	4:30 pm
Dinner .....	6 pm
Evening Program .....	7-8:30 pm
Taps .....	10 pm

## Semper Gumby

Please keep in mind that details will be refined and things may need to change for a variety of reasons. When you arrive at camp, you will be provided with up to date schedules, etc. We will update this guide online if any significant changes need to be made. Updates during camp sessions will be communicated at leader and SPL meetings as needed. It will be important to ensure that at least one representative of your unit attends leader meetings daily and that your SPL attends the SPL meetings daily.

## Unit & Camp Leadership Team

We are dedicated to providing a quality experience for your unit and your scouts while you are with us at Camp Grizzly. While we provide a robust set of activities and things to do for youth and specifically adult leaders while in camp, we do ask that you remember that your primary duty while at camp is supervision of and assisting your scouts in their camp experience. We look forward to seeing you daily at our adult leader's meetings and working together to provide what is needed for a quality week of summer camp!





## Program Overview

### The Aims and Methods of Scouting

Summer camp is arguably one of the most important parts of a unit's annual program. Scouts will spend a full week practicing the aims and methods of scouting! A scout will grow more during this one week than they might during the course of the whole rest of the year. The lessons scouts learn while at summer camp will be some of the ones that stick with them for the rest of their lives.

*A week of camp life is worth six months of theoretical teaching in the meeting room.*  
-Baden Powell

### Age/Size Appropriate Classes

The Guide to Advancement states that "No council, committee, district, unit, or individual has the authority to add to, or subtract from, advancement requirements." (see Guide to Advancement p. 2) With that in mind, Camp Grizzly does not impose any age restrictions on our merit badge classes not already included in the badge itself.

We do; however, make note that younger, smaller, or less experienced Scouts may have difficulties with certain classes and activities. Examples include holding up a shotgun for long periods of time, using the large gloves or helmets in Welding, or attempting Wilderness Survival before completing the knot and fire-building requirements leading up to Second Class.

While not required, we urge you to make note of these suggestions as you plan your visit to Camp Grizzly and create class lists with your scouts.

### Merit Badge Class Schedule

Merit badges will be taught in half day or full day blocks. While this is a less common way to run our schedule, we have found that it removes the pressure to perform skills quickly and allows scouts to progress on skills more quickly because of the ability to use feedback immediately. This schedule setup also allows time for first year scouts to attend both our Trail to First Class program and earn a merit badge or two or three during their first year at camp!

Staff spend time during their training days on their teaching and classroom management skills so that they may facilitate classes in ways that are engaging and active.

### Trail to First Class

The goal of the Trail to First Class program is patrol-based, hands-on skill development. Our Trail to First Class area, TTFC, will consist of two full days. This program is meant to provide a high quality first experience at summer camp for new scouts and help new scouts make the transition between Cub Scouts and Scouts BSA a smooth transition. We encourage new scouts to sign up for one of the two TTFC sessions and then also select a couple merit badges to fill out the rest of their schedule.



There will be two sessions of TTFC each week. Each session will be two full days and are a great opportunity to complete many of the requirements for Tenderfoot, second and first class rank. All sessions will go on a five mile hike together on Friday.

TTFC staff do NOT sign handbooks. Information will be provided daily on what skills were covered during the session. It is up to the unit leadership to follow up with their scouts and sign handbooks

### Expert in Residence Program

Expert in Residence is a wonderful way to share your expertise during your time at camp! Do you have an area of expertise and wish to teach or assist in teaching a merit badge? Do you have a cool hobby that you'd like to share with a special session for scouts and/or adults? Contact our Camp Director to make arrangements to share your expertise and contribute something special to a week of our summer camp!





## Camp Wide Events

There are many opportunities during each week to participate in events with the entire camp.

### Vespers

(Monday Evening)

On Monday evening, we hold a short, non-denominational worship service in the camp chapel. All Scouts and leaders are invited to attend for an inspirational and reverent experience.

### Campfire Programs

(Sunday & Friday Evenings)

Our staff will host the opening campfire program on Sundays. Units will have the opportunity to participate in the closing campfire, during Family Night on Friday.

### Polar Bear Swim

(Wednesday)

Wake up bright and early and come down to the waterfront at 6:15 am to take a short swim in the brisk morning water! Scouts and leaders who participate will receive a Polar Bear Swim patch!

