



Marin Sierra 2023

Scouts BSA Summer Resident Camp

UNIT LEADERS' GUIDE



"MAY THE FOREST BE WITH YOU!"

SCOUTING'S IDEALS

THE BSA MISSION STATEMENT:

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 Scout Law.

THE SCOUT OATH:

On my honor I will do my best to do my duty to God and my country and to obey the Scout Law; to help other people at all times; to keep myself physically strong, mentally awake, and morally straight.

THE SCOUT LAW:

A Scout is . . . Trustworthy, Loyal, Helpful, Friendly, Courteous, Kind, Obedient, Cheerful, Thrifty, Brave, Clean, and Reverent.

THE SCOUT MOTTO: **Be Prepared!**

THE SCOUT SLOGAN: **Do a good turn daily.**

THE AIMS OF SCOUTING:

Every Scouting activity and program is designed to move young people toward the basic aims of character development, citizenship training, leadership skills, and personal fitness.

MARIN COUNCIL
Boy Scouts of America



BOY SCOUTS OF AMERICA

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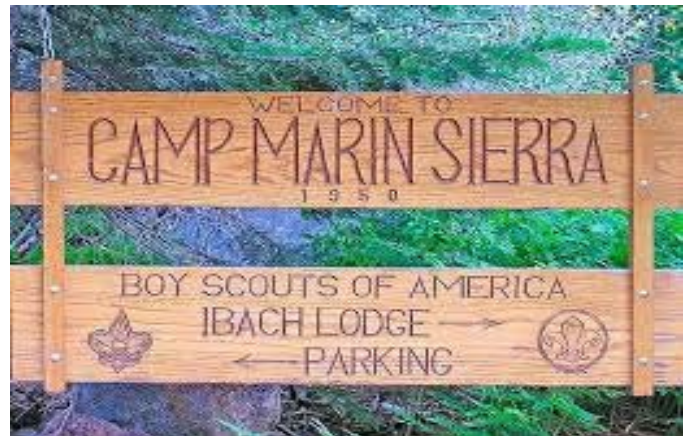
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 Prescriptions & Medications
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 Adult Medications & Equipment
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 Maintenance Dept
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- Refund Policy
- Provisional Troop Campers
- Quiet Hours
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BSA OUTDOOR CODE Inside Back Cover





Marin Sierra

40990 State Highway 20
Emigrant Gap, CA 95715

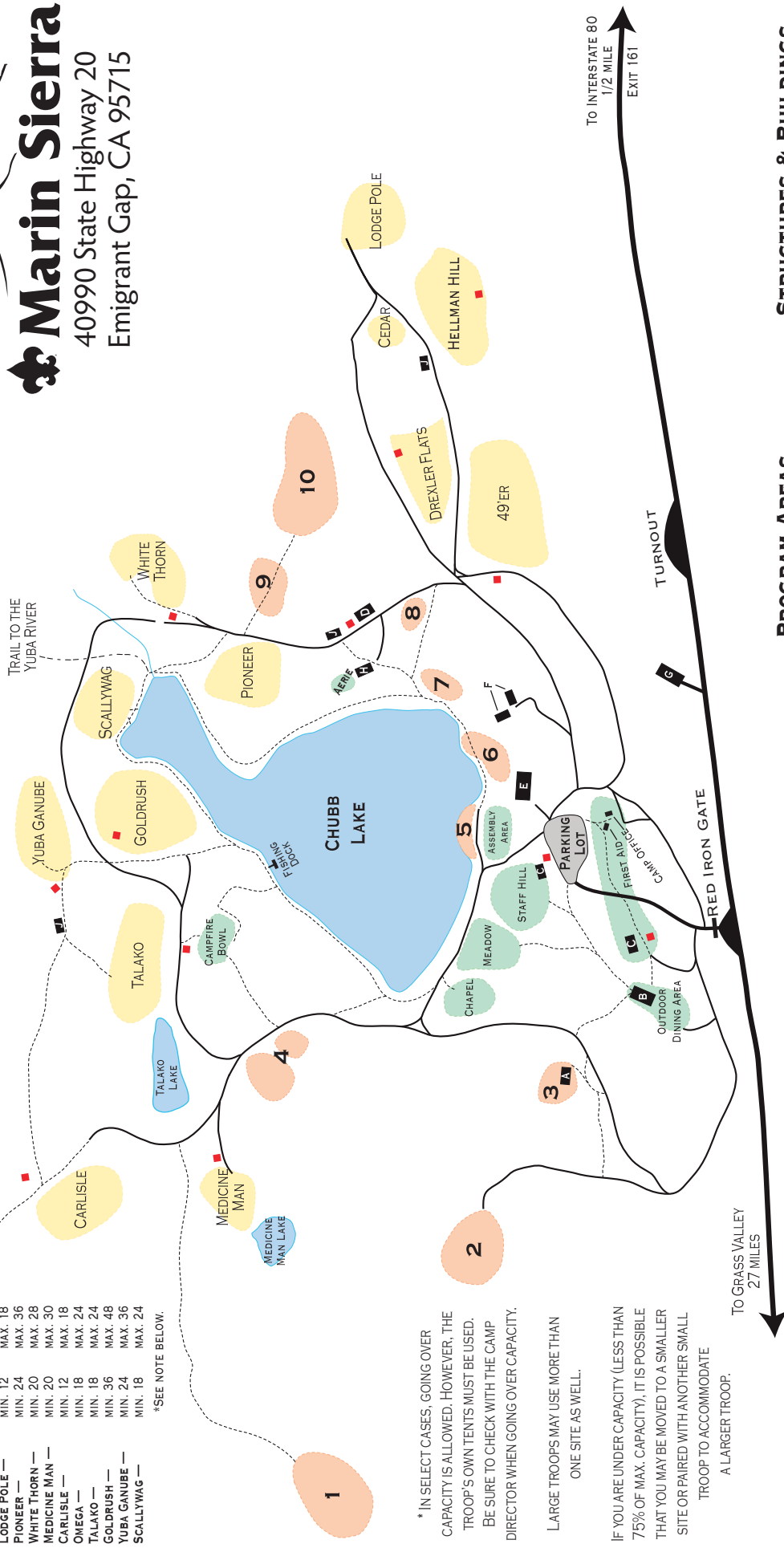
CAMPSITE CAPACITIES*	
49'ER	MIN. 30 MAX. 40
DREXLER FLATS	MIN. 24 MAX. 36
HELLMAN HILL	MIN. 24 MAX. 36
CEDAR	MIN. 10 MAX. 14
LODGE POLE	MIN. 12 MAX. 18
PIONEER	MIN. 24 MAX. 36
WHITE THORN	MIN. 20 MAX. 28
MEDICINE MAN	MIN. 20 MAX. 30
CARLISLE	MIN. 12 MAX. 18
OMEGA	MIN. 18 MAX. 24
TALAKO	MIN. 18 MAX. 24
GOLDRUSH	MIN. 36 MAX. 48
YUBA GANUBE	MIN. 24 MAX. 36
SCALLYWAG	MIN. 18 MAX. 24

*SEE NOTE BELOW.

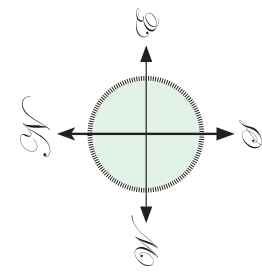
* IN SELECT CASES, GOING OVER CAPACITY IS ALLOWED. HOWEVER, THE TROOP'S OWN TENTS MUST BE USED. BE SURE TO CHECK WITH THE CAMP DIRECTOR WHEN GOING OVER CAPACITY.

LARGE TROOPS MAY USE MORE THAN ONE SITE AS WELL.

IF YOU ARE UNDER CAPACITY (LESS THAN 75% OF MAX. CAPACITY), IT IS POSSIBLE THAT YOU MAY BE MOVED TO A SMALLER SITE OR PAIRED WITH ANOTHER SMALL TROOP TO ACCOMMODATE A LARGER TROOP.



Marin Council, BSA
225 West End Avenue
San Rafael, CA 94901
415.454.1081
www.boyscouts-marin.org



- ROADS & TRAILS**
- MAIN HIGHWAY
 - PAVED DRIVEWAY
 - DIRT CAMP ROADS
 - - - - - WALKING TRAILS
- PROGRAM AREAS**
- 1—CLIMBING
 - 2—SHOTGUN RANGE
 - 3—RIFLE RANGE
 - 4—ARCHERY/TOMAHAWK RANGES
 - 5—WATERFRONT
 - 6—ECOLOGY/CONSERVATION
 - 7—TRAIL-TO-FIRST CLASS
 - 8—HANDY/SCOUTCRAFT
 - 9—SCOUTCRAFT
 - 10—COPE
- STRUCTURES & BUILDINGS**
- A—RIFLE RANGE
 - B—COMMISSARY/KITCHEN
 - C—STAFF SHOWERS
 - D—CENTRAL SHOWERHOUSE
 - E—IBACH LODGE
 - F—MAINTENANCE BUILDINGS
 - G—RANGER RESIDENCE
 - H—MURRAY LODGE/TRADIN' POST
 - J—SHOWER BUILDINGS
 - TOILET BUILDINGS

WELCOME TO CAMP MARIN-SIERRA

ABOUT MARIN-SIERRA (CMS)

Scout Troops have been coming to Marin-Sierra since 1950 when the property was acquired by the Marin Council, BSA. Its easy access and beautiful natural setting attracts units every year from all over California, Nevada and beyond! Our diverse Summer Camp programs and tidy operation is fully-accredited every year by the BSA National Camp Accreditation Standards Program and includes something for everyone!



The 20-acre Chubb Lake provides the camp with a wide variety of aquatic activities, including sailing, kayaking, canoeing, rowing, swimming, and snorkeling. In fact, Chubb Lake is one of the warmest lakes on the Western Slope of the Sierra Nevada due to plenty of sunshine and relatively shallow depth. Large granite ridges along the perimeter of camp provide fantastic hiking views and exciting climbing and rappelling opportunities.



The camp has fifteen forested campsites with wall tents on platforms, vault toilet bathrooms, running water, and shared shower facilities. No campsite is

very far away from program areas, and they are well-spaced from each other, situated mainly around the lake's shoreline. Program areas like Aquatics, Trail-to-First Class, ScoutCraft, and Shooting Sports offer activities for Scouts of all ages.

Adults have fun too, learning new skills in our variety of BSA adult training opportunities. With Trek Safely, Safe Swim Defense, Leave No Trace, Weather Hazards, and more, Marin-Sierra offers fun and useful training.

Pre-camp and post-camp troop backpacking and hiking opportunities abound. Lake Spaulding and the Yuba River are located within two miles of camp and several 50 milers have trail heads near camp. We encourage you to make the most of your Summer by contacting the Marin Council and coordinating with the Camp Ranger to make Marin-Sierra your base of operations.



We hope you will find that Marin-Sierra is more than a great week of Summer camp! Read through this guide, and, if you have questions after reviewing this document, contact the Marin Council for more information about Camp Marin-Sierra.

HOW TO USE THIS UNIT LEADER GUIDE

This publication contains all the information you should need to make your preparation and stay with us pleasant and successful. However, we realize that there is a massive amount of information here. Therefore, we have included several helps throughout the book to assist you in finding the information you need:

- ✓ Table of Contents (preceding this section)
- ✓ Chapters organized by pertinent topics
- ✓ The General Information chapter's main headings are organized alphabetically
- ✓ Cross-references in various parts of the text
- ✓ Camp Forms Appendix at the end

If the information you are seeking is not presented plainly or your questions remain unanswered, do not hesitate to contact us by email or phone call using the information in the box below:

MARIN COUNCIL, BSA

Scout Service Center

225 West End Ave
San Rafael, CA 94901
office: 415-454-1081
fax: 415-454-5511
camping@boyscouts-marin.org

Camping Director

Michael "MJ" Andrews
mobile: 510-378-0774
office: 415-454-1081 x104
mandrews@boyscouts-marin.org

Camp Marin-Sierra

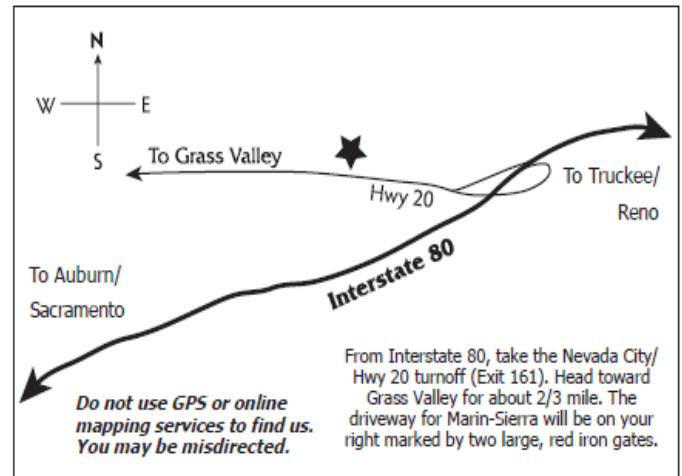
PO Box 86 (mailing)
40990 State Hwy 20 (physical)
Emigrant Gap, CA 95715

Camp Ranger

Jake Van Winkle
mobile: 530-333-7741
office: 530-389-2427
jake@boyscouts-marin.org

Scout Executive

Michael Dybeck
office: 415-454-1081 x106
mdybeck@boyscouts-marin.org



Sending Mail or Packages to Camp:

Scout youth, adult leaders, and seasonal staff can receive and send mail during their stay at camp. There is UPS/FedEx delivery but no US Mail to this address; we travel 12 miles roundtrip to the nearest local US Post Office. Allow enough time so that your Scouts will receive the mail before they leave camp. Be sure to include a return address on all letters and packages so it can be mailed back if it misses their actual camp week.

Troop mail will be left in the troop's mailbox located in Ibach Lodge. Note that the Troop number and Council name are extremely important. It is not unusual to have more than one troop of the same number from different councils in camp. If these two items are omitted, it is unlikely the mail will be delivered correctly. The format and address for sending US Postal mail to camp is:

<Full Name>
<Council Name>, <Troop number>
Camp Marin-Sierra
PO Box 86
Emigrant Gap, CA 95715

Calling in to Marin-Sierra:

The best way to contact your Troop or Scout is through your unit leaders' cell phones. Only for extreme emergencies should you call the camp at 530-389-2427. This phone rings only in the Camp Ranger's home office so there is not always someone available to answer or collect messages. Please do not leave non-emergency messages with the camp office since these may not be sent to the troop mailbox until the following day.

GENERAL ACCESS INFORMATION

Traveling to Marin-Sierra:

Camp is located just off the transcontinental railway corridor a half-mile west of the junction of Interstate 80 and CA Highway 20 (Exit 161) in scenic Emigrant Gap. It is about a 90-min drive East of the junction of I-5 and I-80 in Sacramento, and an hour plus from Reno depending on traffic.

PRE-CAMP PLANNING CALENDAR

December 31, 2022

\$500 per unit deposit for the 2023 season is non-refundable after this date and can only be applied to your troop's total Summer Camp fees.

January 1–May 31, 2023

Payment schedule for Camp fees.

March 31, 2023

Early camp fees due by this date:
\$560 per Scout; \$180 per leader.

April 30, 2023

Watch for announcements of pre-camp leader orientation meetings in May via ZOOM, and Memorial Day Wknd and early June volunteer work parties to open up camp facilities after the winter.

May 31, 2023

Regular camp fees due by this date:
\$610 per Scout; \$595 for new Scouts or just-bridged Webelos; \$220 per leader.

Scouts and leaders can be added after June 1 all the way up to and including when you walk into Camp Marin-Sierra.

See 2023 Troop Payment Form in Chapter 10 (page 52) or Fee Schedule (page 44) for complete fee structure details and due dates.

Sunday Regular Check-In: early afternoon Beginning at 12noon until 2:30pm – Arrival & Check-In:

We suggest a dining stop or bringing a sack lunch or to eat on the way to camp. The first meal in camp is dinner. ***We will wait for your entire troop to arrive, so make sure you all come together!***

From 12noon to 3:30pm - Round-Robin with a Troop Guide (not necessarily in this order):

- **Medical Re-check by the Camp Health Officer** for BSA Annual Health forms and insurance card copies, medications and prescriptions, and

Special Dietary Needs forms. Please prepare all forms in alphabetical order with NO staples.

- **Swim Checks by our Lifeguard Staff** are required due to our open-water natural alpine lake, and necessary for all aquatics merit badge programs and recreational swimming and boating. We suggest you wear swimsuits under your uniform or carry them with you ready to change into them at the waterfront.
- **Camp Tour with your Troop Guide** includes dining area procedures, shooting sports safety briefing, and program areas orientation. We understand that many troops that come to Marin-Sierra year after year are fairly familiar with the property layout. However, not only does the BSA require us to do the camp orientation tour, but for the sake of new Scouts and any changes we have made to camp program or property, we ask for your patience during this process. *Your final stop will be your campsite for unpacking and set-up.* Before that, you will leave your packs either in your vehicles or in the assembly area until the above round-robin session is completed.

5pm – Scoutmaster & Senior Patrol Leader meeting at Ibach Lodge (*will go straight to assembly and dinner from here, so bring your mess kit and wear your field uniform.*)

5:45pm – Camp-wide Assembly

6:05pm – Sunday Dinner

7:20pm – Campsite Safety Demonstration

8:10pm – Interfaith Worship Service /Chapel

Sunday night – finish setting up your campsite and filling out blue cards for the next day (*Monday Morning Merit Badge Madness begins at 8:25am following Camp Assembly; see page 24.*)

Saturday Early Check-In: mid-afternoon

Those having placed a reservation to arrive on Saturday should drive into camp from 2pm to 4pm when there will be a senior staff member to direct you to your campsite. The full check-in will be done on Sunday with the other troops. No food service or program is provided if you arrive on Saturday. The first meal served is dinner on Sunday evening. Be sure to be prepared to only use stoves in case fire danger is high.



Saturday Check-Out: early morning
6am – Merit Badge “blue cards” in mailboxes
6:30 – Troop Guide arrives at your campsite
6:30-7:30 – Move all gear to parking lot
7am-8am – Campsite Inspection and unit check-out in front of Ibach Lodge

7am-8:30 – Breakfast at dining area

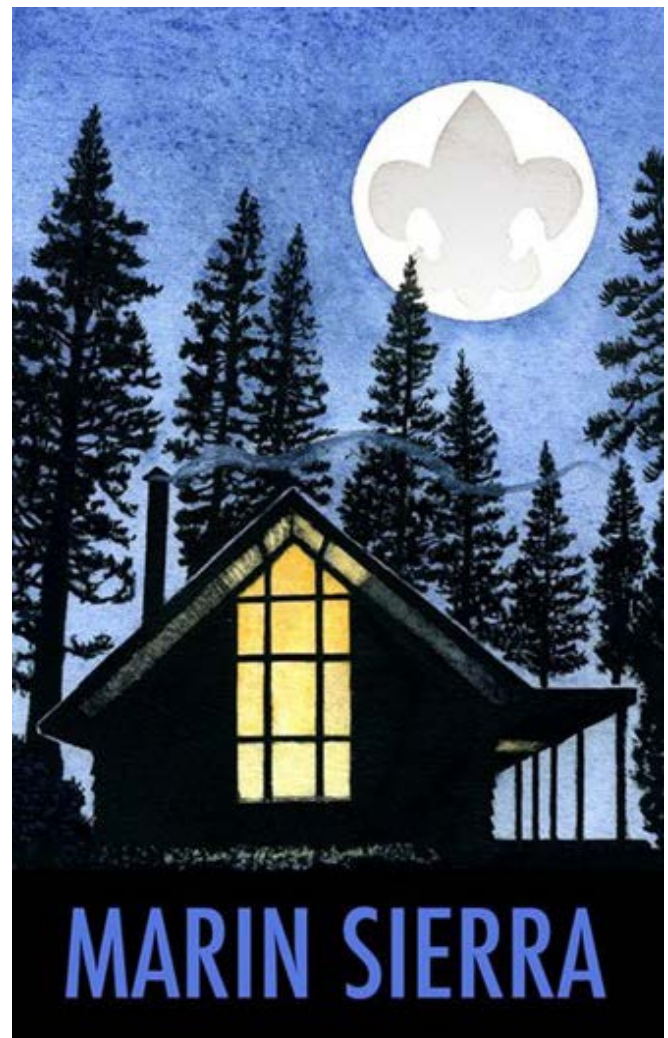
Program Area Directors will be available. This is the time to settle any merit badge issues or discrepancies. Area directors are not available after the camp season is over. Although we do keep records at our office, reconstructing merit badge information becomes more difficult after the season is over.

