

CAMP WOLFEBORO

LEADER'S GUIDE

2019



Nationally Accredited Camp (NCAP)
Mt. Diablo Silverado Council, BSA
800 Ellinwood Way
Pleasant Hill, CA 94523
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Camp Wolfeboro

Camp Wolfeboro is one of the longest and running scout camps in the Western United States. Founded in 1928, Wolfeboro has continually become a special place to all its Scouts and Scouters.

It is the mission of the Wolfeboro staff to facilitate an environment where scouts will be engaged in unique, evolving programs, while building character through the values and methods of scouting in a safe outdoor environment.

It is the aim of the Camp Wolfeboro staff to promote a profound reverence for the outdoors. We establish, maintain and improve a rustic and traditional camping environment that can be enjoyed by all ages for many years to follow.

The Scout Oath and Scout Law are the core of Camp Wolfeboro. As your scouts participate in the camp programs, we help your units utilize the “patrol method” so the scouts can learn leadership skills. Additionally, we expect your scouts to use the “buddy system” at ALL times.

The best aspect of program at Camp is that is **YOUR** program and the Wolfeboro staff is here to assist you in providing that program so, BE PREPARED!

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.

A Scout is:
TRUSTWORTHY, LOYAL, HELPFUL, FRIENDLY, COURTEOUS, KIND, OBEDIENT, CHEERFUL, THRIFTY,
BRAVE, CLEAN and REVERENT.



CAMP WOLFEBORO

Bear Valley, California

Dear Scouter:

We are delighted you have selected Camp Wolfeforo to be your 2019 summer camp. Camp Wolfeforo provides a safe and challenging High Sierra wilderness experience. We strive to provide the best program and staff possible to assist you and your troop, crew or ship develop confident, self-reliant, and resourceful young men and women.

This leader's guide has been designed to help you prepare for your visit to camp and make your time with us enjoyable. You will find several planning forms and handouts in the rear of the guide, please copy them as necessary for your Scouts. If you need any assistance, please do not hesitate to contact our Director of Support Service, Joe Barton at joe.barton@scouting.org or (925) 674-6172. Visit our website at <https://campwolfeforo.mdscbsa.org/> to obtain forms and learn more about our offerings for 2019. You may also check your reservation status, select merit badges and make camp payments at <https://scoutingevent.com/023-wolfeforo2019>

The program ideas in this handbook are only a sample of the more popular activities in and around camp Wolfeforo. Our staff is always eager to help you plan your own special hiking, canoeing, or climbing adventures!

Thank you for what you do for your scouts and their families. For more than a century, scouting has a special place in America as the premier youth leadership development program. They say being a scout leader only takes "an hour a week". I know it takes so much more. From all of us on the Wolfeforo Staff we offer a heartfelt THANK YOU!

We look forward to the opportunity to serving you at camp.

Yours in Scouting,

Andrew Dale

Camp Director

Registration and Camp Fees

Go online (<https://scoutingevent.com/023-wolfeforo2019>) to make a reservation, pay for scouts, and select merit badges. Our 2019 Reservation form is also included in the appendix of this guide.

To make your reservation you will be required to pay a \$250 nonrefundable deposit which will be applied toward your overall camp fees.

On January 31st your first payment of \$150 per Scout will be due. You may mail in a check to our office, please address it at following:

Mt. Diablo Silverado Council
c/o Camp Wolfeforo 2019 Deposit
800 Ellinwood Way
Pleasant Hill, CA 94523

Units who have not made a deposit by February 1st will risk having their site reassigned to another unit who has paid.

Final camp fees are due by March 31st for existing Scouts and by May 31st for all Arrow of Light scouts who bridge over in the spring of 2019. A specific table for fees is in the appendix

Act quickly and get your fees in by March 31 for the lowest cost!

Please note that each unit is responsible for camp payments. We do not take individual payment from parents.

Webelos who transition into the Troop in the spring will pay a discounted fee as shown in the table.

If you do not pay the balance of fees two weeks before your arrival, you still NEED to submit a count of the number of youth and adults you expect to bring to camp. Otherwise, we will plan based on the numbers on your original reservation. If the number of campers you bring to camp is greater than the original reservation, **WE MAY NOT BE ABLE TO ACCOMMODATE YOU!**

Adult Leader Fees are as follows:

Your first two adult leaders are free. After that, Mt. Diablo Silverado Council unit leaders will be charged \$250 per week and out of council Leaders will be charged \$280 for the week. We do allow part time adults in camp at a rate of \$50 per day.

FINAL CAMP FEES MUST BE RECEIVED TWO WEEKS BEFORE ARRIVAL AT CAMP so we can order proper food quantities. You will be charged full fees for additional reservations within the two weeks before camp!