### Flag Ceremonies

(Before Breakfast and Dinner)

Morning and evening flag ceremonies happen daily prior to Breakfast and Dinner. Units will be expected to be on the parade field on time with their unit and patrol flags. SPLs will be able to sign up their unit to perform the flag ceremony during SPL Meetings.

### Campfire Skit and Song Tips

Here are some things to think of as your Scouts prepare for their campfire:

- Keep it simple
- Keep it short (no more than 3 minutes)
- No jokes that insult or make fun of others
- Keep it Scouting appropriate
- Practice ahead of time
- Speak up and face the audience

### Family Night

(Friday Evening)

Family members are invited to come join us Friday evening for dinner (or during any other evening programs but especially Friday night) and the closing campfire. Guests need to check in at the business office when they arrive in camp. Meal tickets for those who plan on joining the Scouts for dinner can be purchased at the trading post after arriving in camp.

## Troop Activities

### Laird Park

Take a hike into Laird Park down the James E. Dewey Trail during lunch for a jump off the dam into the swimming area. A guaranteed good time!

SPLs should sign up with the Program Director at the SPL meetings. This will allow us to dismiss your unit to eat lunch first so that you can hit the trail with plenty of time to make afternoon class sessions.

### Friendship Fires

Units are encouraged to host friendship fires with other units in camp on nights without camp-wide campfire program. Bring campfire snacks or pick up some in the trading post and enjoy your evening getting to know your neighbors.

### Game Night

There will be one evening during the week where all scouts and scouters will be invited to enjoy playing board games and fellowship in the dining hall. This evening will also include the Art Show for Art merit badge as well as at least one Commissioner Challenge!

## Leader Activities

### Scoutmaster Dinner

(Wednesday Evening)

In honor of those who volunteer and sacrifice so much for our youth in Scouting, every week we hold a special dinner just for the leaders who take their time to be with us in camp. Scoutmasters and other unit leaders get to have a specially prepared dinner and spend some time with the camp management team and each other.

### Commissioner Challenges

Several Commissioner Challenges will be offered throughout the week. While you are primarily here to support your scouts, there will be time when they won't need you. Enjoy your week away from home, meet other adult leaders from other units and show your stuff in our challenges!



## Camp Grizzly Notables

### Do Not Bring:

- Pets (other than licensed service animals)
- Personal firearms and archery equipment
- Personal watercraft
- Tobacco products, including Vape pens
- Illegal drugs and alcohol
- Fireworks
- Chainsaws

Some things have no place in a Scout camp, either for safety reasons or to meet with the mission and focus of summer camp programs. If something is not listed and you would like to know if it is allowed, please reference the Guide to Safe Scouting or contact us to ask.



### Guests in Camp

Guests are welcome at camp during your visit. All guests must report to the Business Office upon arrival to check in and receive a wrist band. They must also check out before leaving.

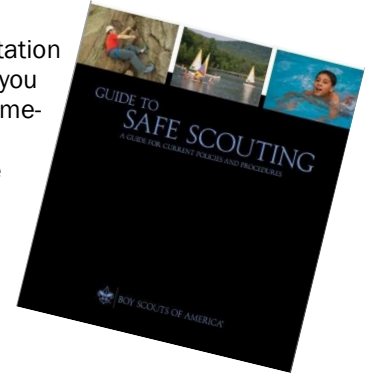
Any guests staying in camp overnight will be considered participants and their corresponding unit will be charged. Guests staying overnight must also be a registered unit leader with the BSA, provide completed BSA medical forms parts A, B and C, and be current in Youth Protection Training.

### Guest Meals

Guests may purchase meals at the Trading Post to eat with their fellow Scouts or family members. The cost is \$6.00 for breakfast, \$6.00 lunch and \$8.00 for dinner.

### When in doubt...

We follow the Guide to Safe Scouting and the NCAP (National Camp Accreditation Program) guidelines. If you are not sure whether something is appropriate in a camp setting, check the Guide to Safe Scouting.



### Buddy System

All Scouts need to travel with a Scout buddy while in camp. Remind your Senior Patrol Leaders and other Scouts to buddy up when they leave your campsite.



### Technology and Internet Use

We do not prevent the use of cellphones, tablets, portable music, or gaming devices by campers, except during instruction time. How units choose to regulate this use is up to them. There are limited locations to charge these devices, and service is very limited at the camp.