Introduction to Camp Program Groups

Marin-Sierra offers five general camper program tracks for Scouts and adults. They will be discussed in more detail through the following chapters, but here is a synopsis:

- **The Trail-to-First Class Program Area (TTFC):** Young Scouts can work on Scout, Tenderfoot, Second-, and First-Class requirements with the assistance of qualified staff and leaders. This is a vital area designed to kick-start the new Scout's advancement trail. *See page 7.*
- **BSA Merit Badge Programs:** these learning and advancement opportunities are focused primarily toward Second- and Third-year campers, but are open to all levels of Scouts. Scouts should not only work on their Eagle-required badges, but we encourage them to try something new—something they have never done before. *See page 10.*
- **Older Scout Programs:** these areas include the Trail-to-Eagle merit badge series, black-powder rifle shooting, advanced aquatics programs, rock-climbing and Project COPE. *See page 15.*

- **Camp-wide Activities:** include general assemblies, camp-wide games, unique Camp “Merit Badges”, special theme days, evening campfires and various other activities are for everyone in camp to make the experience for you and your Scouts fun, spirited and memorable. *See page 29.*
- **Adult Programs:** here are some of the possible relevant and useful training in which leaders can participate: Scoutmaster and Assistant Scoutmaster Leader-Specific Training, Safety Afloat, Safe Swim Defense, Leave No Trace Outdoor Ethics, Knot Fun, Trek Safely, and Troop Committee Orientation. Having adults volunteer as commissioners or merit badge experts to help out in camp is not only valuable, but it gives each adult additional activity that is rewarding for both themselves and others in camp. We want leaders to have as much fun as their Scouts do! *See page 31.*





SCOUTS BSA SUMMER CAMP GENERAL SCHEDULE

Marin Sierra

2023

	Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday	
Morning	<p>STAFF ONLY in CAMP</p> <p>ALL Program Areas and Facilities are Closed</p>	<p>6:00 Swim Checks (?)</p> <p>7:10 Breakfast</p> <p>8:10 Camp-wide Assembly & Flag Ceremony</p> <p>8:20 Merit Badge Madness (sign-ups)</p> <p>9:00-12:00 Program Areas & Tradin' Post Open</p> <p>9:30 Leader Mtg @ Ibach Lodge</p> <p>10:00 Volunteer Camp Commissioner Training</p>	<p>6:00 Polar Bear Swim</p> <p>7:30 Breakfast</p> <p>8:35 Camp-wide Assembly</p> <p>9:00-12:00 Program Areas & Tradin' Post Open</p> <p>9:30 Leader Mtg @ Ibach Lodge w/ Marin Scout Exec</p> <p>10:30-12:00 Adult Walk: A Century of Marin Summer Camps</p>	<p>6:00 Polar Bear Swim</p> <p>6:30-7:00 Breakfast</p> <p>Food Delivery</p> <p>7:15 Jamboree-style Breakfast in Campsites</p> <p>8:35 Camp-wide Assembly</p> <p>9:00-12:00 Program Areas & Tradin' Post Open</p> <p>9:30 Leader Mtg @ Ibach Lodge</p> <p>10-11:30 – Adult MB Counselor Training</p>	<p>6:00 Polar Bear Swim</p> <p>7:30 Breakfast</p> <p>8:35 Camp-wide Assembly</p> <p>9:00-12:00 Program Areas & Tradin' Post Open</p> <p>9:30 Leader Mtg @ Ibach Lodge</p> <p>10:00-12:00 – A Scenic Walk for Adults: Marin-Sierra Rocks!</p>	<p>6:00 Polar Bear Swim</p> <p>7:30 Breakfast</p> <p>8:35 Camp-wide Assembly</p> <p>9:00-12:00 Program Areas & Tradin' Post Open</p> <p>9:30 Leader Mtg @ Ibach Lodge</p> <p>10:00-12:00 – A Scenic Walk for Adults: Marin-Sierra Rocks!</p>	<p>6:15 Troop Guides arrive in campsites</p> <p>6:15-7:00 Troop Gear moved to Parking Lot</p> <p>7-8:30 Unit Check-out</p> <ol style="list-style-type: none"> Campsite Inspection Scoutmaster Check-out @ Ibach Lodge Breakfast @ Commissary <p>8:30 Breakfast Ends</p> <p>8:30-9:30 Troops Depart</p>	<p>STAFF ONLY in CAMP</p> <p>ALL Program Areas and Facilities are Closed</p>
Afternoon	<p>12:00 Troop Arrivals Drive-in to camp with your entire unit together as early as possible!</p> <p>12-2:30 Unit Check-in</p> <ol style="list-style-type: none"> Business/Financial Health/Medical Swimming/Aquatics Dining & Shooting Camp Areas Tour <p>4:45 All Scoutmasters & SPLs meet in field uniform @ Ibach (bring mess kits for dinner)</p>	<p>12:15 Lunch</p> <p>12:15 SPL Lunch Meeting</p> <p>1:30-4:30 Program Areas Open</p> <p>1:30-5:00 Tradin' Post Open</p> <p>1:30-3:00 – Adult Trek Safely Training</p> <p>3:00-4:00 Adult What's in Your Pack? Training</p>	<p>12:15 Lunch</p> <p>12:15 SPL Lunch Meeting</p> <p>12:15 Jamboree-style Lunch in campsites <i>(invite a staff member)</i></p> <p>1:30 Garbage Pick-up</p> <p>1:30-4:30pm Program Areas Open</p> <p>1:30-5:00 Tradin' Post Open</p> <p>1:30-4:00 – Adult Scout Leader-Specific Training Part 1 for SM's & ASM's</p>	<p>11:15-11:45 Lunch</p> <p>Food Delivery</p> <p>12:15 Jamboree-style Lunch in campsites <i>(invite a staff member)</i></p> <p>1:30 Garbage Pick-up</p> <p>1:30-4:30 Program Areas Open</p> <p>1:30-5:00 Tradin' Post Open</p> <p>2:00-3:30 Training – Leave No Trace</p> <p>Awareness / Outdoor Ethics Workshop</p>	<p>12:15 Lunch</p> <p>12:15 SPL Lunch Meeting</p> <p>12:15 OA Lunch Gathering</p> <p>1:30-4:30 Program Areas Open</p> <p>1:30-5:00 Tradin' Post Open</p> <p>2:00-3:30 Training – "The Fandangol!"</p> <p>3:30 Camp-wide Scoutdoor Games</p> <p>3:30 Scoutmaster Shotgun Shoot</p>	<p>12:15 Lunch</p> <p>12:15 SPL Lunch Meeting</p> <p>12:15 OA Lunch Gathering</p> <p>1:30-4:30 Program Areas Open</p> <p>1:30-5:00 Tradin' Post Open</p> <p>2:00-3:30 Training – "The Fandangol!"</p> <p>3:30 Camp-wide Scoutdoor Games</p> <p>3:30 Scoutmaster Shotgun Shoot</p>	<p>2:00-4:00 Early Unit Arrivals for next week</p> <p>sent directly to assigned Campsites for set-up (regular check-in at 12noon Sunday)</p> <p>ALL Program Areas and Facilities are Closed</p>	<p>STAFF ONLY in CAMP</p> <p>ALL Program Areas and Facilities are Closed</p>
Evening	<p>5:45 Camp-wide Assembly (wear field uniform & bring mess kit for dinner)</p> <p>6:00 Dinner</p> <p>7:15 Camp-wide Assembly & Camp Safety Demo</p> <p>8:10-8:30 Interfaith Worship @ Chapel</p>	<p>5:45 Dinner</p> <p>7:00 Garbage Pick-up</p> <p>7:15 Camp Assembly & Closing Flag Ceremony</p> <p>7:30-8:30 Opening Campfire Program by Camp Staff on Granite Ridge</p>	<p>5:30 Dinner</p> <p>6:45 Camp Assembly & Flag Ceremony (take mess kits to campsite)</p> <p>7:00-8:00 Camp-wide Activity & Tradin' Post open</p> <p>7:00-8:00 Safe Swim Defense / Safety Afloat Training</p> <p>7:00-8:00 "Knot Fun" Garbage Pick-up</p>	<p>5:30 Dinner</p> <p>6:45 Camp Assembly & Flag Ceremony</p> <p>7:00 Garbage Pick-up</p> <p>7:00-8:00 Program Areas & Tradin' Post open</p> <p>7:00-8:00 Patrol Challenge @ Meadow</p> <p>7:00-8:00 What about our Camp Song Lyrics? For troop activities, see Leaders' Guide or Camp Commissioner for ideas</p>	<p>5:30 Dinner</p> <p>6:45 Camp Assembly & Flag Ceremony</p> <p>7:00 Garbage Pick-up</p> <p>7:00-8:00 Program Areas & Tradin' Post open</p> <p>7:00-8:00 Patrol Challenge @ Meadow</p> <p>7:00-8:00 What about our Camp Song Lyrics? For troop activities, see Leaders' Guide or Camp Commissioner for ideas</p>	<p>5:30 Dinner</p> <p>6:45 Camp Assembly & Flag Ceremony</p> <p>7:00 Garbage Pick-up</p> <p>7:00-8:00 Program Areas & Tradin' Post open</p> <p>7:00-8:00 Patrol Challenge @ Meadow</p> <p>7:00-8:00 What about our Camp Song Lyrics? For troop activities, see Leaders' Guide or Camp Commissioner for ideas</p>	<p>5:45 Camp Assembly & Flag Ceremony</p> <p>6:00 Dinner</p> <p>7:00 Garbage Pick-up</p> <p>7:15 Award Ceremony @ Meadow & walk to Closing Campfire Program on Granite Ridge</p>	<p>STAFF ONLY in CAMP</p> <p>ALL Program Areas and Facilities are Closed</p>

Please note: ALL details are subject to change at ANY time.

SCOUTS BSA SUMMER RESIDENT CAMP PROGRAM

Over 50 Merit Badge Subjects Offered in 2023!

Archery

Fishing

Reptile & Amphibian Study

Art

Forestry

Rifle Shooting

Astronomy

Geology

Rowing (returning!)

Basketry

Hiking*

Salesmanship

Bird Study

Indian Lore

Scouting Heritage*
(new for 2023!)

Camping*

Insect Study

Sculpture

Canoeing

Kayaking

Search & Rescue

Chess

Leatherwork

Shotgun Shooting

Citizenship in the Nation*

Lifesaving

Signs, Signals & Codes

Citizenship in the World*

Mammal Study

Small-Boat Sailing
(returning for 2023!)

Communication*

Orienteering

Cooking*

Personal Fitness*

Soil & Water Conservation

Emergency Preparedness*

Personal Management*

Sustainability (new!)

Energy

Photography

Swimming

Environmental Science

Pioneering

Weather

Fingerprinting

Plant Science

Wilderness Survival

Fire Safety*

Pottery

Woodcarving

First Aid

Fish & Wildlife Mgmt.



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Eagle-Required

(*) Pre-Requisites

CAMP PROGRAM AREAS

The camp's program areas provide opportunities for Scouts to advance in rank, earn merit badges, or grow through learning and new experiences in a variety of subjects. They are open to all Scouts. Limitations on any merit badges are based on capacity and equipment. We attempt not to restrict Scouts from any experience or goal they want to pursue while at camp and thus do not have many restrictions on our programs.

As with the individual and unit advancement programs at home, we rely heavily on the Scoutmasters to work with their Scouts to plan for advancement and help select the merit badges and activities in which a Scout will participate. Ultimately, it is the Scoutmaster's responsibility to approve all merit badges a Scout will begin at camp, and this is shown through the Scoutmaster's signature on the front of a merit badge application (blue card) before beginning a session at camp.

Following is a description of each general area and the merit badges and programs offered, their difficulty, and if there are any pre-requisites (which must be completed before a Scout can attempt the badge), or requirements that cannot be completed in camp (but can be done before or after camp but not during).

Badges and programs are ranked in terms of difficulty. Please understand that these ratings are based on experience with various ages and maturity-level of Scout youth. Difficult means what it says, and we have all too often seen young ambitious Scouts attempt something over their head only to fail. We encourage Scoutmasters to carefully monitor the merit badges their Scouts are attempting and set them on a course for success. The ratings are:

"A" for Difficult;

"B" for Moderate;

"C" for Relatively Easy.



TRAIL-TO-FIRST-CLASS (TtFC) ARENA

This primary program area focuses on the skills necessary for a new Scout to progress through the first four ranks of Scouting: Scout, Tenderfoot, Second Class, and First Class. Many, but not all of the requirements for these ranks can be completed at camp. Please see the list of requirements covered on the following pages; most of the activities in this area are rated "C."

As stated in the Scouts BSA Handbook, only the Scoutmaster or a designee can pass a Scout on a requirement. However, the TtFC staff will keep a skills sheet in the area to track when a Scout has demonstrated a requirement in the area. It is up to the troop leadership to test and sign the Scout's book as having completed the requirement. The sheet will be given to the troop on Saturday.

Scheduled Sessions

The TtFC program has scheduled sessions instructed by a staff member or other adult volunteer, and all of the equipment is provided to learn most skills. For groups of Scouts (3 or more), an adult leader from the troop should accompany the Scouts to assist in instruction of the skill. Scouts may also work on skills on a drop-in basis (see next section). Please check with the TtFC program area staff on Monday to arrange times to work on your advancement.

Drop-In Instruction

Although many of the TtFC classes are scheduled sessions, we realize that this can be in conflict with other camp programs. We encourage them to come at the scheduled times, but, if that will not work, then they can just drop-in to the area or schedule a class with one of the area staff ahead of time. We also encourage Scoutmasters, Assistant Scoutmasters, and other trained adult leaders to instruct one Scout or a group of Scouts from their troop in the TtFC area. The equipment is provided (unless the same requirement is being instructed at the same time by another leader or staff) or troops can bring their own equipment to use. Adult leaders can then sign off a Scout if a requirement has been passed to his or her satisfaction.



Trail-to-First-Class	Monday	Tuesday	Wednesday	Thursday	Friday
9am	N3a-b; T2c Scouting Basics (Patrols)	F5a Identify 10 Local Plants	F4a Orienteering Course	N5; T3d Knife, Saw & Axe (Totin' Chip)	S2b Prepare Firewood (must have Totin' Chip)
9:30	S3a Map & Compass	F5b-d Hazardous Weather		T4a-c; S3c Basic First Aid, Poisonous Plants, Injury Prevention	S3a Map & Compass
10am	N4a; T3a-c Square knot, two half-hitches, taut-line hitch	S2f-g Bowline & Sheet Bend			
10:30	F3a-d Hitches & Lashings	S2a, c Fires & Stoves	N4b Whipping & Fusing Rope	N4a; T3a-c Square knot, two half-hitches, taut-line hitch	S3d Direction-finding Without a Compass
11am		N5; T3d Knife, Saw & Axe (Totin' Chip)	T4a-c; S3c Basic First Aid, Poisonous Plants, Injury Prevention		S6a-e First Aid, Injury Prevention, Emergency Response
11:30-12	N=Scout T=Tenderfoot S=2nd Class F=1st Class			5-Mile Hike (Bring at least 1-liter of water; Lunch included) T5a-c Hiking Rules S1b Leave No Trace S3b Hiking Injuries & Prevention S3b 5-Mile Hike <i>(Area Closed)</i>	
Lunch Break 12-1:30pm	T7a; S8b Flag Etiquette	S5c-d; F6e Water Rescues (wear swimsuit; bring towel)	N5; T3d Knife, Saw & Axe (Totin' Chip)		F3d Lashing Project
1:30	S3d Direction-finding Without a Compass		F6b-d Boats & Boating	F7a-c First Aid, Transports, Heart Attack, CPR	
2pm	N5; T3d Knife, Saw & Axe (Totin' Chip)	F4a Orienteering Course	S2f-g Bowline & Sheet Bend		F5b-d Hazardous Weather
2:30			S2b Prepare Firewood (must have Totin' Chip)	S6a-e First Aid, Injury Prevention, Emergency Response	
3pm	S2a, c Fires & Stoves	F4a Orienteering Course	S2b Prepare Firewood (must have Totin' Chip)	S6a-e First Aid, Injury Prevention, Emergency Response	F6b-d Boats & Boating
3:30					
4-4:30pm	Afternoon Break, Camp Assembly & Dinner				
4:30-7pm	Camp-wide Activity (area closed)	Cooking Demo (for all Scouts & Leaders)	Troop Campsite Night (area closed)	F7a-c First Aid, Transports, Heart Attack, CPR	Camp-wide Activity (area closed)
7-8pm					

TRAIL-TO-FIRST-CLASS RANK REQUIREMENTS

First- or Second-Year Camper Tracking Sheet

Troop # _____ Name _____ Week # _____

SCOUT

- 1a. Scout Oath, Law, Motto & Slogan _____
- 1b. Explain Scout spirit _____
- 1c. Scout Sign, Salute, and handshake _____
- 1d. Describe First Class badge _____
- 1e. Repeat Outdoor Code _____
- 1f. Recite Pledge of Allegiance _____
- 2a. Youth leadership in troops _____
- 2b. Describe Four steps of advancement _____
- 2c. Describe Scout Ranks _____
- 2d. Describe Merit Badges _____
- 3a. Explain Patrol method _____
- 3b. Patrol knowledge & spirit _____
- 4a. Square knot, two half-hitches, taut-line _____
- 4b. Whip & fuse a rope _____
- 5. Pocketknife safety _____

- 2g. Demonstrate the Bowline knot _____
- 3a. Demonstrate compass use & map reading _____
- 3b. Use a map & compass to take a 5-mile hike _____
- 3c. Describe hiking hazards & injuries _____
- 3d. Demonstrate direction-finding w/o compass _____
- 4. Identify 10 kinds of wild animals in the area _____
- 5a. Tell precautions for safe swim _____
- 5b. Demonstrate ability to pass BSA swim test _____
- 5c. Demonstrate water rescue methods _____
- 5d. Explain using swimming rescues _____
- 6a. Demonstrate First aid _____
- 6b. Show what to do for "Hurry" cases _____
- 6c. Prevent or reduce injury outdoors _____
- 6d. Explain what to do for emergency response _____
- 6e. Tell how to respond to vehicular accident _____
- 8a. Participate in a flag ceremony _____
- 8b. Explain respect for the US flag _____
- 9a. Explain the 3 "R's" of personal safety _____
- 9b. Describe bullying and response _____

TENDERFOOT

- 1c. Practice Outdoor Code at campout _____
- 2b. Food safety cleaning & handling _____
- 2c. Explain eating together as a patrol _____
- 3a. Demonstrate Square knot _____
- 3b. Demonstrate Two half-hitches _____
- 3c. Demonstrate Taut-line hitch _____
- 3d. Demonstrate care & use of knife, saw, axe _____
- 4a. Show Basic first aid _____
- 4b. Describe common poisonous plants _____
- 4c. Prevent or reduce common injury _____
- 4d. Assemble personal first aid kit _____
- 5a. Explain importance of buddy system _____
- 5b. Describe what to do if lost _____
- 5c. Explain rules of safe hiking _____
- 7a. Display/raise/lower/fold US flag _____
- 8. Describe steps in Teaching EDGE method _____

FIRST CLASS

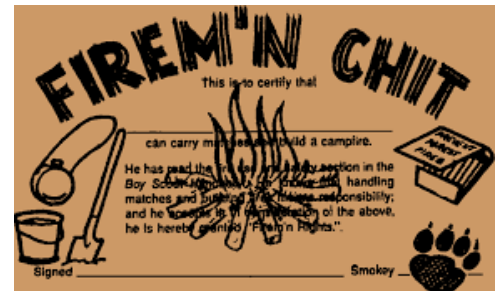
- 1b. Explain Principles of Tread Lightly _____
- 2d. Demonstrate safe handling & food storage _____
- 3a. Discuss the use of lashings _____
- 3b. Demonstrate Timber hitch & Clove hitch _____
- 3c. Demonstrate square/shear/diagonal lashing _____
- 3d. Use lashings to make a useful camp gadget _____
- 4a. Complete an orienteering course _____
- 5a. Identify 10 kinds of native plants in the area _____
- 5b. Identify two way to get a weather forecast _____
- 5c. Describe 3 types of hazardous weather _____
- 5d. Describe extreme weather conditions locally _____
- 6a. Successfully complete BSA swimmer test _____
- 6b. Tell precautions for a safe float trip _____
- 6c. Identify basic parts of canoe, kayak or boat _____
- 6d. Describe body position in a watercraft _____
- 6e. Show a line rescue as tender and rescuer _____
- 7a. Demonstrate bandages for zackle, head, sling _____
- 7b. Show how to transport victims _____
- 7c. Explain heart attack symptoms and CPR _____
- 7d. Describe utility services & potential hazards _____
- 7e. Develop an emergency action plan for home _____
- 7f. Explain how to obtain potable water _____

SECOND CLASS

- 1b. Explain principles of Leave No Trace _____
- 2a. Explain appropriate use of fire _____
- 2b. Prepare supplies for a wood cooking fire _____
- 2c. Demonstrate how to build a fire _____
- 2d. Explain use of stoves _____
- 2e. Plan & cook 1 hot breakfast or lunch _____
- 2f. Demonstrate the Sheet bend knot _____

Basic Knife & Fire Safety: "Totin' Chip" & "Firem'n Chit"

Classes in Totin' Chip and Firem'n Chit are scheduled on several select morning and afternoon periods or can be taught by a troop adult with the necessary skills. These fire and knife safety training recognitions are offered to Scouts who have not earned them before as well as Scouts who need to re-earn them.