There is limited Wi-Fi available in the dining hall for adult leader use. Internet use is for adults only and limited to email and basic internet browsing; no streaming or gaming is allowed as we have limited bandwidth.



## Safety Notes

Our location and environment at Camp Grizzly present some unique safety concerns:

### Wildlife

During your stay with us you are bound to see plenty of birds, squirrels, and rabbits, and perhaps some larger wildlife as well. **Do not disturb the wildlife in any way**, which includes no feeding, chasing, teasing, or trapping. Camp was their home before you arrived and will continue to be long after you leave. Please respect their home. Bears have rarely been seen on property, but every season we do have several moose sightings. Believe it or not, moose can be just as dangerous as bears! We do also have the occasional mountain lion sighting. While this is rare, please inform the staff if you see one.

### Moose

If you spot a moose on property, STOP! Do not approach it, try to take its picture, call out to or yell at it. Put something large between you and the moose, like a tree or large rock, and back away. Inform a staff member of the sighting and location immediately.

### Insects

The mosquito population varies from year to year. We recommend bringing insect repellent to use if needed. We also have a substantial Yellow Jacket population. We do our best to control it, but the best controls are taking care of trash and garbage. Do not give them a reason to be near your campsite!

### Wildlife Tips:

- Do not store food in your campsite (Not even in tents or bags: our squirrels and chipmunks have been known to chew their way through sleeping bags and backpacks!)
- Stay on the trails
- Take care of your trash
- Do not approach or yell at wildlife
- Do not feed wildlife
- Report large wildlife sightings to Staff once safely away

## Dehydration and Overheating

July temperatures at Grizzly average highs in the 80s and recent years have seen weather in the 90s. Necessary logging in the recent decade has also removed some of our natural shade. While we do have shade available scouts prefer to be busy and about. Please make sure that everyone who attends camp brings a water bottle and uses it! It can get very hot and we want to make sure everyone stays cool and safe!



### K.Y.H.O.!

Keep Yourself Hydrated Often!

When you hear a one of our staff shout "KYHO!", it means everyone should stop what they are doing for a moment and take a drink of water!

Always carry a water bottle with you in camp. If you don't have one with you, staff may ask you to go get it!



# SAMPLE CLASS CATALOG AND SCHEDULE

Class catalog and schedule will be finalized and ready for sign-ups in April (We don't anticipate any major changes but there will be some adjustments)

If further revision of the course schedule is required after sign-ups begin, every reasonable effort will be made to keep scouts in the merit badges they initially requested.

Final course schedules for each scout will be provided upon arrival at camp. Any updates or changes to a scout's schedule made at camp will need to be done by the Business Manager and with permission of the Scoutmaster.



# Class Catalog

Image	Class Name	Cost	Description/Prerequisites	Program Area
	Archery	\$25	2-Session Merit Badge Fee includes Archery Maintenance Fee and Arrow Kit	Archery Range
	Action Archery	\$5	Laporte Archery allows you to attempt shooting flying foam targets. IT'S HARDER THAN IT LOOKS!	Archery Range
	Art	Free	No Prerequisites	Handicraft
	Astronomy	Free	No Prerequisites Late night/ overnight Observations and star hike required to complete at camp. (most scouts will receive a partial on this badge with one or two remaining observation requirements remaining)	Stem Lodge
	Automotive Maintenance	\$5	No Prerequisites Bring clothes that can get dirty and greasy Scouts will be getting hands-on changing oil and tires etc...	Trades Craft
	Basketry	Up to \$20 in Trading Post	No Prerequisites Requires purchase of kit in trading post	Handicraft
	Camping	Free	Please Complete Requirements 4a, 4b, 5e, 7a, 7b, 8c, 8d, 9a, 9b, 9c prior to camp in order to finish the Merit Badge at camp.	Scout Skills
	Canoeing	Free	Must pass BSA Swim Test before starting badge*	Aquatics
	Chess	Free	No Prerequisites Great for First Year Scouts	STEM Lodge
	Cooking	Free	May not be able to finish at camp unless you complete requirements 4c-e, 5d-f, and 6d-e before arriving.	Scout Skills
	Electricity	Free	No Prerequisites	STEM Lodge
	Electronics	\$20	No Prerequisites Recommended for older scouts because of use of soldering irons and advanced level of material	Stem Lodge
	Emergency Preparedness	Free	Prerequisite: First aid Merit Badge	ScoutCraft
	Environmental Science	Free	Time intensive	STEM Lodge
	Fingerprinting	Free	Great for first year Scouts	STEM Lodge
	First Aid	Free	Requires either bringing First Aid Kit to camp, or building/purchasing one from the trading post	Scout Skills
	Forestry	Free	No Prerequisites	STEM Lodge










# Class Catalog

Image	Class Name	Cost	Description/Prerequisites	Program Area
	Indian Lore	Up to \$20 in Trading Post	Great for first year Scouts Requires purchase of kit in trading post	Handicraft
	Introduction to Outdoor Leadership Skills	Free	ADULT ONLY CLASS Complete the second part of required Scoutmaster and Assistant Scoutmaster training while you visit us this summer!	Lodge
	Kayaking	Free	Must pass BSA Swim Test before starting badge*	Aquatics
	Leatherwork	Up to \$20 in Trading Post	Requires kit purchase in trading post	Handicraft
	Learn-to-Swim	Free	Great for all scouts Work with our lifeguards and/or your own adults to become a stronger swimmer and get ready for the swimming merit badge	Aquatics
	Lifesaving	Free	Must have Swimming Merit Badge and be a strong swimmer Must pass BSA Swim Test before starting badge*	Aquatics
	Metalwork	\$30	No prerequisites Difficult for smaller or younger Scouts to swing hammer repeatedly or endure heat	Trades Craft
	Mining in Society	Free	No Prerequisites	Stem Lodge
	Nature	Free	No Prerequisites	STEM Lodge
	Orienteering	Free	No Prerequisites	Scout Skills
	Pioneering	Free	No Prerequisite. Materials for the model will be provided in class, Scouts must purchase their own model materials if they wish to keep it.	Scout Skills
	Plumbing	\$20	No Prerequisites Cost includes all materials used including pipes and solder	Trades Craft
	Radio	Free	No Prerequisites	STEM Lodge
	Railroading	Free	No Prerequisites	Stem Lodge
	Rifle Shooting	\$30	Great for First Year Scouts Cost includes Rifle Maintenance fee and up to 150 shots and targets.	Rifle Range
	Rowing	Free	Must pass BSA Swim Test before starting badge*	Aquatics
	Shotgun Shooting	\$50	Cost includes Shotgun Maintenance Fee and 75 shots and clays. May be difficult for smaller Scouts	Shooting Sports
	Signs, Signals and Codes	Free	No Prerequisites	STEM Lodge
	Space Exploration	\$20	No Prerequisites Cost includes Rocket	STEM Lodge





# Class Catalog

Image	Class Name	Cost	Description/Prerequisites	Program Area
	Swimming	Free	Must pass BSA Swim Test before starting badge*	Aquatics
	The Great Adult Leader Training Course	Free	Adults Only Required to bring own "Arm Floaties" This training will prepare you to be an amazing leader in your Troop! Become a Nap Safely Instructor! Earn your S'more Cooking and Hot Beverage Drinking Badges!	Lodge
	Trail to First Class	Free	No Prerequisites Work on the outdoor skill requirements, such as knots and first aid, for the ranks leading up to First Class Rank	Eagle's Nest
	Welding	\$60	No Prerequisites Recommended for older Scouts, equipment can be heavy and smaller Scouts have problems with the gloves & helmets	Trades Craft
	Wilderness Survival	Free	Recommended for Scouts who are 2 <sup>nd</sup> class or higher in rank. It is required to participate in a survival campout on Thursday Evening	Scout Skills
	Woodcarving	Up to \$20 in Trading Post	Totin-Chip required, can be earned in camp	Handicraft
	Woodwork	\$20	No Prerequisites Recommended for older scouts (14 and up) , use of tools, measuring math and need for independent focus to complete badge can be challenging for younger scouts Totin' Chip required, can be earned at camp	Trades Craft

\*All aquatics merit badges (see requirement #2 on each badge) and achievements specify that a Scout must complete the BSA Swim Test before doing any other requirements. If a Scout cannot complete the "swimmer" swim test (See guide to safe Scouting) by the end of the first day of classes their schedule may be adjusted, and they may be moved to other classes outside of aquatics.