MERIT BADGE PROGRAM AREAS

Aquatics/Waterfront

Chubb Lake is the centerpiece of camp and has an average temperature of 70–75 degrees during the Summer months, making it ideal for swimming and boating at Scout camp. Supervised by a BSA National Camping School-certified Aquatics Director and Lifeguard staff, merit badges include Small Boat Sailing with Lazer and Sunfish sailboats, Canoeing, Kayaking, Rowing, Swimming and Lifesaving. Campers may also enjoy swimming, paddleboarding and boating during the free swim period most afternoons. Advanced aquatics programs such as "Swimming & Water Rescue" and "Paddlecraft Safety" are available upon request for those 16-years old and older including adults. In addition, there are the 6am morning Polar Bear swim and the weekly Mile Swim. Troops who are interested may schedule a special troop swim time with the Aquatics Director.

Swimming and Rowing require at least a Beginner swim classification, and Lifesaving, Canoeing, Kayaking and Small Boat Sailing require a Swimmer classification. If a Scout does not pass the Swimmer test or just wants to learn to swim, he or she may enroll in the basic Learn to Swim and the Trail-to-First Class Swimming section. The goal of the Learn to Swim class will be to improve the Scout's skills and self-confidence so that the Swimmer test can be passed and he/she is safe in the water. If the Swimmer test is passed on the first day of instruction, the Scout may at the discretion of the Aquatics Director, join another aquatics class if available.

The Marin Council's guidelines on swimwear at our camp properties:

Throughout all of Scouting, "appropriate attire is required for all activities", and the same is true for swimwear.

We recommend that:

- ✓ Swimwear should be comfortable, functional, and appropriate for the specific aquatic or waterfront activity.
- ✓ Participants choose swimwear that is designed for the activity --- active swimming, aquatic lifesaving exercises, boat handling, etc.
- ✓ Swimwear is secure enough not to shift, become entangled, or fall off while participating in waterfront activities.
- ✓ While participants may wear T-shirts or an additional layer, those should only be allowed if they do not hamper movement in the water.

Aquatics Merit Badge/Topic	Difficulty	Pre-Camp Prep	Drop-in or Scheduled Sign-up	Comments
CANOEING	B	None	3 scheduled morning classes	Extra practice and study required**
KAYAKING	B	None	3 scheduled morning classes	Extra practice and study required**
LIFESAVING	A	Must have Swimming MB	3 scheduled morning classes	CPR knowledge required; physically demanding and may be difficult for smaller Scouts*
ROWING	B	None	3 scheduled morning classes	Extra practice and study required**
SMALL BOAT SAILING	B+	None	2 scheduled morning classes plus one (1) afternoon class	Extra practice and study required**
SWIMMING	B	None	3 scheduled morning classes plus one (1) afternoon class	Fundamental for younger Scouts.**
LEARN TO SWIM	C	None	One (1) scheduled afternoon class or upon request	Swimming skills for those who want to learn to swim and/or pass the BSA Swimmer test.
MILE SWIM BSA	B+	Must be in good physical condition	6am Friday morning	Scouts or adults must complete progressive build-up swims throughout the week*
POLAR BEAR SWIM	C	None	6am daily challenge	Rise and Shine!
SWIMMING & WATER RESCUE	B+	None	Scheduled sessions to be determined by Aquatics Director. Classes take a significant amount of time.	Difficult program but will prepare youth and adults to manage unit swim activities and boating programs.
PADDLECRAFT SAFETY	B	None		
Footnotes	*Swimmer classification required; **Must be able to achieve Swimmer classification during class.			

<< AQUATICS MERIT BADGE IMAGES >>

Ecology/Conservation (Nature) Lakeside

This program area provides the opportunity for Scouts to earn such popular merit badges as Astronomy, Environmental Science, Fish & Wildlife Management, Forestry, Geology, Weather, Mammal Study, Nature, Soil & Water Conservation and many more. Scouts attempting any of the Nature merit badges should bring several pencils and/or pens and a notebook.

Nature Merit Badge/Topic	Difficulty	Pre-Camp Prep	Drop-in or Scheduled Sign-up	Comments
<i>ASTRONOMY</i>	B	Requirement #6b	One (1) scheduled class plus required overnight outpost	Cannot be completed if skies are cloudy.
<i>BIRD STUDY</i>	B	None	Drop-in	Reqs #5-8 may be completed at home.
<i>ENERGY</i>	B	Possibly Req #4	Drop-in	Req #4 completed outside of camp.
<i>ENVIRONMENTAL SCIENCE</i>	A	None	Scheduled classes both morning and afternoon	Requires extensive work outside of class time, including lab work and experiments.
<i>FISH & WILDLIFE MANAGEMENT</i>	B	Possibly Req #5	Drop-in	Requires about 1 hr a day outside of class.
<i>FORESTRY</i>	B	Possibly Req #5	One (1) scheduled class Tuesday/Thursday	
<i>GEOLOGY</i>	B	None	Drop-in	
<i>MAMMAL STUDY</i>	C	None	Drop-in	Great choice for younger Scouts.
<i>NATURE</i>	B+	Possibly Req #4	One (1) scheduled class	Requires some pre-camp work.
<i>REPTILE & AMPHIBIAN STUDY</i>	B	Requirement #8	Drop-in	Class may become scheduled based on interest.
<i>SOIL & WATER CONSERVATION</i>	B	Possibly Req #7	Drop-in	Class may become scheduled based on interest.
<i>WEATHER</i>	B	Requirement #9b	Drop-in	Advanced preparation may be helpful.

[<< NATURE MERIT BADGE IMAGES >>](#)

HandyCrafts Pavilion

There are many popular merit badges in this program area such as Art, Basketry, Fingerprinting, Indian Lore, Leatherwork, Photography, Woodcarving, Pottery and Sculpture. Paints, dyes, leather stamps and other tools are all available. Leather kits and handycraft projects are purchased in the Tradin' Post along with other handycraft supplies. If you have some of your own supplies, please feel free to bring them along!

HandyCrafts Merit Badge/Topic	Difficulty	Pre-Camp Prep	Drop-in or Scheduled Sign-up	Comments (MB kits are available in the Tradin' Post)
<i>ART</i>	C	Requirement #6	Drop-in on the hour	Must complete Req #6 at home; good for younger campers.
<i>BASKETRY</i>	C	None	Drop-in on the half-hour	MB kits cost about \$10; good for younger campers.
<i>CHESS</i>	C	None	Four (4) scheduled classes	Excellent for all campers.
<i>FINGERPRINTING</i>	C	None	Drop-in daily	Great for younger Scouts.
<i>INDIAN LORE</i>	B	Requirements #3d, 5i	Drop-in daily	Must start Req #3d and 5i at home, then finish at camp.
<i>LEATHERWORK</i>	C	Requirement #5	Drop-in daily	MB kits cost \$12-16; a great camp tradition!
<i>PHOTOGRAPHY</i>	B	None	Two (2) scheduled classes	Must bring own camera & data card, or cell phone camera.
<i>POTTERY</i>	B	Requirement #7	Two (2) scheduled morning classes	Must complete Req #7 at home; material cost of \$5.
<i>SCULPTURE</i>	B	None	One (1) scheduled afternoon class	Material cost of \$5.
<i>WOODCARVING</i>	C	Earn Totin' Chip	Drop-in on the half-hour	MB kits cost about \$10; a great camp tradition!

[<< HANDYCRAFTS MERIT BADGE IMAGES >>](#)

ScoutCraft Grove

The ScoutCraft staff works with Scouts on First Aid, Emergency Preparedness, Orienteering, Pioneering, Wilderness Survival, Fishing, Hiking, Backpacking, and Camping, along with other merit badges. Individual Scouts and patrols can build towers and bridges from the available resources including ropes and poles. Fishing is done on Chubb Lake. Cooking merit badge is offered in the outside dining area adjacent to the Commissary; there is a limit of 10 Scouts in each class.

ScoutCraft Merit Badge/Topic	Difficulty	Pre-Camp Prep	Drop-in or Scheduled Sign-up	Comments
<i>BACKPACKING</i>	A	Reqs. 6b, 8c, 9e, 10, 11b-c	Drop-in	Treks best handled by the units away from camp.
<i>CAMPING</i>	B	Reqs. 4b, 8d, 9a-c	Drop-in	
<i>COOKING</i>	B	Reqs. #4 & 6	Four (4) scheduled classes	Parts of Reqs. #4 & 6 must be completed outside camp; must be at least First Class.
<i>EMERGENCY PREPAREDNESS</i>	B	Reqs. #1, 2c & 6c	Two (2) scheduled classes	Cannot be completed at camp.
<i>FIRST AID</i>	B+	First-aid requirements through First Class must be already done outside of this class and signed off.	Four (4) scheduled classes	Recommended for Scouts 12 and older. Requires work outside of class; bring materials to make a first aid kit.
<i>FISHING</i>	C	None	Drop-in	Bring own fishing pole and tackle.
<i>HIKING</i>	C	Reqs. #4, 5 & 6	Drop-in	Hikes best handled by the units away from camp.
<i>ORIENTEERING</i>	B	Requirement #7	Two (2) scheduled classes	Requires 1 hr per day.
<i>PIONEERING</i>	B	None	Two (2) scheduled classes	Requires 1.5 hrs per day. Bring workgloves for hand protection.
<i>SEARCH & RESCUE</i>	B	Reqs. #5 & 6a	Two (2) scheduled classes	Bring proof of completed requirements.
<i>SIGNS, SIGNALS & CODES</i>	C	None	Drop-in	
<i>WILDERNESS SURVIVAL</i>	B	Requirement #5	Two (2) scheduled classes	Best for older Scouts; scheduled outpost sleepover in shelter.

[<< SCOUTCRAFT MERIT BADGE IMAGES >>](#)

Shooting Sports Ranges

Scouts and leaders receive the shooting sports safety briefing upon arrival at camp Sunday afternoon. We encourage all Scouts to drop-in and experience the excitement and precision of shooting sports and marksmanship in the safest environment possible. Upon request, leaders will be given one free ticket for each eligible Scout to use at the rifle range to try shooting. An eligible Scout is one who is not taking Rifle Shooting merit badge and has parental permission to shoot. Additional tickets are \$1 each for ten shots. (Ticket purchases are non-refundable.)

Our BSA-certified ranges --- Archery, Rifle and Shotgun --- are among the safest available and provide proper safety instruction, equipment care, and excellent coaching from BSA National Camping School, National Rifle Association, and US Archery Association trained and certified instructors.

No personal firearms should be brought to camp by anyone. This includes rifles, shotguns, handguns, paintball guns, airguns, pellet guns, BB guns, wrist rockets, sling shots, and water guns or imitation guns. Any personal firearms brought to camp must be checked in and locked up with our Shooting Sports Director. We strongly advise that you do not bring them.

Archery Range:

The archery range is equipped to handle all aspects of the Archery merit badge. Scouts are encouraged to come and shoot even if they are not working on the merit badge. Arrow-making kits and materials are available in the Camp Tradin' Post. Personal bows may be brought to camp but must be secured by the Archery Director/Rangemaster during your stay at camp. Crossbows are not allowed in camp. If brought to camp, they need to be checked in and locked up at the archery range. No tickets are necessary to shoot archery; however, an arrow kit needs to be purchased at the Tradin' Post to complete the merit badge.



Rifle Range:

It is strongly advised that if a Scout wishes to finish the merit badge in this area that they sign up by Monday or Tuesday in order to have enough time to complete the marksmanship requirements. Due to the nature of the subject, there are no partial merit badges given in this area. The rifle range is equipped with .22 caliber practice and qualification rifles. Supervised by a BSA-certified director, special NRA opportunities are usually available at camp. If a Scouts bring a partial Rifle Shooting merit badge to camp, they will not be able to complete it without re-doing all the requirements (we do not accept partial cards). There is no charge to shoot for those taking the merit badge; however, this is only during the class sessions. There is a \$1 charge per ten (10) shots for open shooting. Tickets can be obtained at the Tradin' Post (non-refundable).



Shotgun Range:

A certified NRA Instructor supervises and provides instruction to Scouts wishing to earn Shotgun Shooting merit badge. Due to the nature of this activity only seriously-interested Scouts with rifle experience and weighing at least 100lbs. should attempt the merit badge. Tickets must be purchased at the Camp Tradin' Post, and the price of a merit badge ticket is included in the camp fee and covers one session of the basic number of shots needed. If the Scout needs to retake the shooting test or if he/she desires additional shooting opportunities, they can be purchased at \$5 for 5 shots. There are no partial merit badges given in this area.



Shooting Sports Merit Badge/Topic	Difficulty	Pre-Camp Prep	Drop-in or Scheduled Sign-up	Comments
<i>ARCHERY</i>	B	None	Two (2) scheduled morning sessions and one (1) afternoon session	Time consuming; requires practice to qualify. Approx. 1.5–2 hrs/day needed. Purchase \$5 arrow kit from Tradin' Post
<i>ARCHERY OPEN SHOOT</i>	C	None	Drop-in when available	No charge
<i>BLACK-POWDER SHOOT</i>	C	None	Sign up for scheduled time	14 years and older, no charge.
<i>RIFLE SHOOTING</i>	B	None	Drop-in	Requires extra practice. Scoutmasters are required to administer written test to Scouts outside of range time. No partials issued. No cost for MB class thanks to NRA.
<i>RIFLE OPEN SHOOT</i>	C	None	Drop-in when available	Open shoot is \$1 for 10 rounds (non-refundable)
<i>SHOTGUN SHOOTING</i>	A	None	Two (2) scheduled morning sessions and one (1) afternoon session	Difficult for new shooters. Recommended for 2nd- or 3rd-year campers weighing at least 100 lbs. Requires extra practice. No cost for MB class thanks to NRA.
<i>SHOTGUN OPEN SHOOT</i>	B	None	One (1) afternoon session	Open shoot is \$5 for 5 shots (non-refundable)
<i>SLINGSHOT/TOMAHAWK</i>	C	None	Drop-in evenings	New for 2022; no charge . . . Just for Fun!

<< SHOOTING SPORTS RANGE IMAGES >>

MERIT BADGE PROGRAM AREAS

SCHEDULED SESSIONS



Program Areas	Merit Badge Subject or other activity	Length of Session Required per day	Class Start Times (attend once daily unless otherwise noted)
Aquatics Waterfront	Canoeing	1 hr	9am, 10am, 11am
	Kayaking	1 hr	9am, 10am, 11am
	Lifesaving	1 hr	9am, 10am, 11am
	Rowing	1 hr	9am, 10am, 11am
	Safe-Swim Defense	0.5 hr	7pm Tuesday @ Ibach
	Safety Afloat	0.5 hr	7:30pm Tuesday @ Ibach
	Small-Boat Sailing	1.5 hrs	9am, 10:30, 2:30pm
	Swimming	1 hr	9am, 10am, 11am, 1:30pm
	Swimming & Water Rescue	4 hrs over 2 days	TBD by Aquatics Director
	Paddlecraft Safety	4 hrs over 2 days	TBD by Aquatics Director
	Polar Bear Swim	0.5 hr	6am daily
	Mile Swim BSA	1 hr	6am daily
Archery Range	Archery	1.5 hrs per day	9am, 10:30, 1:30pm
	Open Shoot	One dedicated lane daily	Drop-in anytime
Cooking Outdoors	Cooking	1.5 hrs	9am, 10:30, 1:30, 3pm
Ecology/Conservation (Nature) Grove	Astronomy	1 hr per day plus overnight	2:30 & 9:30 plus Thursday
	Environmental Science	1.5 hrs	9am, 11am, 1:30pm
	Forestry	1 hr	2:30 Tuesday & Thursday
	Nature	1 hr	10am
	All Other Subjects	Drop-in varies	Anytime on the hour
HandyCrafts Center	Chess	1 hr	9am, 10:30, 1:30, 3pm
	Photography	1 hr	9am, 3pm
	Pottery	1.5 hrs	9am, 10:30am
	Sculpture	1.5 hrs	1:30pm
	All Other Subjects	Drop-in varies	As noted on area schedule
Rifle Range	Rifle Shooting	1.5 hrs per day	Drop-in on the hour
	Open Shoot	Drop-in	Anytime
ScoutCraft Zone	Camping	1 hr	7pm Tuesday & Thursday
	Emergency Preparedness	1 hr/day plus evening drill	9am, 3:30 plus Thursday
	First-Aid	1 hr	9am, 10am, 1:30, 2:30pm
	"Knot Fun" for Adults	1 hr	7pm Thursday
	Orienteering	1 hr	11am, 3:30pm
	Pioneering	1.5 hrs	10:30, 3:30pm
	Search & Rescue	1 hr	11am, 3:30pm
	Wilderness Survival	1 hr per day plus outpost	10am, 2:30 plus Thursday
	All Other Subjects	Drop-in varies	Anytime
Shotgun Range	Shotgun Shooting	1.5 hrs per day	9am, 10:30, 1:30, 3pm or 9am-12pm Friday
	Open Shoot	Drop-in	Anytime on the hour
Trail-to-First Class Arena	See Trail-to-First Class Program Area Schedule by Rank Requirements		
Trail-to-Eagle Aerie	Citizenship in the Nation	1 hr	9am, 1:30pm
	Citizenship in the World	1 hr	10am, 2:30pm
	Communication	1 hr	11am, 3:30pm
	Personal Fitness	1 hr	3:30pm
	Personal Management	1 hr	7pm Tuesday & Thursday

OLDER SCOUT PROGRAMS

We recognize that Scouts who have come to camp for a number of years and have earned many of the merit badges possible at camp often are looking for new challenges and areas of interest. Troops want older boys to come for leadership and mentoring opportunities with younger Scouts, but they need something to keep them busy and engaged during the week.

Generally, older Scouts are those who are 14 years old or third- or fourth-year campers. The older Scout program at Marin-Sierra has these components: Project COPE, rock-climbing, black powder shooting, the Trail to Eagle merit badges, and advanced aquatics programs. Each of these is summarized in this chapter with the specific age recommendations or requirements.

Advanced Aquatics Programs

Swimming & Water Rescue and Paddlecraft Safety courses were developed by the BSA to address the need for older Scouts and unit leaders to be trained with the skills needed to run their aquatics activities year round. Since BSA Lifeguard is designed only for those youth and adults that work at Scout Summer camps, these other courses are designed for the unit level. Therefore, BSA Lifeguard will not be offered as a course during camp.

Both courses are open to anyone 16-years old or older, take approximately 8 hours each, and are valid for three years (*See page 11.*) There is a fee of \$15 for the manual (covers both courses), which can be purchased in the Tradin' Post. Trained cards will be issued after passing required skills and completing the test exams with a score of 80% or higher. Swimming skills are necessary and lifesaving skills are recommended. Participants must pass the BSA Swimmer's test to enroll.

Swimming & Water Rescue expands the Safe Swim Defense training to include skills and knowledge to prepare a unit leader to prevent, recognize, and respond to swimming emergencies during unit swim activities. Although Safe Swim Defense training provides required guidelines for conducting safe swimming activities and is required, it does not provide the skills training

mandated by those guidelines. This course supplements and provides in-depth training, and addresses important informational skills not covered in BSA / ARC lifeguard training.

Paddle Craft Safety expands the Safety Afloat training to include the skills and knowledge to confidently supervise canoeing or kayaking excursions on flat waters. Safety Afloat does not provide the skills mandated by the guidelines. The training also addresses important informational skills not covered in BSA/ARC lifeguard training.

Black-Powder Rifle Shooting

Can Scouts shoot the black powder muzzle-loading rifle at camp? Yes they can if they meet the following criteria:

- ✓ be age 14 or older.
- ✓ have parents' permission on their Minor Activity Release Form.
- ✓ sign up at the rifle range before 12noon on Friday.
- ✓ qualify by shooting 2 courses of firearms safely and accurately on the .22LR bolt-action rifle before 12noon on Friday (Scout must purchase rifle tickets from the Camp Tradin' Post for this qualification if they are not taking the Rifle Shooting merit badge while they are at camp)

With the exception of the rifle tickets needed to qualify with the .22LR bolt-action rifle as stated above, there is no additional charge for Scouts that qualify to shoot the black powder muzzle-loading rifle. Any Scout that meets the above criteria may arrive any time between 1:30pm and 4pm on Friday to shoot the black power rifle. No video photography is allowed for this activity. No new rifle range check-ins can be accepted once this activity has begun. Others who have previously signed up to do so before 12noon on Friday may shoot the .22LR bolt-action rifles and complete the rifle merit badge requirements. Can adults shoot the black powder muzzle-loading rifle? Yes, but not during the same period Scouts are shooting. Adults have a dedicated time at 7pm on Thursday evening, and there is no charge.

Project COPE – Returning in 2024? . . .

Trail-to-Eagle Merit Badges @ the Aerie

As part of our older Scout program, Marin-Sierra offers select Eagle-required merit badges at a rocky outlook known as "the Aerie". Three of the most popular classes are scheduled in both the morning and afternoons. Merit badges offered in this area are Citizenship in the Nation, Citizenship in the World, Communication, Personal Fitness, and Personal Management. Generally, the difficulty and comprehension levels of these badges are appropriate to Scouts who are 14-years old or who have at least attained the rank of Star. However, there are no age restrictions except for having the approval of the Scoutmaster to begin. Some badges have work that must be done ahead of camp and brought to the instructor in order to complete the badge at camp. *See page 19.* Take a look at the requirements, and determine what must be done in order to finish these at camp. In some cases, the work can be done after camp to finish at home.

Requirements and Information

- ✓ Pre-work is required to finish at camp. *See page 19.*
- ✓ Age recommendation is 14-years old or have at least attained the Star rank
- ✓ Scoutmaster approval and signed MB "Blue card" required

Merit Badge/Topic	Difficulty Rating	Pre-Camp Prep	Drop-in or Scheduled Sign-up	Comments
<i>Prerequisite Note</i>	Prerequisite work is not required for any of the merit badges listed below in order to sign-up. However, if Scouts wish to complete the merit badge subject, they will need to start or finish some requirements at home. It is up to the Scout in conversation with their parents AND Scoutmaster, to evaluate which requirements are best accomplished while away from Summer Camp sessions.			
<i>Citizenship in the Nation</i>	B	Req. #2(a-d): bring evidence of completion. Make the required visit or tour. (Note: Capitol refers to a building, not the whole Capital city.) Req. #3: if done before camp, please bring newspapers with you to camp or have a MB Counselor or Scoutmaster sign off at home that you watched the news; bring your viewing notes. Req. #8: write the required letter and mail it. Bring a copy of the letter to camp with any approval or response.	Daily; 9am and 1:30pm	It helps to have already taken US History in school. For Req. #2 before camp, remember the CA State Capitol is open 7 days a week. Since resources may be limited in camp, please bring any support material you need for speeches or presentations
<i>Citizenship in the World</i>	B	Req. #3(a & b): research and assemble all information necessary to answer this question. It is a tough requirement. Req. #7: if you do a, b, c, d, or e, bring some evidence of completion.	Daily; 10am and 2:30pm	We supply the World map, but this MB can be challenging.
<i>Communication</i>	B	Req. #5: attend a town meeting and take notes. The meeting must be approved by a MB Counselor at home in order to qualify. Req. #7: do one of a, b, or c. Req. #8: if done at home, please bring evidence of completion. Req. #9: research careers; prepare to discuss.	Daily; 11am and 3:30pm	Be sure to bring proof of your work for any requirements completed at home.
<i>Personal Fitness</i>	B	Req. #1(a & b): have examinations; discuss at camp. Reqs. #2-5: be prepared to discuss. Req. #6: start at home, complete at camp. Reqs. #7-8: if you wish to complete this merit badge topic at camp, you must begin these requirements with your own MB Counselor no later than 3 months prior to coming to camp. Otherwise you can start the requirements at camp and finish with your own MB Counselor at home.	Typically 3:30pm daily. However, this time can change depending on the availability of a Program Area Counselor.	Req. #1b: bring note from dentist. Reqs. #2-5: read all pertinent information. Req. #8: requires 12 weeks to complete all records.
<i>Personal Management</i>	B	Req. #1: some will have to be completed at home with the family. Req. #2: can begin at camp and finish at home after camp. Req. #8: done at home. Please bring proof of completing this before camp or you will need to finish it at home afterward.	7pm Tuesday & Thursday	Participants can do most of the requirements at camp except those that require time and discussion with family members or others.

CAMP STAFFING OPPORTUNITIES

Older Scouts that have been to camp many times and may seem reluctant to return as campers are often interested in becoming staff members. This gives them a new perspective of camp life and often invigorates their commitment to Scouting.

There is no question about the fact that a staff position is hard work, is different than coming with the troop, and is in effect, a real job. However, there are some significant benefits that young people receive by working at camp:

- ✓ Improved work ethic
- ✓ Lasting, life-long friendships from close camaraderie with other staff members
- ✓ Public-speaking skills and ability to instruct other Scouts as well as adult leaders
- ✓ Improved interpersonal association and strong relationships with adults
- ✓ Memories that will last a lifetime

Young people who are 14-years old may work at camp for two or three weeks in our Counselor-in-Training (CIT) program. Those 15 and older are eligible to be paid and can work for five weeks. Young people 18 and older can possibly work as directors of program areas, and those over 21 can apply to work in certain age-restricted areas that require additional training and certifications



(Aquatics, Project COPE & Climbing, and all Shooting Sports ranges).

If you or someone you know may be interested, please have them contact our camp office immediately to inquire and request an application. Although staff opportunities for this year may be already filled, applicants can submit applications at camp for the following season. A staff introductory session is held at camp every Thursday evening from 8pm-8:30pm. Early applications are crucial to securing a desired job position. Applications can also be found on our Marin Council website and Camp Marin-Sierra page:

<http://www.boyscouts-marin.org/camping-facilities/scouts-bsa-summer-camp/4507>





THE MERIT BADGE PROCESS FOR SCOUTS

One important and imperative part of the merit badge process is that the Scout initiates the contact with the merit badge counselor. This teaches Scouts to take initiative, be responsible for their advancement, and learn to associate with adults.

Because of the importance of this part of the experience, it is one of the reasons we do not support online merit badge applications before camp. Even though a Scout may not get into the desired class, it teaches him or her to plan and make a back-up plan, evaluate, and make decisions based on this experience.

STEPS IN THE PROCESS

- Pick a badge that interests you.
- Talk with your Scoutmaster about the badge and get approval.
- If there are pre-requisites or requirements that cannot be done

at camp, make a plan with your Scoutmaster to complete those ahead of camp or afterwards.

- Complete a merit badge application (blue card) and have your Scoutmaster sign it on front only.
- Sign up for the merit badge during Monday morning sign-ups (for scheduled sessions only).
- Bring your signed and completely filled out blue card with you to the first session.
- Attend all scheduled or agreed-upon sessions to complete all requirements.



- When completed, your counselor will sign your merit badge application. If you have not completed the badge by the end of the camp week, the counselor will not sign the application but will list the requirements that have been completed on the grid.
- On Saturday morning at 6 a.m., all merit badge applications (completed and partial) will be in the troop mailbox and available to be picked up.

MONITORING YOUR SCOUT'S MERIT BADGE PROGRESS

Merit badge instructors will be keeping daily progress records for each merit badge. At the end of the day, the instructors will post copies of the progress reports in Ibach Lodge. Leaders can stop by Ibach to check the reports and monitor their Scouts' progress. Non-merit badge programs are tracked in the area where the program is conducted such as Trail to First Class.

MONDAY MORNING SIGN-UPS

Merit badge sign-ups occur on Monday morning at 8:25, following the assembly, and conclude with time for Scouts to attend their first class at 9:00. The only classes



for which a Scout needs to sign up are the scheduled classes. See page 11. For example, Swimming, Emergency

Preparedness, or Pottery need sign-ups, but Fishing, Mammal Study, or Rifle do not. The latter are drop-in badges. There is no need to sign up for classes at Trail to First Class either.

The pre-planning and sign-up process teaches Scouts valuable lessons. Planning, adjusting plans, perhaps even being disappointed are life lessons that, with the supportive guidance of Scout leaders, will produce a young person that is able to navigate similar experiences throughout life.

The merit badge process is not merely about gaining a badge, it is a learning opportunity.

This is the reason we want the Scout to initiate the contact with the counselors, not the parent nor even the Scout leader.



We recommend that every Scout have a plan and backup plans for how to construct his or her day. (There is a template a Scout can use in the back of this book. See page 62.) If they cannot get into the 9:00 Swimming class, then they probably can get into a later class. This may cause him or her to have to adjust other class schedules or even drop or take an alternate class. We have found through experience

that the majority of the time Scouts can get into the classes they desire but not always at the times they want. Often, we open up additional classes if there is significant demand, an available time slot, and staff.

Highly recommended is a mixture of scheduled classes and drop-ins. This is because drop-ins can be taken at any time during the day and fill the gaps between scheduled classes. For first-year Scouts, a couple easy merit badges are worth more than being overloaded



with classes or having classes that are too difficult. This may set the Scout up for failure.

Evaluate the age, rank, and maturity of your Scouts.

While there are no age limits on most of our classes, first-year Scouts should not sign up for difficult merit badges or Trail to Eagle merit badges. Not only will these classes often be too advanced, but because they fill up with younger Scouts, older Scouts that need the classes for advancement, end up not being able to get into them.

Counselors will be stationed in various parts of the assembly area with signs indicating which classes they represent. COPE will also be there taking sign-ups. Waterfront will take sign-ups at the waterfront, which is adjacent to the assembly area. Leaders will be given a helpful map to show where the counselors will be as well.

Scouts do not need to bring merit badge applications (blue cards) to the sign up session. However, they must have them to give to the counselor at the first class they attend. This is true of scheduled classes or drop-ins.

Have Scouts first get in line to sign up for the classes they want the most. That way, there is a better chance of

getting into the time slot they want. Scout leaders may not stand in line for the Scouts.

We often get calls in our office from parents who wish to construct their Scout's merit badge schedule. While it is great that



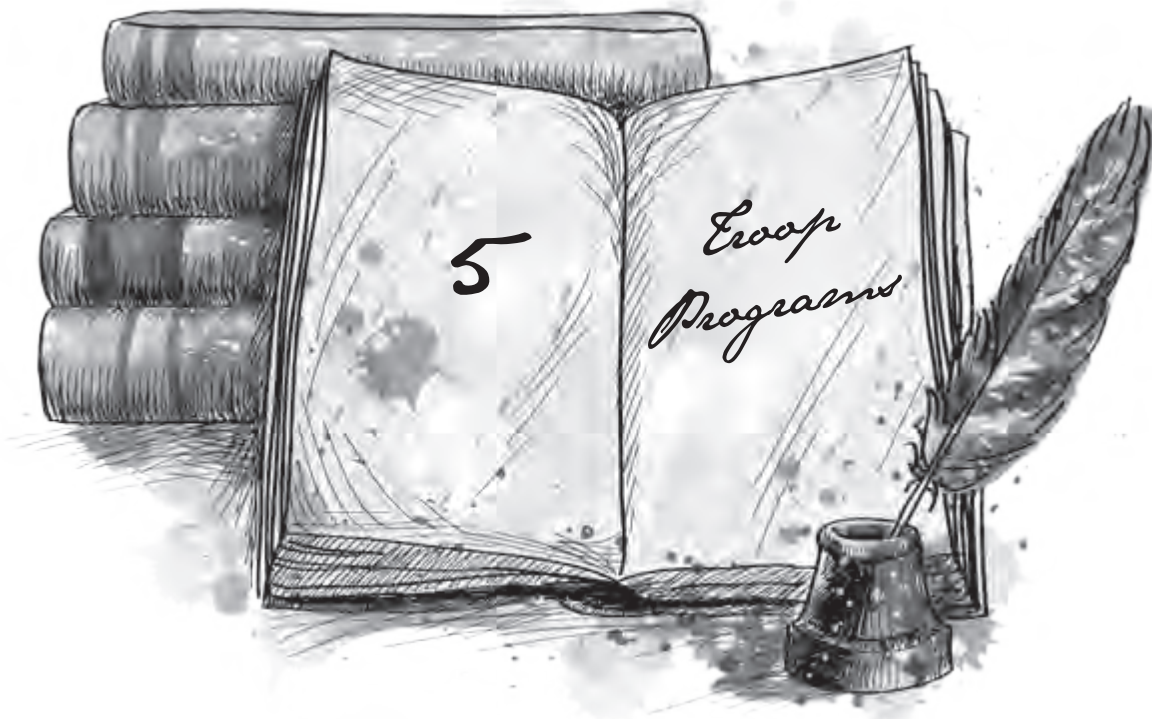
parents are working with their Scouts, we try to direct them back to the Scout leaders. It is the Scoutmaster—not us nor the parent—that oversees the advancement program for the Scout, and we respect that. While we are not against being called with questions, we do want parents—and actually Scouts—to work with their leaders on their advancement.

SCHEDULED VS. DROP-IN MERIT BADGES

Scheduled merit badges exist for classes that (1) usually take most to all week to complete, or (2) need the class size limited for safety reasons or popularity. These classes occur at a certain time every day. For example, if Scouts sign up for the 10:00 Swimming class, they will take Swimming every day for the set period at 10:00 until the end of the week or the badge is completed. See page 11.

Drop-in merit badges are those that the Scout can attend or start at any time during the day or week. However, even though a Scout may “drop in” at any time during the day, we recommend that they come to the classes on the half-hour. That way, the instructor does not have to make people wait or restart a class every 5 minutes when a Scout appears. If a class is too full, an instructor may ask the Scout to come back another time if possible.

It is important that Scouts take the initiative to procure the merit badge books for the badges in which they are interested. Studying the badge before camp, knowing what pre-requisites may be required, and coming to camp prepared will help them be successful in the merit badge classes.



Many troops are already thinking about what they want to accomplish at camp this year. Will advancement be a key factor? Will the patrol method be the focus? These and other questions need attention.

Your summer program may already include many opportunities available at Marin Sierra. Inventory the strengths and weaknesses of all the Scouts. How many need to participate in the Trail to First Class program? How many want to work on merit badges? Are the merit badges the Scouts want to work on appropriate? Do you have any older Scouts who want something a little more challenging?

The evening hours can be a valuable time for troops to conduct troop programs, check with Scouts about how their week is going, or just have some old-fashioned campsite magic. Troops should plan programs so that Scouts have activities during the twilight hours. For suggestions or equipment, consult your commissioner.

An important question to ask is: Is the patrol leaders council involved in the planning process? Don't let it become the adults telling the Scouts what they'll be doing at camp. Use the materials contained in this packet to evaluate what needs to be accomplished and what the Scouts want to accomplish.

PLANNING YOUR WEEK

Scoutmasters have requested that we include a section in the guidebook providing some suggestions that both they and we have learned through experience over the years. Here is a collection of those ideas.



- Plan your schedule to include as many of the campwide programs as possible.
- First-year Scouts seem to feel successful when working toward advancing a rank in the Trail to First Class area and working on completing one or two moderately easy merit badges.
- Encourage Scouts to participate in programs they find interesting—not just merit badges. Camp is a great opportunity for new experiences and to just have fun.
- Review the difficulty level of all badges and encourage Scouts to work on four or fewer merit badges.
- Many merit badges require advance work before coming to camp. Encourage all Scouts to come prepared if they intend to complete these merit badges at camp.
- Organize the attending Scouts into patrols before coming to camp
- Bring your troop and Scout spirit to camp. Your troop's attitude will affect not only the attitudes of your Scouts—especially first-year campers—but also the other troops, Scouts, leaders, and staff in camp.

- Again, camp is here to help achieve your troop's goals and individual Scout's goals. These should be priorities at all times. Our staff is here to assist in your troop program needs, so let us know if there's anything we can do to help.

BADEN-POWELL HONOR TROOP AWARD

The honor troop award requirements are met by earning points throughout the week based on various categories. Each of the categories are things that will make your camp experience better from participating in programs to campsite safety. The categories are:

- Daily camp site inspection minimum score of 85
- Troop attended 8 of 10 campwide assemblies
- Troop participates in one service or conservation project giving at least one hour of service per Scout
- Senior Patrol Leader (SPL) attends all scheduled SPL Summits
- Troop participates in two campwide games or activities not including campfires
- At least one troop adult attends

each of the 9:30 a.m. leader meetings

- Each Scout in the troop earns at least one merit badge, participates in a Trail to Eagle (Older Scout) activity, or advances one rank while at camp.
- Troop invites three staff members to join them at lunch or dinner
- Troop participates in the Friday campfire program
- The troop participates in at least one activity as a troop: troop campfire, troop swim, troop COPE, and so on (not a service project)

SENIOR PATROL LEADER MEETINGS

Senior Patrol Leader meetings are held Sunday with the adult leaders in Ibach Lodge at 4:30 and with only the SPL on Monday, Tuesday, Thursday, and Friday during lunch at the dining hall. *See page 8.* If the troop is dining jamboree style, the SPL will be provided with paper products for the meal at the dining hall.

SPLs are responsible for planning a campwide program and carrying important information to the troop from SPL meetings. He or she is also responsible for signing the troop up for a flag ceremony, campfire presentation, Tuesday night troop activity, and more.