## \*SAMPLE\* Class Schedule

	FULL DAY = 5 hours				MORNING = 3 hours				AFTERNOON = 2 hrs			
	9:00-12:00, 2:00-4:00				9:00-12:00				2:00-4:00			
	M	Tu	W	Th	M	Tu	W	Th	M	Tu	W	Th
<b>AQUATICS</b>												
Learn to Swim									A/B*	C/D*	E/F*	G/H*
swimming									A		B	
lifesaving									All Week			
kayaking					A	B	C	D				
canoeing					A	B	C	D				
rowing					A	B	C	D				
<b>TRADESCRAFT</b>												
welding						A		B	C*	D*	E*	F*
plumbing					A		B		C*	D*	E*	F*
electricity						A		B			C	
metalwork	A	B	C	D								
automotive maint.	A	B	C	D								
woodworking	A		B									
<b>HANDICRAFT</b>												
leatherworking					A		B		C*	D*	E*	F*
wood carving					A		B		C*	D*	E*	F*
basketry					A		B		C*	D*	E*	F*
chess						A		B	C			
art						A		B	C*	D*	E*	F*
indian lore						A		B			C	
<b>SCOUTCRAFT</b>												
cooking	A	B	C	D								
emergency prep	A		B									
first aid		A		B								
orienteeing	A		B									
pioneering		A		B								
wilderness survival	A	B										
signs signals & codes							A	B			C	
<b>TTFC</b>	A		B									

**\*\*This class schedule is subject to changes prior to class selection.\*\***

**Continues on Next Page:**





## \*SAMPLE\* Class Schedule

	FULL DAY = 5 hours				MORNING = 3 hours				AFTERNOON = 2 hrs			
	9:00-12:00, 2:00-4:00				9:00-12:00				2:00-4:00			
	M	Tu	W	Th	M	Tu	W	Th	M	Tu	W	Th
<b>ECO-STEM</b>												
electronics					A		B					
envi sci						A		B				
forestry									A			
nature												A
radio									A		B	
space ex						A		B				
geology					A		B					
animal science					A		B					
mining in society						A		B				
astronomy									A			
railroading	OPEN PROGRAM ONLY											
<b>RANGE SPORTS</b>												
rifle	A	B	C	D								
archery	A	B	C	D								
shotgun	A	B	C	D								
black powder	OPEN PROGRAM ONLY											
sporting arrows	OPEN PROGRAM ONLY											

**\*\*This class schedule is subject to changes prior to class selection.\*\***

### How to Read this Schedule

Classes in the "Full Day" Section will run during both morning and afternoon sessions (9am-noon, 2-4pm). Classes in the Morning or Afternoon column will run only during the morning or afternoon times. Letters indicate a class section. Class sections that are multi-day are across multiple blocks or the same letter in multiple blocks.

Classes that have (\*) may be selected multiple times and across other (\*) classes as they may be offered as open work period and are a good place-holder for scouts who need designated work time or who have the badge as a partial and need to complete one or two requirements! Scheduling your scouts for these classes can avoid the "I don't have anything to do" paradox where they certainly do have things to work on but could use the support of a designated time or company of other scouts working on projects or access to staff for guidance and support as needed.

### How to Read this Schedule: EXAMPLES

Metalwork has four different sections of classes—each is all day. Scouts may select ONE section.

Indian Lore has 3 sections offered: one on Tuesday morning, one on Thursday Morning and one on Wednesday AND Thursday afternoon. Scouts may select ONE.

Learn to Swim: TWO shorter sections offered each afternoon. One from 2-3 and one from 3-4pm. We found that a whole 2 hour block was too long for a swimming lesson. Combine these with other (\*) options