CAMPSITE ACTIVITIES

CAMPFIRES

Many troops use troop campfires to relax, share wisdom, perform and show-off, and check in with the Scouts about their time at camp so far. Generally, you are welcome to have a campfire in your campsite fire circle anytime you have the resources for supervision and safety. The only time fires are restricted is when there are fire restrictions within the Tahoe National Forest; we will announce those at leader's meetings. *See page 39.*





MERIT BADGES

Troops are always welcomed and encouraged to conduct their own instruction of merit badge requirements. Whether it be helping Scouts with an assignment or working on requirements as a troop, you're welcome to check out supplies from area directors to help. Most supplies can also be bought in the Tradin' Post or brought with troop gear.

COOK-OUTS

Troops are encouraged to request cooking supplies and ingredients for cook-out cobbles, desserts, or meals in the campsite from the food services director. Cook-outs can also be done on the trail or in an outpost campsite. Requests are usually due to the food services director or commissioner 48 hours in advance.

ACTIVITIES AROUND CAMP

BACKPACKING

Marin Sierra borders a part of the Tahoe National Forest that offers terrific backpacking possibilities for your troop. It is possible to start a pre- or post-camp, multi-day trip from either Marin Sierra or one of the many trail heads nearby.

Any troop planning on using Marin Sierra as a trail head must make arrangements with the Marin Council ahead of time. For tips and information about back country experiences you may email our ranger, Jake Van Winkle, at jake@boyscouts-marin.org.

CAMPWIDE GAMES

Special activities and competitions will take place several times during your week. These activities include cooking demonstrations, individual sports competitions, troop competitions, campfires, and the Mile Swim. Check the program schedule for specific times. *See page 8.*

COPE COURSE AND PATROL CHALLENGE

Patrols will use the art... from the COPE program... develop...
Cope and Climbing Program Areas Will return in 2022
 ... of members to... (adults are ok). Sign up... day morning in the assembly area or after that with the COPE Director.

FISHING

Try out the fishing pier. Chubb Lake is home to bass and catfish. The record catch is a 4½-pound, small mouth bass. We highly recommend that you bring your own fishing gear. There are only a few fishing poles available at camp.

GEOCACHING

Geocaching is like treasure hunting using global positioning devices and good, old-fashioned coordinates and maps.

HIKING

There are many hikes in and outside of Camp Marin Sierra. When

beginning a hike, short or long, always check with someone who has made the hike recently, check on predicted weather conditions, and take the "10 Outdoor Items" listed in the Scouts BSA Handbook. Check with the ranger or commissioner for best routes. Be sure to use the buddy system and check in and out of camp.

INTERFAITH AND WORSHIP SERVICES

Your troop can hold an interfaith chapel service or faith-specific worship service in addition to the camp-wide chapel service offered on Sunday. Simply schedule use of the Chapel or wherever you want to hold the service with the commissioner. You can invite other troops as you please.

INTERTROOP CAMPFIRE

Campfires with other troops can be done in campsites, the Chief's Fire Circle, or at the Campfire Rock. Be sure to check with the commissioner or ranger on the current fire conditions.



ORIENTEERING

Create your own orienteering course using a map of the area or use the one set up by the Trail to First Class area or Scout Skills area. Don't underestimate the orienteering opportunities on a plain old troop hike.

OUTPOSTS

Troops are encouraged to pack up and head out for a hike or overnighter



to one of the nearby lakes or rivers. Lake Spaulding and the Yuba River are less than two miles away, and the beautiful Fordyce Creek is five miles away. Each destination can be accessed by trails beginning at the back door of Camp Marin Sierra. No shuttling is necessary or available.

You may want to do an overnighter the Saturday night before you begin your camp session or on Wednesday night, which is troop night. We strongly recommend that troops take



at least two water filters with them, and, if doing an overnighter, also plan on using backpacking-type stoves for your cooking. These items need to be brought by the troop to camp.

Troops planning an overnight trip while at camp must complete a food request form and submit the order to the food services director or the commissioner at least 48 hours in advance. Ask your commissioner or the ranger for help planning your outpost trip.

SPORTS AND GAMES

The Meadow at Marin Sierra is a large grassy area that is great for playing games or sports. Troops can challenge each other to hold a troop activity in the field. SPLs should sign-up with the commissioner to reserve the Meadow.

STAR WATCHING

Star watching is a great opportunity at camp that is not always available at home in the city. Star watch for fun or fulfill Astronomy merit badge requirements. See the Nature director for star charts and stories about the night sky or pick up a book in the Tradin' Post.

Marin Sierra Camp Song

Chorus

This camp is your camp
 This camp is my camp
 From Poop Out Hill
 To the garbage dump fill—Phil who?
 From the archery range
 To the boon docks strange
 This camp was made for you and me

As I arrived here, I was flabbergasted
 My springs were rusted, my ridge pole busted
 My cot was ripped, my platform tipped,
 This camp was made for you and me
 (yee haw)

Chorus

I rowed and paddled my leaky boat
 All around the diving dock and float
 But when I swamped it
 (Aquatics director name) grabbed my throat
 This camp was made for you and me
 (yee haw)

Chorus

As I was hiking that Wildcat Trail
 I saw before me those luminous nails
 While all around me the pine cones hailed
 This camp was made for you and me
 (yee haw)

Chorus

As I was leaving, my heart was grieving
 My stomach heaving, my snake bite stinging
 But to make it clear, I'll be back next year!
 (wait for the echo)
 Camp Marin Sierra have no fear (yee haw)

This camp is your camp
 This camp is my camp
 From Poop Out Hill
 To the garbage dump fill—Phil who?
 From the archery range
 To the boon docks strange
 This camp was made for you and me.
 One more time!
 (repeat chorus)



MORNING AND EVENING ASSEMBLIES

Assemblies are held each morning and evening after meals except for Wednesday evening. Check the program schedule for times. Assemblies are times to show off your troop in



their field or troop activity uniforms and impress the staff and the camp with your troop yell. They are also an important time for the camp to disperse important information and be sure that all troops are present in camp. We request your presence or representation at all assemblies.

Assembly attendance is part of the Baden-Powell Honor Troop Award. *See page 26.*

OPENING AND CLOSING CAMPFIRES

Campfires are held on Monday night and Friday night. On Monday, the staff will perform in the campfire. For Friday night, your SPL will sign your troop up to make a presentation or performance at the campfire. Start preparing now to make a contribution of a run-on, song, skit, story, flag retirement, or other performance that is 4–5 minutes or less. All presentations will be previewed by the program director to receive approval by Thursday.

CAMPWIDE GAMES

Campwide activities are scheduled for Tuesday from 7:00–8:00 p.m. and Friday from 3:30–4:30 p.m. Activities may be between patrols or troops depending on the activity.

Participation is part of the Baden-Powell Honor Troop Award. *See page 26.*

TROOP/PATROL CHALLENGES

Troop/patrol challenges are on Tuesday evening from 7:00–8:00 p.m. and Thursday afternoon at 3:30. Patrols compete against other patrols in a Quadathlon. Winning patrols are announced at the awards assembly on Friday evening.

SPECIAL DAYS

2023 THEME DAY—TUESDAY

Scouts and leaders are encouraged to join the staff on theme day. For 2023, we have a special character

theme. This s
 s s
 s E
 s s . The
 possibilities are endless. You can let your
 creativity run wild with this
 opportunity. We leave your costume to
 your imagination, and the level of your
 participation is up to you. Of course,
 make it Scout-appropriate, and just
 have fun with it.

TROOP DAY—WEDNESDAY

On Wednesdays, your troop will be cooking and dining for all three meals in your campsite using food that we deliver to you. We also leave the evening hours open so that your troop can plan its own activities.

Troops should plan in advance what they will be doing during these hours. Your troop may plan a day hike or overnighter. You can also do pioneering projects, cooking competitions, or games in the Meadow. Other troop activities include, but are not limited to campfires, songfests, and service projects. Your commissioner can help you plan your activity.

Planning and participating in a troop night activity can be part of the



Baden-Powell Honor Troop Award.
 See page 26.

ORDER OF THE ARROW DAY—THURSDAY

Order of the Arrow (OA) is the honor camping society in most councils. Contact your council's OA Lodge for more information about the requirements a Scout must meet to be nominated for membership in the OA.

We encourage OA members to wear their sashes on Thursday. There will be an OA lunch at the dining hall for Scouts who are members or for those who want to learn more about the OA.





LEADER MEETINGS

The first meeting is on Sunday at 4:30 for Scoutmaster and SPL. Short meetings are held daily from 9:30–10:00 a.m. at Ibach Lodge. We ask that one adult (more if you'd like) attend these meetings. We will be updating information, giving reminders, and taking care of some administrative business

during these meetings. It is also a guaranteed chance to catch the commissioner, program director, or camp director to give them any feedback, fix any problems, or ask questions.

LEADER AWARDS

We want to recognize adults who make an effort to contribute to

camp and their troop and to better themselves through training for the benefit of their Scouts. It is not required but fun. Requirements will be available at camp and may include volunteering in a program area, taking or giving training, and attending leader's meetings.

VOLUNTEERING IN CAMP

We encourage adults who are available to volunteer in camp. We believe that there are many adult leaders who have expert knowledge. We hope they will share with the Scouts because often they are more effective mentors to older Scouts than younger staff members. Many adults also have skills and hobbies in areas that we do not offer at camp. Talk to the program director, commissioner, or food services director about ways you can assist at camp. Here are some ways to help:

- Assisting in a merit badge session
- Offering a merit badge we don't have at camp





- Instructing skills in Trail to First Class with your Scouts or others
- Demonstrations like woodcarving or other crafts
- Offer special skills: lifeguarding, climbing instruction, or teaching a Scout to Swim
- Professional skills like carpentry, plumbing, electrical, and others.

LEADER'S LOUNGE IN IBACH LODGE

Ibach Lodge is used as a leader lounge and training venue from 7:00 a.m. to 6:00 p.m. and a staff lounge after 6:00 p.m. We request that leaders not use the lodge after 6:00 p.m. except in cases of emergency. If you need to find a staff member, chances are you may find the person in the lodge or they may know how to locate them to help you.

You are welcome to use the shower outside the lodge anytime, but please respect the staff lounge. They have limited places and times to congregate and relax for 6 weeks during the summer.

We provide coffee and hot water throughout the day along with camp

and troop resources along with troop mailboxes. There are 110-volt outlets; however, we do not offer internet access at camp.

Please let your Scouts know that Ibach lodge is closed to youth campers at all times.

CHAT WITH THE MARIN COUNCIL SCOUT EXECUTIVE

This session with the Scout Executive is for any adults to share their thoughts about camp, Scouting, and learn what the Marin Council has in store for the future. This may be a lunch, campfire setting, or during a morning leader meeting. The time will be announced at camp. Remember, *This Camp Is Your Camp!*

ADULT TRAINING

We believe that training is the key to a successful advancement and camping program for Scouts; therefore we offer many adult training opportunities. With these three factors (Advancement, Camping, and Training), Scouts are more likely to stay in your troop program and gain all the benefits of Scouting. While you're at camp, we encourage you to

take advantage of all the training opportunities you can. Each one saves you an hour or more of time you could be spending with your family when you get home.

All the trainings offered will be listed on the General Program Schedule on page 8. While this list can change, here are some of the possible offerings:

- s
- Merit Badge Counselor
- Scoutmaster and Assistant Scoutmaster Specific
- Safe Swim Defense/Safety Afloat
- Swimming and Water Rescue (8 hours). *See page 11.*
- Paddlecraft Safety (8 hours). *See page 11.*
- Trek Safely

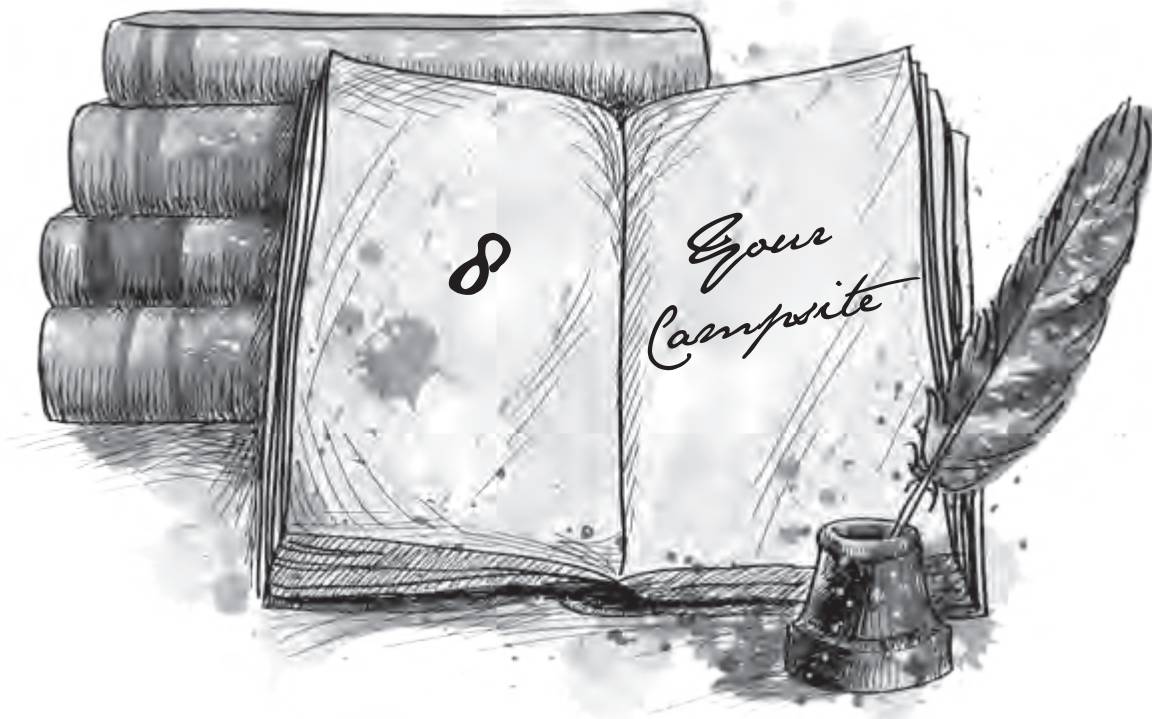
- Leave No Trace

At this time, we do not offer

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There are also other leader opportunities in camp. See the General Program Schedule on page 8.





THE HEART OF THE CAMPSITE

The campsite is where Scouting begins at Camp Marin Sierra. The opportunities for improving Scout skills and advancement are tremendous. The most important thing for a troop leader to remember at Marin Sierra is that nearly anything that can be done in a program area can be brought into your own campsite. Scout skills are a troop activity. Staff members can help set up teaching demonstrations, pioneering projects, or other campcraft activities right in your campsite.

TENTS AND COTS

We provide two-person tents. The health department stipulates that we can only have two people on the platform space provided. The tents are in generally good repair and must be treated with respect and care. Do not prop up the middle of the tent with sticks. This results in holes and tears in the tent for which troops will be charged. Please do not move

any tent platforms. The result may be inadequate support of the platform, which leads to damaging the platform. Consult the commissioner or maintenance director if you have any problems with your campsite.

Cots will only be issued to leaders. The cots are located in the leader wall tents. Scouts should be instructed to

bring their own cot, air mattress, or foam pad.

In order to ensure the longevity of our tents, loosen the tent ropes in the event of rain. Canvas shrinks when wet and loosening the ropes prevents the tent from ripping. Don't drive nails into tent poles or tent platforms. Notify your commissioner if there are





any rips that need repairing during the week.

As part of the check-in process, each tent and cot must be inspected before you take over the site. A close-out inspection will take place upon check-out and any new rips or tears will be charged as damage and must be paid by the troop.

Troops can put up some of their own tents if there is space and they desire to do so.

TOILET BUILDINGS

Each campsite has its own toilet facility, which must be swept out daily and hosed at least twice during the week. The building should be swept and hosed out before Saturday departure as well. Hoses will be provided to reach from the spigot to the toilet building. Hoses should be coiled neatly on the ground when not in use. Please do not hang the hoses. It makes kinks in them.

Make sure after each use of the facilities, the toilet lid is shut and the door is closed. Although the camp staff will add odor control agents, it will be up to the Scouts to perform daily cleaning. Scouts are also responsible for the supply of toilet paper. Toilet paper can be acquired at the from the maintenance

director. Wash racks should also be cleaned daily by the troop.

Cleanliness and safety of your campsite and its amenities is part of the Baden-Powell Honor Troop Award. *See page 26.*

Food or ice chests should never be stored in toilet buildings.

SHOWER FACILITIES

“A Scout is Clean.” We hope that each Scout will use a shower facility regularly during his or her stay at camp. There are three shower facilities,

are heated by wood fires built by the Scouts. Troops generally collaborate and develop a heating schedule so everyone can enjoy a warm shower. There must be separate showering times for male/female Scouts and adults. Leaders may use the shower at Ibach Lodge, and female leaders may also use the female staff shower near the dining area at posted times.

There are a few rules about fires at the showers:

- Fires are always in the fire boxes and never outside or under boilers. There is not only a danger of fire spreading but also of scalding because the water can get too hot.
- Do not remove fire tools from shower area.
- Fires must always be attended by a responsible person (adult or youth). If left unattended, they will be extinguished and the fire box will be locked.
- Do not adjust valves on the tanks.

FIRE TOOLS

Each campsite has fire tools that must stay in the campsite at all times. These tools include a shovel, rake, water s s



A broom is also provided to help the Scouts keep their tents and toilet buildings clean.

Hoses should be coiled neatly and when not in use. Report any broken items to the commissioner, who will arrange for a replacement.

SUMP HOLES

Sump holes are dug as a way to eliminate liquids that could attract

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- Lay sticks side-by-side across the top of the hole.
- On top of the sticks, lay pine needle branches or small sticks crosswise to the first sticks. (The needles and smaller sticks are used to filter any food chunks that are mixed into the liquid. Chunks do not go in the hole.)
- Do not overflow the hole and do not put grease in it. Grease will plug your sump hole. Grease should go in a disposable container, harden, and then be put in the trash.

- Don't leave food unattended
- Clean up thoroughly (table, ground, garbage, face, and hands) when done cooking or eating
- Do not allow personal snacks to be brought to camp (inevitably, they end up in sleeping bags and tents)
- Put all smellables in a bear box when not in use
- Keep your body, tent, and campsite clean
- For jamboree-style feeding—whether all week or just on Wednesday—have someone at the drop point to pick up the food. Food not be left unattended



So, if you dispose of any liquids in your campsite, water, they must go into a sump hole. Liquids can not go in the garbage cans, shower drains, toilets, the stream, lake or anywhere else in your campsite. Here are the guidelines for making a sump hole:

- Position near your bear but not in a path to it or it.
- Dig the hole about a foot deep and 6" wide.