#### Sample Schedule:

Monday: AM: Geology PM: Astronomy

Tuesday: AM: Kayaking PM: Astronomy

Wednesday: Metalwork

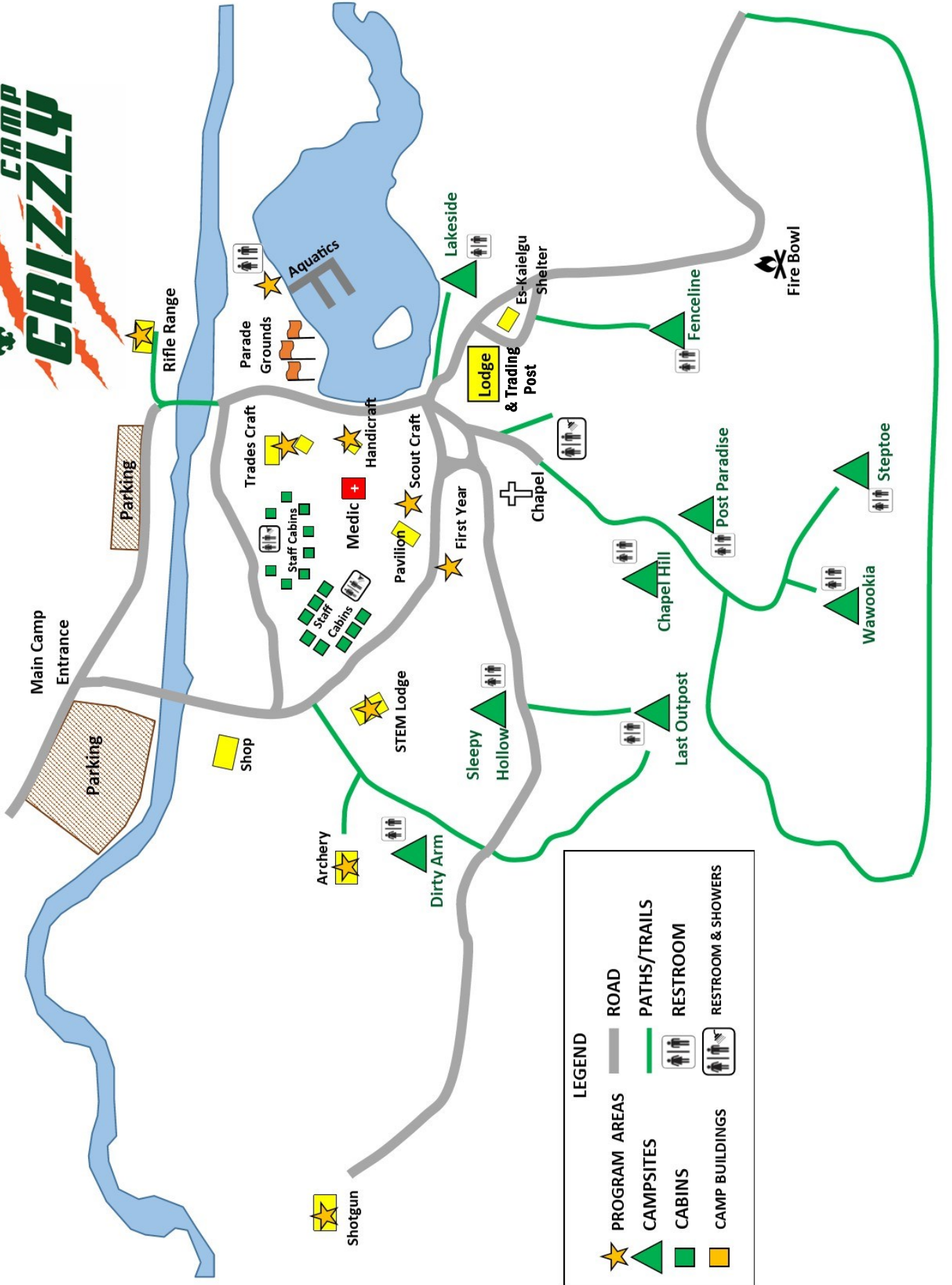
Thursday: First Aid



# Appendix







**LEGEND**

- ★ PROGRAM AREAS
- ▲ CAMPSITES
- CABINS
- CAMP BUILDINGS
- ROAD
- PATHS/TRAILS
- ♿ RESTROOM
- ♿ RESTROOM & SHOWERS



# What to Bring to Camp (Troop)

TENTS ARE PROVIDED—Troops may bring their own tents if desired however extra tent space in some campsites is extremely limited.

## Troop Gear

- ◇ Lanterns
- ◇ Rope and/or Twine
- ◇ Tarps
- ◇ Troop Flag (on it's own pole)
- ◇ Axe, Hatchet or Saw
- ◇ Troop First Aid Kit
- ◇ Sunscreen
- ◇ Insect Repellant
- ◇ Lockbox for medications
- ◇ American Flag (flagpole in each campsite)
- ◇ Equipment and ingredients for cooking dessert at Friendship Fires (optional)
- ◇ Paper/Notebooks
- ◇ Pens/Pencils/Markers
- ◇ Merit Badge Pamphlets
- ◇ Camp Chairs

### Unit Leader

- ◇ Complete Troop Roster
- ◇ Medical Forms for all participants
- ◇ Pens/Pencils
- ◇ Notebook
- ◇ Cash for travel emergencies
- ◇ Check for next year's Camp Deposit! (Not Required but highly Recommended!)