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BEAR BOXES

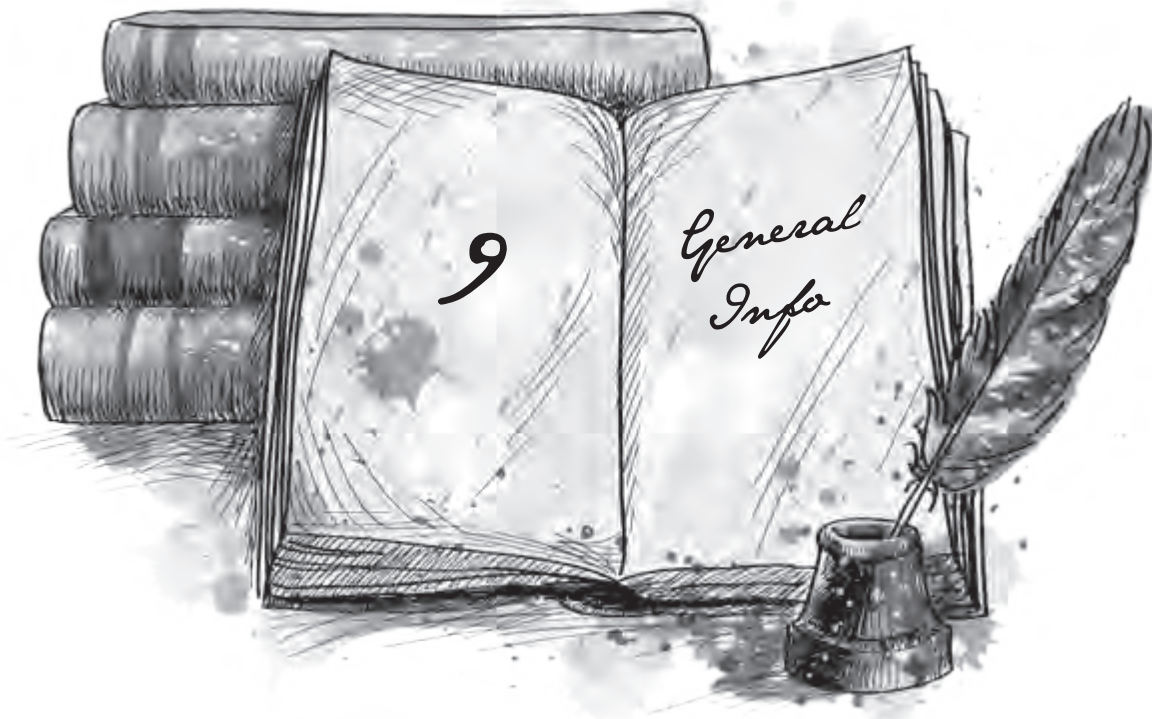
There are bears in the vicinity of Camp Marin Sierra. When they smell something good, they come into camp to look for it. Good things to bears can be in your garbage, tent, pack, sleeping bag, or on your picnic table. We call things bears like smellables. This includes deodorant, shampoo, lotion, bug repellent, and certainly all food including candy. To keep bears away from your campsite, we recommend these precautions:

CAMPSITE INSPECTIONS

Volunteer commissioners will conduct daily campsite inspections for safety and for the Baden-Powell Honor Troop Award. See page 26. All Scout troops are encouraged to use the inspection as inter-patrol competition and a teaching tool.

The Scout Law

A Scout is:
Trustworthy
Loyal
Helpful
Friendly
Courteous
Kind
Obedient
Cheerful
Thrifty
Brave
Clean
Reverent



ANIMALS AND PLANTS

The Outdoor Code is our commitment to the outdoors. Leave all animals and plants as they are when you find them. Do not pick up animals or cut or pick plants or trees without the permission of the Nature area director. If you need more information about animals in camp, please ask the Nature area director.

We do have dangerous animals in camp. They are usually bears, rattlesnakes, and, for some, bees and yellow jackets. If you see a dangerous animal (or think you might be seeing one), notify a staff member or the Nature area director.

BEARS

Though rare, sometimes bears will wander into camp. They are only looking for what they smell—your food or what smells like food. We do require that any troop storing food in their site use a bear box to lock the food.

Please be aware that the best way to avoid bears is not to have food in your campsite except during meal time with supervision. *See page 35.*

BUDDY SYSTEM

Scouts will always hike and swim with a buddy or buddies and get leader permission for the hike, route, and return time. No Scouts are allowed to hike outside of camp without adult two-deep leadership. We recommend adults have buddies when possible. The buddy system should be implemented in the campsite and in all troop programs in camp.

CALLING HOME

We don't recommend Scouts placing calls home unless absolutely necessary. If they do call home,

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Troops should depend on the use of their own cell phones for calls to home. Usually calls to or from home make homesickness worse and can even cause homesickness in a Scout who was not homesick before. *See page 40.*



CELL PHONES AND ELECTRONICS

Let's give Scouts a true outdoor experience (and have one ourselves). Cell phones and other electronic devices should not be brought to camp by Scouts. They aren't just a phone; they are sources for games, email, chatting, and so on. Our philosophy is that camp will be better utilized by the Scouts if the devices on which they are normally dependent are not an option.

We would rather not have adult leaders bring them either, but if you need to, they should only be used discretely and out of the view of Scouts. The parking lot, Ibach Lodge, and your vehicle are good places to use these items.

There is no broadband internet service in camp. *See page 41.*

REGULAR CHECK-IN DAY—SUNDAY

See page 3.

CHECK OUT

Although your Staff Guide won't arrive at your campsite until between 6:15–6:30 a.m., we recommend that your troop start packing and cleaning up by 6:00 a.m. You must return any equipment that you checked out from the kitchen prior to the campwide evening meal on Friday. Thoroughly clean all the equipment before returning it. It will not be accepted in an unclean condition.

Inform any parent drivers to plan to arrive no later than 8:00 a.m. on Saturday. Make sure they depart from home early enough to achieve this goal. Troop leaders will be required to remain in camp until all of their Scouts have been picked up.

CHECK-OUT PROCEDURES AND TIMELINE

6:00—Merit Badge cards are available at Ibach Lodge for pickup



by leaders. Leaders should sort through them and bring any questions they have with them to breakfast where they can talk to the program area directors.

6:15–6:30—Troop guide arrives in campsite

6:00–7:00—Troops clean up campsites for final check-out inspection. Move gear to parking lot.

7:00–8:30—The following happens between these hours.

- Finish preparing your campsite for check-out inspection.
- Troop guide inspects campsite with a leader present.
- Guide and Scoutmaster go to Ibach Lodge for final check-out with the camp director or business manager
- Troop to breakfast at the dining area (plates and utensils provided). Breakfast is drop-in and is available between 7:00 and 8:30. Leader can meet with area directors to discuss merit badge cards and solve any problems.
- The troop finishes packing up and leaves camp. The staff guide will notify the camp director that your troop has left.

DAMAGES

Troops are responsible upon leaving camp to pay for any damages incurred in camp such as: tent rips and tears, broken tools and other camp property,

vandalism, and so on. Your troop guide and a leader should thoroughly inspect the campsite upon arrival. Then the campsite is again inspected when you are ready to depart on Saturday for damages that were not present during the arrival inspection. The troop leader, troop guide, and business manager will go over damages before the troop leaves camp.

COMMISSIONERS

The main job of the camp commissioner is to see that each troop's experience is going well. For troops eating jamboree style, the commissioner can be the liaison between the troop and food services. If food portions are not correct, let your commissioner or food services director know. Commissioners also help troops gather supplies and gear for troop activities done in the campsite. Volunteer commissioners will conduct daily campsite inspections. Remember, your commissioner is there to help, so please don't hesitate to ask.

If an adult leader from your troop would like to volunteer to be a commissioner during your week at camp, have them speak with the commissioner when they arrive at camp.

EMERGENCIES

Although we hope they do not happen, we are prepared for various

eventualities. Refer to the emergency information given at the Safety Demo on Sunday evening.

EQUIPMENT AND SUPPLIES

Troops should bring their own troop gear that they would normally take on a camping trip. This includes lanterns, rope, cook stoves, dining fly if desired, record keeping materials, mess kits, and personal gear including sleeping pads and packs.

All day Wednesday, you will be cooking jamboree style and the camp will provide wash tubs, cleansers, and garbage bags.

The camp provides service project tools and has some cooking to loan out. Anything else you may need, call the Marin Council service center before June to confirm that it is available at camp.

FIRES

Misuse of and inattention to fire is a serious offense in camp. Scouts or an entire troop can be asked to leave

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Fires are permitted in designated campfire rings only under adult supervision and with a fire suppression method (like a bucket of water). Always be aware of any current fire restrictions which can be obtained by asking the ranger, commissioner, or camp management and will be announced at the daily leader's meetings.

Do not ever use liquid fuel to start fires or briquettes. Dead wood can be used for fires and can be gathered around camp from the ground. Burning sticks/logs the size of a Scout's arm or smaller is required. Do not use green wood or live trees or plants for fuel. Never leave a fire unattended.

FIREARMS AND BOWS

Per BSA and Camp Marin Sierra policy, personal firearms are not allowed at camp. If a personal firearm is brought to camp, it must be checked in to the appropriate rangemaster upon entering camp. It will be returned to you when you depart.

Personal bows must be checked in with the shooting sports director upon



entering camp and will be stored by the archery director. No crossbows are allowed in camp.

FLAMMABLES, PROPANE, AND OTHERS

All excess flammables—propane or gas—for lanterns and stoves, spray paint, and any other flammable materials need to be stored at the kitchen in the flammables locker. Troops have access to the locker through the food services or maintenance directors.

FOOD ALLERGIES AND SPECIAL DIETS

We are aware that some people have moderate to severe allergies to certain foods and others require modified diets for many different reasons. Because of this, we have created the Special Dietary Needs Form. *See page 57.*

This form should be faxed or mailed to our office no later than two weeks prior to your troop coming to camp. Then, the form should be brought to camp and submitted during check-in with the medical form.



During the camp tour, be sure to introduce yourself or have the Scout introduce himself to the cook to find out the procedure for obtaining the necessary food at meal times. We go to great lengths to make sure there is adequate food for everyone in camp; however, because of the volume of people present, it is the individual's responsibility to make sure their dietary needs are met by seeking out and following the important guidelines for mealtimes. Let us emphasize that individuals should only consult with the cook or his designee as to the contents of meals being served. Servers or other food services staff should not be consulted.

In the case of severe allergies, the individual must always carry the necessary medication (e.g., epi pens) should he or she accidentally ingest the wrong food.

It is our hope that through cooperation, everyone can have a successful and incident-free experience at camp.

GARBAGE

Garbage goes in trash cans. If you see garbage on the ground, we ask that you pick it up and throw it away. Each campsite has a garbage can near the road and some campsites have a garbage bucket closer to the campsite.

All garbage in your campsite needs to be in the garbage can by the road



by 7:00 p.m. each night for pick-up. Any garbage left in the campsite or generated after garbage pick-up, must be stored in a bear box for the night. On Wednesday, garbage pick-up will occur after each meal. Remember, no liquids in the garbage. Liquids go in your sump hole. *See also Recycling page 46.*

HARASSMENT

The Marin Council and Camp Marin Sierra take our harassment policies very seriously. Harassment of any kind is not tolerated or allowed at camp. The BSA has a strong policy concerning any kind of abuse, hazing, or harassment. Whether it is directed toward or emanating from adults, Scouts, or staff, it will be dealt with swiftly according to the BSA's Youth Protection and harassment policies.

Harassment can include but is not limited to verbal abuse, strong language, sexual innuendo or propositions, inappropriate touching, or creating a hostile work or camp environment for anyone.

If you witness or are the subject of any harassment, report it immediately to the camp director. *See page 48.*

HEALTH OF SCOUTS

Every troop leader should pay close attention to every Scout to make sure he or she is happy, healthy, and involved in the camp program. Leaders must also teach their Scouts proper campsite care. Daily inspections for health and safety conditions will take place to enhance a Scout's experience at camp.

Don't let problems grow. Solve them immediately or get help. Actions such as putting on sun screen and lip balm or changing clothes daily will keep problems from growing. Difficult problems should be referred to the commissioner or camp director.



HAZING

Absolutely no form of hazing is allowed in camp or in any Scout troop or program. Initiations and other forms of hazing will not be tolerated at any time by anyone—youth or adult. Troop leaders are responsible to insure that all Scouts are properly supervised to prevent hazing and other forms of abuse. Please refer to the BSA Youth Protection Guidelines for a full description of hazing and abuse.

HOMESICKNESS

An active program is the best insurance against homesickness, so Scout leaders are urged to do everything they can to keep all Scouts engaged. However, there are still times when younger Scouts get homesick. From experience, we have learned that the more youth call home, the worse the problem becomes. If your Scout is homesick, and the Scoutmaster allows a call home, please be supportive of him or her staying and finishing the week. If the Scouts feel you want them to be successful at camp, they are more likely to want to finish the week. Also, often after a Scout gets through the first few days and has bonded more with the troop, they are more likely to feel better about staying.

A way to help Scouts that you suspect may become homesick is to mail a short, positive note to them right away so that they receive it on Monday or Tuesday. However remember that telling them how much you miss them or that you wish they were at home will only reinforce feelings of homesickness.

A troop might not allow Scouts to use cell phones in camp. A troop leader must be (and remain) in attendance if the homesick Scout calls home.

HYDRATION

With the busy camp lifestyle, it is easy to forget or neglect to drink plenty of fluids during the day. It is vitally important that both youth and leaders drink plenty of liquid. Symptoms such as headaches and upset stomachs are common when this important health need has not been given attention. Make sure all members of your troop carry water bottles and that they fill and drink from them regularly as well as drinking plenty at meals.

HYGIENE

Being at camp can tend to make people lenient with hygiene. Scouts are often uncomfortable with the bathrooms or showers because of the unfamiliar setting, and they may tend to use those places less or for not an adequate amount of time. Please build hygiene into your troop's routine at camp. Making hygiene an expectation will help new Scouts feel more comfortable with new situations and avoid more uncomfortable conversations about odors and communicable diseases.

SLEEP

A good night's sleep is essential to the health of each camper. The camp asks for quiet between 10:00 p.m. and 6:00 a.m. Each Scout needs 8 to 9 hours of sleep per night.

INTERNET SERVICE

Because of the remote location of Camp Marin Sierra, we are not able

to receive broadband internet service. The camp uses cell phones in our office to connect to the internet. There is an AT&T MiFi unit in Ibach Lodge for leaders to use for email and lite browsing. No streaming is allowed because we do not have the bandwidth to accommodate that. Leaders will be issued the ID and password upon check-in. This is off limits for Scouts.

JAMBOREE DAY

All troops will cook and eat jamboree style all day on Wednesday in their campsites using food we deliver to a drop point near the sites. Be sure to fill out the Patrol Count Form (*page 59*) so that we can pack out food accurately.

Jamboree day is an opportunity for Scouts to earn their cooking rank requirements. Although we have cooking gear that can be checked out, we strongly recommend that you bring all of your own cooking gear along with your propane stoves to camp, even if you are doing central feeding most of the week. It is a great idea to have an ice chest. We will provide the ice only on jamboree cooking day.

Typical items available are patrol cook kits and utensil sets, griddles, and Dutch ovens. Bringing your own gear saves you lots of time dealing with check-in and check-out. Even if you are doing central feeding, having your regular gear for Jamboree Wednesday may be more convenient for your Scouts. Having a roll or two of paper towels is also helpful. The camp will supply soap and scrubbies for cleaning.

LEADERSHIP IN CAMP

Each troop must have the National BSA required minimum of two adult leaders, and we recommend a ratio of one leader to every twelve Scouts. Both leaders must be at least 21 years old. All attending adults must be registered members of the BSA if they are camping longer than 3 days (consecutive or not) and be trained in BSA Youth Protection. Any other BSA or council trip or camping training requirements apply.

Camp Marin Sierra, along with every troop, should be a safe haven for all youth and adults. Troop leaders must insure that no Scout be allowed to remain alone in a campsite or anywhere in camp and that hazing or abuse of any kind is never permitted. It should be immediately reported to the camp director if it does occur. There must be a minimum of two or more Scouts or two adult leaders in the campsite. In other words: one adult and one Scout should not be alone in camp.

KNIVES, AXES, AND TOOLS

POCKETKNIVES

Some camp programs for Scouts require the use of pocketknives. Many of these programs have knives to use and personal knives are welcome. Anyone who uses a knife in camp must have a Totin' Chip card, which can be obtained in the Trail to First Class area, and must be used in accordance with the Totin' Chip guidelines. There is no use for knives with blades over four inches in camp so please do not bring them. Pocketknives are available in the Tradin' Post and can only be purchased by a Scout if accompanied by an adult leader from the troop. No trading or selling of knives or any other property is permitted between participants in camp.





HATCHETS AND AXES

Troops may include the use of a hatchet as part of their program or fire building tools. Hatchets should only be used under adult supervision by someone trained to use the hatchet and only in an area designated as the axe yard. Hatchets and axes should be stored under a cot in a leader's tent or can be stored locked upon request.

Occasionally, we find ax or hatchet marks on trees. Leaders should carefully monitor their use so that this does not happen. Reckless use of axes and hatches can injure or even kill trees.

TOOLS

Tools should be used under the supervision of an adult. Tools that cut should be used in a safe and clear area. Please care for all tools. They do break.

MEAL OPTIONS

Camp Marin Sierra offers two meal plans: Jamboree Style and Central Style. Note that regardless of the option that you choose, every individual must bring his or her own non-breakable plate, bowl, cup, and utensils. Sunday dinner, Monday breakfast, Friday dinner, and

Saturday breakfast will be served centrally at the dining area for all campers. On Wednesday all troops are required to prepare their meals in their campsite (Jamboree Style).

CENTRAL DINING

The troop eats all meals in the spacious environment of the outdoor dining area located next to the kitchen. *Troops will be dismissed to be served when the troop (Scouts and adults) is present or accounted for at each meal.* Each troop is responsible for the cleanliness of their area. Troops will be provided a patrol box to store their gear in. Cleaning is done by the Scouts using the 3-pot dip method of, "wash," "rinse," "sanitize." The kitchen staff will provide hot water, sanitizer tablets, and rinse water. Buckets and sponges will also be provided to clean the tables and seats. Remember, all individuals must bring their own non-breakable plate, bowl, cup, and utensils.

JAMBOREE COOKING

The troop receives a delivery of food for every meal at a drop off point close to the site during a pre-designated time period and prepares it themselves. Jamboree food service will be available for all meals during the week except Sunday dinner, Monday breakfast, Friday dinner, and Saturday breakfast. All food is boxed according to the total number of members in each patrol. A representative must be at the drop off

point to accept the food for health and safety reasons. A drop-off time schedule will be included in your packet when you check in and is also posted on your bulletin board with a map of the drop points. You can talk to your commissioner to adjust your drop-off schedule or to adjust the portions of your meals.

STOVES IN CAMP

We strongly recommend that you bring propane stoves and extra propane with you to camp for any cooking that you plan to do. If using small canisters of propane, you may keep one extra canister per stove with you in your campsite; all other cylinders need to be checked in and stored by the camp. The camp has a limited number of propane stoves that can be checked out, but bringing your own guarantees that you have them when you need them and saves your Scouts the hassle of checking gear out from the kitchen. Extra propane will be for sale in the Tradin' Post. White gas stoves are acceptable but not recommended at Camp Marin Sierra. If you bring them, extra fuel will need to be checked in and stored at the kitchen.

TIPS FOR TROOPS COOKING JAMBOREE STYLE

- Each patrol has a representative at the food drop location at the scheduled time prior to each meal. Nevada County Health Department regulations require



us to not leave food unattended. If a representative is not there, we cannot leave the food.

- Use your commissioner or communicate with the food services director to help us get the portions correct. We would rather you have too much food than too little, but we don't want to waste food. Letting us know if you are getting too little or too much food will help us all.
- Bringing an ice chest or cooler to camp allows you to store some of your leftovers as snacks for later on. Ice is available at the Nyack store or the kitchen can supply ice. If you are doing jamboree cooking all week, a bear box provided in your campsite, you must bring your own cooler.
- You may bring extra food supplies to camp if you like but limit this to troop food only. The food services staff can store these items for you. It is against the health department regulations to store food in bathroom buildings or at unsafe temperatures.
- Propane stoves are the simplest way of heating food during preparations. Please train your Scouts in proper use of your cooking equipment.
- Jamboree style eating allows the Scouts an opportunity to work on Cooking merit badge or to fulfill the Tenderfoot, Second-, or First-Class cooking requirements.
- Thoroughly clean up after each meal and put trash in the trash can. Health regulations dictate that we cannot re-use any food item which has already been delivered to a site, therefore it either becomes a snack for later or it goes into the trash.
- Secure all trash from animals when you leave the site.



opportunity to work on the Cooking merit badge. Cooking merit badge is also offered by the camp, and is taught in the dining area. *See page 12.*

MEDICAL FORMS

Everyone who camps more than one night at Marin Sierra must have a currently updated copy of the BSA medical form (parts A, B, and C),



which requires a signature from a doctor or nurse practitioner. The troop will bring these forms to camp with them. The only exception is someone

who is visiting camp for one night; they only need parts A and B of the form, which does not require a doctor or nurse signature. Those visiting for part of a day do not need a medical form as long as they are not staying overnight. Because of the remote nature of the camp and the altitude, we cannot make exceptions to this policy. *Be prepared.*

There is a new 2019 edition of the BSA medical form, which we prefer you use. However, during this transition year, we also accept the 2014 version for this year only. The form can be downloaded from the BSA web site at www.scouting.org.