### Senor Patrol Leader

- ◇ Complete Troop Roster
- ◇ SPL Handbook
- ◇ All Patrol Rosters
- ◇ Notebook
- ◇ Pen/Pencil

### Patrol Leader

- ◇ Patrol Roster
- ◇ Patrol Leader Handbook
- ◇ Patrol Flag
- ◇ Notebook
- ◇ Pen/Pencil
- ◇ Patrol Name/Cheer/Spirit!

## DO NOT BRING

- Pets
- Firearms
- Personal Watercraft
- Illegal Drugs (Including Marijuana)
- Alcohol
- Fireworks



## What to Bring to Camp (Scout)

Parents & Leaders: Please use the following checklist to help ensure that all items are present and clearly labeled with your Scout's Name!

### Necessary Clothing/Gear

- |  |   |
|--|---|
| ◇ Pack or Duffel Bag   | ◇ Leather/work gloves   |
| ◇ Sleeping Bag   | ◇ Sunscreen   |
| ◇ Sleeping Pad   | ◇ Pocket knife (Totin' Chip)  |
| ◇ Jacket or sweatshirt (mornings/evenings can be quite chilly) | ◇ Personal First Aid Kit  |
| ◇ Several t-shirts   | ◇ Personal Hygiene Items: Soap, Toothbrush and tooth paste, comb, shampoo, etc.   |
| ◇ Shorts   | ◇ Flashlight  |
| ◇ Pants  | ◇ Pen/Pencils   |
| ◇ Several pairs of clean underwear                             | ◇ Notebook/pad of paper   |
| ◇ Several pairs of socks                                       | ◇ Insect repellent  |
| ◇ Sturdy shoes (no open toes/sandals other than for showering) | ◇ Scout Handbook  |
| ◇ Scout Uniform  | ◇ Supplies for Merit Badges (Can be purchased upon arrival in trading post—separate your MB money and your spending money!) |
| ◇ Hat  | ◇ WATER BOTTLE  |
| ◇ Swimsuit*  |   |
| ◇ Towel*   |   |

*\*Swimsuit and towel will be required for swim checks—please ensure your scouts have them accessible upon arrival!*

### Recommended Gear

- ◇ Compass
- ◇ Sunglasses
- ◇ Washcloth
- ◇ Laundry bag
- ◇ Camera
- ◇ Ground cloth
- ◇ Pillow
- ◇ Money for Trading Post
- ◇ OA Sash
- ◇ Small backpack or daypack for carrying materials around camp
- ◇ Sharpening stone
- ◇ Twine or rope
- ◇ Chapstick

### DO NOT BRING

- Pets
- Firearms
- Personal Watercraft
- Illegal Drugs (Including Marijuana)
- Alcohol
- Fireworks



## Inland Northwest Council Refund Policy

The Inland Northwest Council's refund policy has been established to better control and account for funds during event or camp close out reports. The Inland Northwest Council retains final decision authority on all refunds.

For cancellations because of medical reasons, a medical certificate is requested, and fees will be waived.

For cancellations because of family emergencies – a death in the family or a major unseen event, a statement from the family is needed and fees may be waived.

If for any reason a participant youth or adult is removed for cause, violation of camp rules, or fails to provide any required medical forms or registration documentation, there will not be any reimbursement.

Requesting refunds is the responsibility of the unit leadership.

For activities such as camporees, klondikes, and recognition dinners, the refund request must be coordinated IN WRITING with the council staff advisor or council service center within 72 hours of the event.

For Summer Camps or Cub Scout Resident camps, the refund request must be coordinated IN WRITING with the Camp Director or Council Service Center prior to the completion of camp session. Be sure to have an e-mail or other written confirmation of the cancellation from either the council office or camp director.

***Note for Youth Registrations: Being sent home for cause, disciplinary action or changing your mind about attending does not constitute a reason for a refund.***

The Inland Northwest Council retains final decision authority on all refunds