MEDICATIONS

All medications for youth and adults must be checked in at the medical lodge upon arrival at camp and be in original bottles or packaging. This is a national standard with which we must comply. If a prescription medication, the prescription label matching the patient's name should accompany the medication.

SCOUT MEDICATIONS

Due to BSA policy, all medications belonging to youth must be kept

COOKING MERIT BADGE

Scouts whose troops are cooking Jamboree-style may use the

locked at the medical lodge. The adult in the troop in charge of medications is responsible for distributing the medication at the medical lodge according to the Scout's doctor's orders. If any medications need refrigeration, the adult leader will need to schedule a time to meet the medical officer to get the medication.

If the Scout has an emergency medication, like a rescue inhaler or epi pen, these medications must be carried by the Scout at all times. Be sure the Scout's name is clearly printed on any carrying cases, kits, or pouches containing the medication.

ADULT MEDICATIONS

Adult's medications can be retained by the adult in a locked car. Adults also have the option (which we recommend) of leaving their medications at the medical lodge with the Scout medications. The refrigerator in Ibach Lodge may be used to store personal medication that needs refrigeration. Be sure any medications that are potentially dangerous have a close watch on them. There are many youth in camp, and not all of them are aware of the dangers of other people's medications.

Emergency medication, such as inhalers, heart medicine, and epi pens, must be carried at all times in case of a medical event.

OFF-LIMITS AREAS

IBACH LOUNGE

Leader's lounge by day, staff lounge

by night, camper's lounge never. Please be sure campers know this building is off-limits at all times except in case of emergency.

MAINTENANCE AREA

Very dangerous tools and equipment are stored in the maintenance area, and there may be other hazards as well. It is off limits to everyone in camp except the ranger and designated staff.

PROGRAM AREAS

All program areas are off-limits when staff are not present. The



waterfront, COPE course, climbing area, shooting sports, and archery ranges all require permission to enter the areas. At the shooting sports areas, no flag raised means the range is closed and you may not enter. Also, the hill between the archery and rifle range is off limits to anyone.

RANGER'S HOME

This is the ranger's home year-round. Please respect his home and privacy as he respects your campsite.

STAFF HILL

The staff housing area is their home away from home. This area is off limits to all campers and leaders. If you need to speak with a staff member who is in his or her cabin, please have the camp director, program director, commissioner, or another area director contact them for you.

PAYMENTS, FEES, AND REFUNDS

The payment form (*page 51*) should accompany any and all payments. Send the form and the payment together. The form is not payment in itself; it must be accompanied by a check or credit card number.

The camp fees are listed here below. All camper and adult fees should be paid by the troop before camp, but if there are outstanding fees due upon arrival, the camp management will work with you to collect them when you arrive. Plan on bringing a troop check or other form of payment if you think you might need to make a payment at camp or for making a deposit for the 2022 season.

Everyone that pays by April 1, 2022 is eligible to receive a free camp shirt. Mark the sizes on the payment form. (These are adult sizes only.) They will be available in the Tradin' Post at camp for a leader to pick up during your week at camp. We do

2022 Camp Fee Structure			
<small>(The fees listed are for reference only. This is not a payment form for Scout campers or adult leaders. Use this form for troop reservations only.)</small>			
	Scout Youth	Registered Leaders	Provisional Scouts
Early-Bird Reservation (payment by April 1, 2022)	\$440	\$175	\$450
Regular Weekly Reservation (payment by June 1, 2022)	\$465	\$185	\$475
Late Reservation (payment at least 2 weeks prior to camp arrival)	\$495	\$195	\$500
On-Arrival Registration Fee (payment w/in 2 weeks of camp arrival)	\$525	\$225	\$525
Provisional Leader or Visitor Fee (overnight stay includes meals)		\$50	



not keep track of who should receive shirts, only the number of shirts needed. The troop needs to identify who paid early. No free t-shirts are available for those who pay after April 1, 2022. The same t-shirt will be available for sale in the Tradin' Post for approximately \$1 each.

SHARED LEADERSHIP

While many adults can come to camp for an entire week, there are occasions when, because of work or other family obligations, an adult can only attend with the troop for part of a week. There are a couple of payment options available.

If two or three leaders are going to share the time at camp, and their total time equals the entire six days of camp, then they should be paid as one leader. For example, if one leader stays Sunday through Tuesday, and a second leader stays Tuesday through Saturday, then that is the same as one leader for an entire week.

Alternatively, if a leader is staying a fraction of a week with no one else filling the remainder, then the leader should pay the rate of \$5 per day. This can be paid on arrival in camp. However, it may be less expensive to pay for the leader for an entire week if the per day fee exceeds the per week amount.

PARTIAL WEEKS FOR SCOUTS

Fees are not discounted nor prorated for Scouts that can only attend for a partial week.

REFUND POLICY

Please understand that fees paid for Scouts and leaders begin to be used to buy supplies prior to summer camp. When someone decides not to come to camp, part of their money has already been used.

Refunds will be granted on the following basis: Full refund

(excluding deposit) before April 1, 2022; 50% refund after April 1 through April 30, 2022; 25% refund from May 1 through June 1, 2022. No refunds after June 1, 2022. Partial refunds may be granted after June 1, 2022 for extreme situations (death in family; serious illness) and may be *requested by writing to our council office*. No full refunds will be granted after April 1, 2022 for any reason.

PROVISIONAL TROOP CAMPERS

Some Scouts choose to attend a second week of camp or simply cannot come the same dates as their own troop. Scouts can camp provisionally any of the sessions offered providing space is available. The Marin Sierra management team will seek to link them with an attending troop the week they desire.

Provisional campers are signed up by their parents with Scoutmaster approval to attend camp with a provisional troop. To sign up, they should complete and submit the Provisional Scout Application Form found in Chapter 10 or on our web site. Scouts may register up to two weeks before they come to camp;



however, every effort to register as early as possible after June 1 should be made to insure placement with an attending troop. There are *absolutely no* On-Arrival registrations for provisional Scouts.

QUIET HOURS

All areas of camp should be quiet between 10:00 p.m. and 6:00 a.m. Overall, please respect the unique opportunities presented by the great outdoors at Marin Sierra during the day and at night. Dusk and dawn are great times to catch a glimpse or the sound of many animals. Make it possible for others in camp to take advantage of these opportunities at anytime.

RECYCLING

We are often asked why we do not have a recycling program at Camp Marin Sierra. While it may appear that we have no recycling program, we actually do. The disposal company that services our camp uses a “single-stream” method of collection.



In other words, they sort all the trash when it arrives at their facility, removing recyclable items as needed. We have no separate pickup for trash and recycling. If you have any questions about it, please ask the camp director or ranger.

SMOKING AND TOBACCO

Smoking and tobacco use—only by adults 21 and over—is allowed in designated areas. The side of Ibach Lodge near the staircase is the only designated area for use. Smoking and tobacco use should not be done around Scouts. Smoking is considered an open flame and should be treated as a fire hazard.

THE TRADIN' POST

The Tradin' Post sells camp souvenirs, mugs, t-shirts, sweatshirts, snacks, sodas, maps, mosquito repellent, sunscreen, toiletries, camping gear, and other supplies. It also carries many of the items your Scouts will need to complete most of the requirements offered at camp. Merit badge pamphlets, woodcarving and leatherworking kits, arrow-making supplies, and some first aid supplies are just some of the items available.

Plan ahead, bringing needed merit badge books with you. Because of the frequency of merit badge changes, we carry only a limited supply for those who need them at the last minute due to an unplanned class or change.

Hours of operation will be posted at camp but the Tradin' Post is usually open during program times. We allow a maximum of five customers (youth or adult) in the Tradin' Post at one time. Any more than that wait in line outside the door.

We suggest that Scouts bring a minimum of \$ to camp based on the types of merit badges they will take, how well prepared they are with gear, and the types of souvenirs like to bring home.

The Tradin' Post does sell caffeinated beverages and candy. We do expect adults in charge of the troops and Scouts during their stay in camp to monitor the Tradin' Post use by their Scouts.

The Tradin' Post accepts cash, checks, debit cards, and credit cards (with a brief delay in processing). It is the responsibility of the troop to decide if and how to monitor a Scout's purchases.

Here is a cross-section of the items you might find in the Tradin' Post with approximately what they might cost (actual price may vary):

- T-shirts, \$1
- Sweatshirts, \$3
- Hats, \$1
- Water bottles, \$10
- Tickets for rifle s (non-refundable)
- Ticket for Shotgun merit badge, \$1 or 5 shotgun rounds, \$ (non-refundable)
- Handicraft kits, \$ –\$20
- Soap toiletries, \$ –\$5
- Merit badge pamphlets, \$
- Sharpening stone, \$5
- s drinks, \$ –\$

UNIFORMS IN CAMP

FIELD UNIFORM

BSA tan shirt with BSA shorts or pants, belt, socks, and neckerchief (neckerchief optional for Scouters). OA sash is optional but recommended for Thursday, which is OA day. *See page 30.* Field uniform is required only for the evening meal and evening flag ceremony. Individual troops can determine when their Scouts and leaders will wear the field uniform at other times.

ACTIVITY UNIFORM

These are designated by troop and are usually a Scouting-related polo or t-shirt, BSA shorts or pants, BSA socks, and belt. Activity uniform is encouraged but not required for Scouts at all times while at camp. There will be no points or awards based on troop activity uniform, but uniforms raise Scout spirit and troop spirit.

VEHICLES IN CAMP

Only authorized vehicles are allowed on camp roads. Do not assume that because there are roads that everyone has the right to drive on them. In order

to keep camp roads safe, protect against erosion, and maintain them for future generations, the following vehicle travel policy must be followed. For troops with 30 or less total population, one vehicle may make one trip to the campsite. For troops with over 30 people, two vehicles will be permitted to make one trip each. Trucks with trailers count as one vehicle. Don't overpack, but plan accordingly, and have Scouts and leaders pack their own gear to the sites. Use the vehicles for troop gear only. This way, troops can make the trip to the campsite with one vehicle. Most



sites are approximately a five-minute hike from the parking lot.

Vehicles are allowed to stay a maximum of 30 minutes at the site. Drive out, unpack, then drive back. Do not block the roads with your vehicle. Vehicles or trailers may not remain parked in campsites.

Because of limited access, trailers are not allowed at the following sites:

Late arrivals or those who arrive or leave mid-week are not permitted to drive to the campsites. If there is gear, utilize Scouts or other leaders to carry gear to or from the campsite.

If anyone has special needs limiting their ability to walk to or from their

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Vehicles are not allowed in campsites before 6:30 a.m. on Saturday morning. All troop vehicles must be parked in the main parking lot in their assigned parking space and backed into the spaces for easy exit. All vehicles should have a parking permit in the windshield which can be acquired upon check-in or at the camp office

during the week. Seat belts must be worn in all vehicles at all times while in motion. Drivers should always carry their keys with them.

VISITORS

Guests are always welcome; however, it's best for the troop and the camp if people do not drop in unannounced. Although entire families may visit for a short time (please, no pets), there are no overnight accommodations for siblings or entire families.

On arrival, visitors must check in at the camp office, pay any necessary fees, and visit the medical officer to receive a wrist band—required to be in camp. Visitors submit their medical form at that time if they are staying the night, assuming the form was not already brought up with the troop.

Let your troop and the camp office know before camp when guest meals may be needed. The charge for guest meals is \$ per meal per person. For adults desiring to stay overnight, the charge is \$5 per person per night and includes the meals. We ask leaders to show their guests where and how much to pay.

Visitors spending one night must bring with them at least the currently updated parts A and B of the new BSA medical form, which can be downloaded from www.scouting.org. For more than one night, the full medical form (parts A, B, and C) must be submitted. Persons without medical forms cannot stay overnight in camp. *See page 43.*

YOUTH PROTECTION GUIDELINES

New in 202 , all adults in each troop must be registered with BSA and currently trained in Youth Protection. This training will be offered during camp so s

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No youth should ever be alone with one adult—there must always be two present. Adults must always shower, sleep, or change clothes separately from youth other than their own children.

WHAT NOT TO BRING

FIREWORKS AND FIRE STARTERS

Fireworks are against the law, and extreme fire hazards during the summer make them very dangerous. Fire starters can be brought as troop gear but should not be in the possession of Scouts. If necessary, they should only be used by Scouts under close adult supervision for a short time.

AEROSOL SPRAYS

Please don't bring them. They damage our tents.

ALCOHOL OR DRUGS

None of these items are allowed in camp. Those possessing alcohol or drugs or under the influence thereof will be asked to leave camp immediately. Anyone possessing illegal or

unapproved drugs may be reported to the sheriff.

PETS

No pets are allowed at camp or to be kept in cars during the camp week. Likewise, no animals at camp should be removed and brought home or stored as pets. Please inform guests not to bring them.

UNSCOUT-LIKE LANGUAGE OR BEHAVIOR

All language, behavior, camp-fire skits and songs, any media, and anything written should be Scout-appropriate. This is true for both youth and adults. The Scout Oath and Law are not sayings we memorize but ideals to live by. Camp should be filled with the best examples.



THANK YOU TO ALL THE PHOTOGRAPHERS WHO'S PHOTOS APPEAR IN THIS GUIDE:

JENNIFER DAINE, MARGARET FARLEY,
KENJI FUKUDA, JAY HART, JOHN MAXFIELD, JOEY REMPE, TRACY REMPE,
MAX SNYDER, BOB TONG, TIM WELLS



WHAT TROOPS SHOULD BRING TO CAMP

Submit upon Arrival/Check-In:

Each Scout and adult in attendance must have a current and valid BSA Annual Health & Medical Record form, Parts A/B/C, and all minors must have a completed parent authorization form in order to stay at camp.

- **Current Health Forms** (youth & adult) in alphabetical order. The current BSA Health & Medical form (2019 edition) is available online at www.scouting.org. Advise any visiting guests that they need to bring the same health forms (Parts A/B). Anyone staying overnight must have the complete health form (Parts A/B/C). *See page 43.*
- **Medications & Prescriptions** in original bottles or packaging. Please remember that all medication (for youth & adults) needs to be declared and left with the Camp Health Officer except for inhalers, heart medicine, and epi pens. *See page 43.*
- **Special Dietary Needs Forms** --- Discuss allergies or special diets with the Camp Health Officer during check-in and confirm with the Food Services/ Commissary Director. Be sure to also fax this form to the Marin Council office at least two weeks before your camp session. *See page 39. See page 57.*
- **Meals by Patrol Count Form** --- this form is required for all troops so that jamboree meals can be packed out by patrol number for both all-week jamboree dining or for Wednesday only.

- **Minor Activity Release Forms** --- Anyone under 18 must have this signed form to participate in restricted activities. If this form is not submitted or is unsigned, a Scout will not be able to participate in certain activities including shooting sports. *See page 55.*

Required Troop Materials

- **Adequate adult leadership** is required for your unit to attend camp. BSA Youth Protection policies require a minimum of two adult leaders at all times when youth are present in their campsites.
- **Camp payment records.** We have these filed at camp, however in the case of a discrepancy, it is wise to have your unit copies as well.
- **Emergency Contact Information** for your unit as a whole in case of any large-scale evacuation or public health emergency.

Recommended Unit Supplies

- **BSA Merit badge application forms** (blue cards)
- **Unit Program plans** for troop while in camp during periods of group activities
- **Lanterns and extra fuel or batteries** (propane or electric)
- **Troop and patrol cooking gear** including stoves (*propane recommended*)
- **Ice chest** (for Jamboree-cooking days)
- **Emergency Funds Bank** for youth.
- **Troop flag and American flag**
- **Campsite Gateway banner** (optional)



1. Troop Payment Form
2. Provisional Scout Registration and Payment Form
3. Minor Activity Release Form
4. Special Dietary Needs Form
5. Patrol Count Form
6. What Troops Should Bring to Camp
7. Scout Planning Form

you may need to use several of them more than once.

Some of these forms are also available on the Marin Council web site at www.boyscouts-marin.org in the Scouts BSA Resident Camp section.

The BSA Medical Form (Parts A, B, and C) is available from www.scouting.org

Please contact the Marin Council if you have questions about any of these forms.

On the following pages are important forms and information sheets that you will need for camp.

Although you can cut or tear them out of the book, we suggest that you copy them instead because



2023 SCOUTS BSA SUMMER RESIDENT CAMP --- TROOP PAYMENT FORM

Payment is on behalf of the unit only, not for individual Scouts or leaders. Please include this form with any payments beyond your initial troop reservation deposit (except for Provisional Scouts). Always use a new form for each payment (do not update or reuse a prior payment copy).

TROOP #: _____ *boys* **COUNCIL:** _____ **DATE:** _____
 _____ *or girls* (not District) _____

WEEK (check one): #1/July 2-8 #2/July 9-15 #3/July 16-22 #4/July 23-29

Troop Representative Name: _____ Best Phone # _____
Contact name of individual responsible for all Summer Camp correspondence for your unit.

Email Address: _____ Alternate Phone # _____
Please print clearly and indicate an email that is checked frequently.

Mailing Address: _____

City / State / Zip: _____



Payment NO later than March 31, 2023 (includes free t-shirts!)			
Camper Type:	Weekly Fee:	Quantity:	Subtotal:
Scout Youth	\$560		
Adult Leader	\$180		
If this is the first payment after your initial reservation, then deduct the \$500 deposit amount here:			
Total amount being paid:			

Payment after 03/31 but NO later than May 31, 2023			
Camper Type:	Weekly Fee:	Quantity:	Subtotal:
Scout Youth	\$585		
Webelos Bridged in 2023	\$565		
Adult Leader	\$200		
If this is the first payment after your initial reservation, then deduct the \$500 deposit amount here:			
Total amount being paid:			

Payment after 05/31 but NO later than 2 weeks before arrival*			
Camper Type:	Weekly Fee:	Quantity:	Subtotal:
Scout Youth	\$610		
Webelos Bridged in 2023	\$595		
Adult Leader	\$220		
If this is the first payment after your initial reservation, then deduct the \$500 deposit amount here:			
Total amount being paid:			

**Rates are higher for "on-arrival" reservations and payments; see current Leaders' Guide. Do not mail payments within 2-weeks of your camp session; please pay on arrival.*

Payment Method:

_____ Troop check # _____ enclosed (payable to *Marin Council, BSA*)

_____ Charge payment amount to VISA / MC / AMEX # _____

Expiry Date ____ / ____ Security Code ____ (on back) Billing Zip Code _____

Name on card _____ Signature _____

Summer Camp T-shirts Pre-order Program!

Order your quantities by size in advance, and your Scouts will have fresh, clean Marin-Sierra T-shirts waiting for **pick-up at the Tradin' Post** in Murray Lodge!

Free if ordered by 03/31!
Only \$15 (SM thru XL) or \$18 (XX or XXX) by 05/31!
Pricing may be higher at camp, and size selection is not guaranteed!

____ SM ____ MD ____ LG ____ XL
 ____ XX ____ XXX

____ T-shirts @ \$15 = _____

____ T-shirts @ \$18 = _____

Please add your total T-shirt pre-order to any troop payment amounts indicated at the left; tax and shipping are included!

Return by US Mail: Marin-Sierra / 225 West End Avenue / San Rafael, CA 94901 **or Fax:** 415-454-5511

Phone: 415-454-1081 Email: camping@boyscouts-marin.org Website: www.boyscouts-marin.org

Camp Fee Refund Policy: Fully before 04/01/23; only 50% from 04/01-30/23; only 25% from 05/01-31/23; nothing after 05/31/23.

Partial refunds may be granted after 05/31/23 in extreme circumstances; please see current edition of the Camp Leaders' Guide for more information.

PARENT/FAMILY INFORMATION FOR PROVISIONAL SCOUTS

Preparing You and Your Scout

To prepare your family for your Scout's Summer Camp experience, download the current Marin-Sierra Summer Camp Leaders' Guide and Parent Information Guide from the Marin Council website Summer Camp page:

<http://www.boyscouts-marin.org/camping-facilities/scouts-bsa-summer-camp/4507>. All current information, forms, schedules, policies and other materials will be posted there. Be sure to involve your Scoutmaster in the application process with an approval signature, and any follow-up so the Scoutmaster can also help prepare your Scout. You are also welcome to attend any of the Camp Leader meetings online in May or June. Request a ZOOM link from the Camp Director.

Advancement Planning

- ✓ Review the Marin-Sierra Merit Badge offerings and schedules online or download those pages.
- ✓ Talk with your Scoutmaster about the Merit Badge topics and other programs you want to participate. This is an important step in preparing for your Summer Camp week advancement opportunities.
- ✓ If there are pre-requisites or requirements that will not be covered at camp, make a plan with your Scoutmaster to finish those in advance of your camp week so you can complete the Merit Badge.
- ✓ Complete a Merit Badge application (blue card) for each class you plan to take and make sure your Scoutmaster approves and signs these. Don't forget to bring them with you to camp!
- ✓ Sign-up for the scheduled Merit Badge class sessions at 8:25am Monday after the camp assembly. Many other program sessions are offered as drop-in.
- ✓ Bring your Scoutmaster-approved and completely filled-out blue cards with you to your first Merit Badge session.
- ✓ By the end of the week, the Merit Badge counselor will sign your blue cards if you have completed all requirements. If they are not complete, you will receive a "partial" blue card with those requirements completed listed on the back page grid.

Sunday Check-In: 12noon to 1pm ONLY!

As a provisional Scout, on-time arrival at camp in uniform is critical to ensure that you have the opportunity to be placed with your host Troop and meet

everyone in advance of the full check-in process. Provisional Scouts will proceed through the camp orientation process with their host troop. Parents are welcome to stay during this time.

During Check-in: turn in all forms for the provisional Scout. Bring a bag lunch; there is no food service until dinner. The round-robin orientation format with your host troop and Troop Guide will include:

- ✓ Med-check review: turn in the BSA Annual Health & Medical Record, any medications, and the Minor Activity Release form for shooting sports.
- ✓ Swim Check: necessary for all use of the waterfront area including aquatics merit badge sessions and recreational swimming and boating. Wear your swimsuit under your uniform when traveling to camp to make this process convenient.
- ✓ Camp Areas Tour: Commissary, Shooting Sports Safety Orientation, Program Areas, Tradin' Post.
- ✓ Campsite Check-in and set-up will be last.
- ✓ Camp-wide Assembly (5:45pm); Dinner Service (6pm); Safety Demonstration (7:15pm); Chapel Service (8:10pm)

Saturday Check-Out: 7:30am-8:30am!

Please ensure your on-time arrival at camp to pick-up your Scout. We recommend coming the afternoon before to visit your Scout and view the closing campfire program, then returning in the morning to pick them up and meet with the host Scoutmaster to check on their advancement (blue cards), participation (programs) and behavior/assimilation into the host troop for the week.

Contacting Your Scout

If you need to contact your Scout during the week, be sure to obtain the phone numbers of the Troop leadership with whom they are staying. Non-Verizon cell phones work best in camp. We discourage Scouts from using cell phones around camp other than as digital cameras, and many troops may have restrictions against their Scouts using them constantly for gaming or social media. For extreme emergencies, first try the Council office (415-454-1081) during weekday business hours, or the Camp Director, or the Camp Ranger's office (530-389-2427) where you can leave a message. Incoming voicemail messages are left in the troop mailbox which may not be picked up until the following day.

Camp Fee Refund Policy: Fully before 04/01/23; only 50% from 04/01-30/23; only 25% from 05/01-31/23; nothing after 05/31/23.

Partial refunds may be granted after 05/31/23 in extreme circumstances; please see current edition of the Camp Leaders' Guide for more information.

2023 SCOUTS BSA SUMMER RESIDENT CAMP

SPECIAL DIETARY NEEDS FORM

Use this form to notify the camp of any special dietary needs, food restrictions or allergies. Camp Marin-Sierra will make every reasonable effort to accommodate the special needs reported below. Be specific in explaining the dietary needs, food preparation requirements or allergic reactions. This form is not for dietary preferences (i.e. does not like peas)

Week (check one): #1/July 2-8 #2/July 9-15 #3/July 16-22 #4/July 23-29

Youth Adult Troop # _____ Council Name (not District) _____

Individual Name: _____ Best Phone # _____

Email Address: _____ Alternate Phone # _____
Please print clearly, and indicate an email that is checked frequently.

Troop Representative Name: _____ Best Phone # _____
Contact name of individual responsible for all Summer Camp correspondence for your unit.

Email Address: _____ Alternate Phone # _____
Please print clearly, and indicate an email that is checked frequently.

Procedure:

- 1) **Do not submit this form if you have NO special dietary needs or restrictions.**
- 2) **Submit this form no later than two (2) weeks prior to your arrival at Summer Camp.** Email, Fax or Mail to the address information at the bottom of this page. Your form will be forwarded to the Commissary staff.
- 3) **Provide your Troop leader with a copy to be brought to camp and presented with the medical forms.**
- 4) **You must confirm** with the Commissary Director, Food Services Manager, or Special Dietary Needs cook at each meal to make sure you get what you need. We are preparing food 3 times-a-day for as many as 400 people in camp during any given week; filing this form does not guarantee that you will receive the correct foods unless you meet in-person with those Commissary Staff individuals noted above.
- 5) In the event you believe that you may have received the incorrect type of food, do not hesitate to contact any one of the Commissary Staff individuals noted above in #4. If you ingest something to which you are allergic, please see the Camp Health Officer immediately or have a staff member radio them for emergency response!
- 6) It is the responsibility of those persons with severe allergies to make sure they always carry the proper medication (such as an Epi-pen) with them at all times in case of emergency.

Description: (please be very specific about what you cannot eat, or type of diet needed, or allergic reactions)



MINOR CONSENT & ACTIVITY RELEASE FORM

Parent/Guardian Authorization for Youth Under 18 Years of Age

This specific and current form must be used and present on Council property at Camp Marin-Sierra during Summer Camp weeks. **No other form will be accepted.** Scouts without this completed form will not be able to participate in the activities listed below. This form must be completed-in-full and brought with the Troop to be submitted at the unit check-in for distribution to program areas.

Week (check one): ___ #1/July 2-8 ___ #2/July 9-15 ___ #3/July 16-22 ___ #4/July 23-29

Troop # _____ **Scout Name:** _____ **Birthdate:** _____

Please note: while not absolutely required, the Marin Council, BSA prefers the signatures of both parents/guardians below, and for any activity selection that is chosen, the matching initials of both adults.

The undersigned parent(s) or legal guardian(s) consent that the Archery, Tomahawk, Rifle or Shotgun instructor of the Marin Council, BSA may furnish only at the approved range facility the BSA-approved archery, tomahawk or firearm equipment with ammunition to the above-named minor for the purpose of instruction in safe handling, target shooting and other related activities. Please initial each box below where permission is granted for the minor to participate.

This authorization expires automatically on August 1, 2023.

Archery (bow & arrows) _____ **Tomahawk** (throwing) _____ **Rifle** (.22 caliber) _____

Muzzle-loading (.50 caliber black powder) _____ **Shotgun** (20-gauge) _____

The above-named minor may participate in the normal activities of the camp program including --- but not limited to --- swimming, boating, hiking, outdoor cooking and field games. In addition to these, permission is granted to participate in the following special activities if available at camp during the week. Please initial each box below where permission is granted for the minor to participate:

COPE (with unit leader approval) _____ **Rock-climbing** (with unit leader approval) _____

Parent/Guardian #1 Name: _____ **Initials** _____

Parent/Guardian #1 Signature: _____ **Date:** _____

Street Address: _____ **City / State / Zip:** _____

Best Phone # _____ (mobile / home / work) **Alternate #** _____ (mobile / home / work)

Parent/Guardian #2 Name: _____ **Initials** _____

Parent/Guardian #2 Signature: _____ **Date:** _____

Street Address: _____ **City / State / Zip:** _____

Best Phone # _____ (mobile / home / work) **Alternate #** _____ (mobile / home / work)

2023 SCOUTS BSA SUMMER RESIDENT CAMP

PATROL COUNT FORM FOR JAMBOREE MEALS

Use this form to notify the camp of the distribution of Scout Youth and Adult Leaders in your troop by patrol for Jamboree cooking meals. It is important to complete this form accurately so we can appropriately pack and deliver your food for all Jamboree meals. **DO NOT mail this form**; bring it with you to camp to submit during Sunday afternoon check-in.

Week (check one): #1/July 2-8 #2/July 9-15 #3/July 16-22 #4/July 23-29

Troop # _____ Council Name (not District) _____ Total # of Patrols _____

Unit Leader In-Camp: _____ Cell Phone # _____

Some troops choose to prepare and cook meals Jamboree-style in their campsite all week (Monday lunch through Friday lunch). All troops, including those with Central Dining at the Commissary, will cook and eat Jamboree-style all day on Wednesday (breakfast/lunch/dinner) in their campsites using the food supplies delivered to a drop point nearby. At Marin-Sierra, we believe this helps to reinforce your Scouts cooking skills by the Patrol Method. Be sure to complete this form accurately so we can provide the correct amount of food. **Minimum patrol size: 5 persons; maximum: 10.**

Please Check One:

Central Dining all week at the Commissary (except Jamboree Wednesday)

Jamboree-style cooking all week in your campsite (except first two and last two meals)

First Patrol Name: _____

Fifth Patrol Name: _____

of Scout Youth _____ # of Adult Leaders _____

of Scout Youth _____ # of Adult Leaders _____

Total # in Patrol _____

Total # in Patrol _____

Second Patrol Name: _____

Sixth Patrol Name: _____

of Scout Youth _____ # of Adult Leaders _____

of Scout Youth _____ # of Adult Leaders _____

Total # in Patrol _____

Total # in Patrol _____

Third Patrol Name: _____

Seventh Patrol Name: _____

of Scout Youth _____ # of Adult Leaders _____

of Scout Youth _____ # of Adult Leaders _____

Total # in Patrol _____

Total # in Patrol _____

Fourth Patrol Name: _____

Eighth Patrol Name: _____

of Scout Youth _____ # of Adult Leaders _____

of Scout Youth _____ # of Adult Leaders _____

Total # in Patrol _____

Total # in Patrol _____



SUMMER RESIDENT CAMP INDIVIDUAL PLANNER **2023**

	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
Morning	<p>7:15 Breakfast</p> <p>8:15 Camp-wide Assembly & Flag Ceremony</p> <p>8:25 Merit Badge Madness (sign-ups)</p> <p>9:00-12:00 Program Areas & Tradin' Post Open</p>	<p>7:30 Breakfast</p> <p>8:35 Camp-wide Assembly</p> <p>9:00-12:00 Program Areas & Tradin' Post Open</p>	<p>6:20-6:40 Breakfast Food Delivery</p> <p>7:30 Jamboree-style Breakfast in Campsites</p> <p>8:35 Camp-wide Assembly</p> <p>9:00-12:00 Program Areas & Tradin' Post Open</p>	<p>7:30 Breakfast</p> <p>8:35 Camp-wide Assembly</p> <p>9:00-12:00 Program Areas & Tradin' Post Open</p>	<p>7:30 Breakfast</p> <p>8:35 Camp-wide Assembly</p> <p>9:00-12:00 Program Areas & Tradin' Post Open</p>	<p>7am-9:30am Campsite Check-out, Breakfast & Departure</p>
Afternoon	<p>12:15 Lunch</p> <p>1:30-4:30 Program Areas Open</p> <p>1:30-5:00 Tradin' Post Open</p>	<p>12:15 Lunch</p> <p>1:30-4:30 Program Areas Open</p> <p>1:30-5:00 Tradin' Post Open</p>	<p>11:20-11:40 Lunch Food Delivery</p> <p>12:15 Jamboree-style Lunch in campsites. (invite a staff member)</p> <p>1:30-4:30pm Program Areas Open</p> <p>1:30-5:00 Tradin' Post Open</p>	<p>12:15 Lunch</p> <p>1:30-4:30 Program Areas Open</p> <p>1:30-5:00 Tradin' Post Open</p>	<p>12:15 Lunch</p> <p>1:30-4:30 Program Areas Open</p> <p>1:30-5:00 Tradin' Post Open</p> <p>3:30 Camp-wide Scoutdoor Games</p>	<p>STAFF ONLY in CAMP</p> <p>ALL Program Areas and Facilities are Closed</p>
Evening	<p>5:45 Dinner</p> <p>7:10 Camp Assembly & Closing Flag Ceremony</p> <p>7:30-8:30 Opening Campfire Program by Camp Staff</p> <p>8:10-8:30 Interfaith Worship @ Chapel</p>	<p>5:45 Dinner</p> <p>6:40 Camp Assembly & Flag Ceremony (take mess kits to campsite)</p> <p>7:00-8:00 Camp-wide Activity & Tradin' Post open</p>	<p>4:20-4:40 Dinner Food Delivery</p> <p>5:45 Jamboree-style Dinner in campsites</p> <p>6:40 Troop Flag Ceremony @ Assembly</p> <p>7:00-8:30 Troop Activity in campsites</p>	<p>5:45 Dinner</p> <p>6:40 Camp Assembly & Flag Ceremony</p> <p>7:00-8:00 Program Areas & Tradin' Post open</p> <p>7:00-8:00 Patrol Challenge @ Meadow</p>	<p>5:45 Camp Assembly & Flag Ceremony</p> <p>6:00 Dinner</p> <p>7:15 Award Ceremony @ Meadow & walk to Closing Campfire Program</p>	<p>STAFF ONLY in CAMP</p> <p>ALL Program Areas and Facilities are Closed</p>

Please note: ALL details are subject to change at ANY time.

OUTDOOR CODE

BOY SCOUTS OF AMERICA

AS AN AMERICAN, I WILL DO MY BEST TO:

BE CLEAN IN MY OUTDOOR MANNERS

I WILL TREAT THE OUTDOORS AS A HERITAGE TO BE IMPROVED FOR OUR GREATER ENJOYMENT. I WILL KEEP MY TRASH AND GARBAGE OUT OF AMERICA'S WATERS, FIELDS, WOODS AND ROADWAYS.

BE CAREFUL WITH FIRE

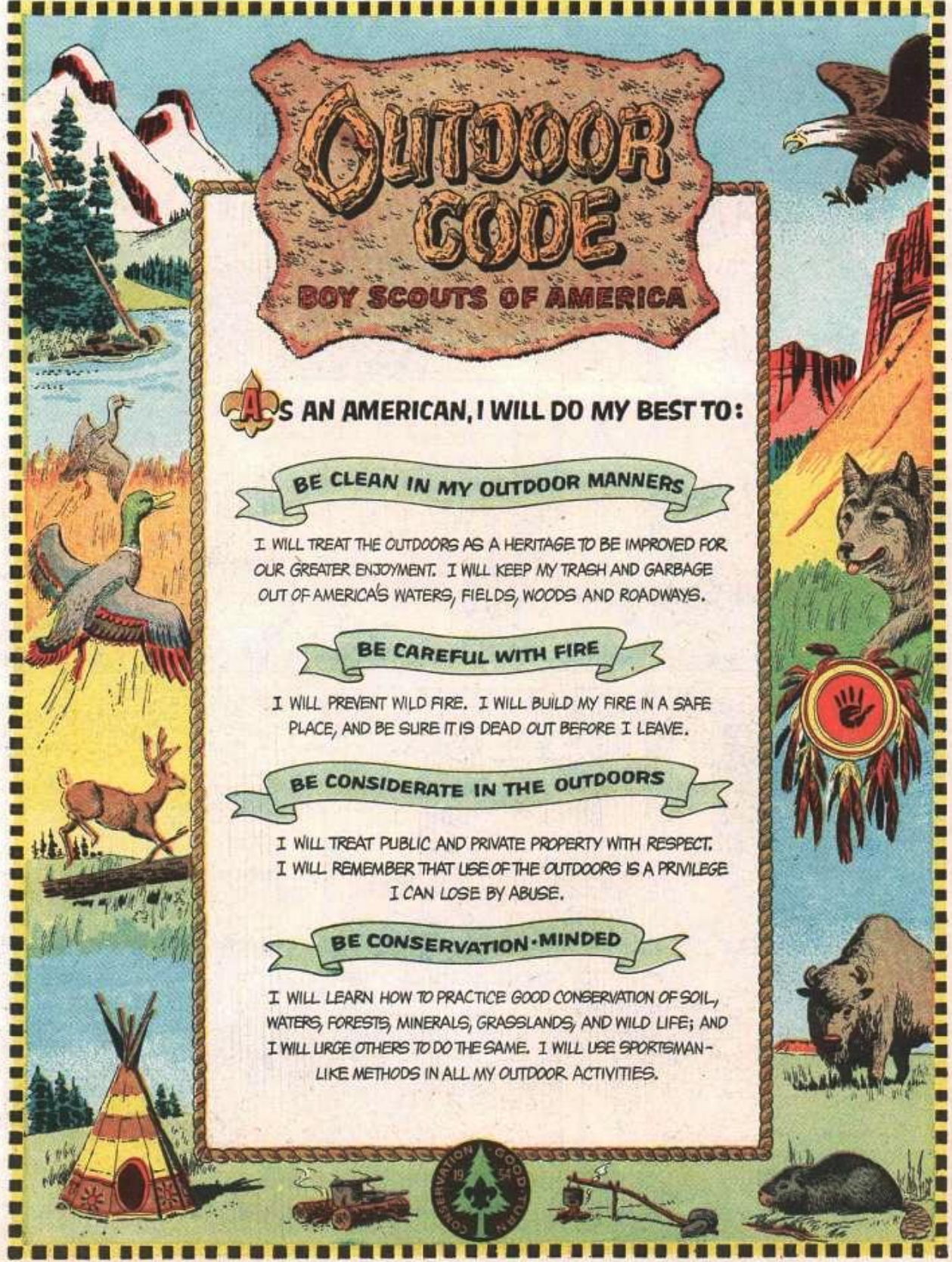
I WILL PREVENT WILD FIRE. I WILL BUILD MY FIRE IN A SAFE PLACE, AND BE SURE IT IS DEAD OUT BEFORE I LEAVE.

BE CONSIDERATE IN THE OUTDOORS

I WILL TREAT PUBLIC AND PRIVATE PROPERTY WITH RESPECT. I WILL REMEMBER THAT USE OF THE OUTDOORS IS A PRIVILEGE I CAN LOSE BY ABUSE.

BE CONSERVATION-MINDED

I WILL LEARN HOW TO PRACTICE GOOD CONSERVATION OF SOIL, WATERS, FORESTS, MINERALS, GRASSLANDS, AND WILD LIFE; AND I WILL URGE OTHERS TO DO THE SAME. I WILL USE SPORTSMAN-LIKE METHODS IN ALL MY OUTDOOR ACTIVITIES.





"THIS CAMP IS YOUR CAMP!"