ALSO, YOU MAY FIND THAT YOUR UNIT CAMPSITE WILL BE CHANGED, IF NECESSARY, TO BETTER ACCOMMODATE UNITS. THE CAMP DIRECTOR HAS FINAL SAY ON CAMPSITE USAGE AT CAMP.

Frontier Option (Formerly known as “Pioneering”)

If you choose to supply and cook your own food, your troop, ship, or crew may take advantage of the FRONTIER option. If your unit decides to do this, you will receive a **\$60 per person discount** for each paid youth in attendance. The unit will then be responsible for supplying ALL food and ALL cooking equipment.

The Camp Kitchen Staff cannot guarantee that there will be any space to keep refrigerated or frozen food for individual units, but we will try to make room to store them.

Unit Roster

You must submit a fully completed unit roster, showing all leaders and scouts, with your final fee payment! You will need to go online to update your roster. If this is not an option then you may use the form in the appendix and email or fax it to The Council Service Center. (See page 40, also online)

Food Allergy Notice

If ANY scout or leader has food allergies, they must complete a dietary allergy form and note it in our online system (See page 42, also online). If not completed online, forms must be sent or faxed to the council service center with final fee payment.

Camperships

The Mt. Diablo Silverado Council has a limited amount of funding available for “Camperships” to assist disadvantaged Scouts to attend summer camp and are available ONLY to Scouts who are registered in MDSC. (See appendix for more details)

Refund Policy

Mt. Diablo Silverado Council Refund Policy

Effective June 26, 2018 The Mt. Diablo Silverado Council has developed a refund policy to ensure our Scouts receive high quality programs and activities. Many of the costs associated with activities rely upon an outlay of funds many weeks and months prior to events. In order to maintain the most cost effective and positive program impact activity, camping and event refunds of 100% cannot be given. Refunds will now be considered based upon the following criteria and timeline.

Time until event	Percentage refund
Up to 14 days prior	80% refund
Up to 7 days prior	60% refund
7 days or less	No refund*

*Participants who cancel from an event within 7 days will be considered for up to a 60% refund if the refund request is accompanied by a Doctor's note. Refund requests under these circumstances will not be considered if not received at the Council Service Center more than 14 days after the start of the event.

Early Arrival Fees

Any unit (or portion of a unit) arriving before Sunday morning of the session for which it is registered must pay a unit early arrival fee of **\$75.00**. Units who arrive early must provide all food and security for food as well as all supervision of Scouts and adults.

The Council Service Center must be notified in writing at least TWO weeks prior to the unit's early arrival at camp or else your unit will incur a \$150.00 early arrival fee.

Registration Requirement

There has been a BSA Change to Adult Registration Requirement for Summer Camping

The BSA's adult registration requirements mandate that ***all adults*** accompanying a Scouts BSA troop to a resident camp or other Scouting activity lasting 72 hours or more **must be registered as a leader, including completion of a criminal background check (CBC) and Youth Protection Training (YPT)**

Requiring registration, background checks, and YPT for adults on Scouts BSA extended activities adds another dimension of protection for Scouts BSA.

- The requirement applies to any adult accompanying a Scouts BSA group on a single Scouting activity where they are present for three or more nights (not necessarily consecutive)
- These adults **must** be registered as leaders, **including the completion of a criminal background check and Youth Protection Training before the activity** (CBCs cannot be expedited) *Please note that under normal circumstances it can take up to 3 weeks for a CBC to be completed – with many new adult registrations all across the country at that time, it will take longer - BE PREPARED by registering and completing your YPT and CBC early so as not to be told you cannot attend camp because it did not come back yet.*

Why is this happening?

- This is meant to enhance the "safe space" for overnight Scouts BSA activities.
- While incidents are rare, this will serve as an added layer of protection for our highest risk activities.

Please inform your troop's leaders and parents of this change to allow time for everyone attending summer camp to be in compliance with these new requirements.

General Camp Information

2019 Camp Dates	
Staff Week	June 8 – June 15
Week 1	June 16 – June 22
Week 2	June 23 – June 29
Week 3	June 30 – July 6
Week 4	July 7 – July 13
Week 5	July 14 – July 20
Week 6	July 21 – July 27

2020 Camp Dates	
Staff Week	June 7 – June 13
Week 1	June 14 – June 20
Week 2	June 21 – June 27
Week 3	June 28 – July 4
Week 4	July 5 – July 11
Week 5	July 12 – July 18
Week 6	July 19 – July 25

Check In & Out

Camp check-in is scheduled from 12:00 noon until 4:00 PM on Sundays. The camp truck will be at the top of the hill to assist in transporting gear into camp. Units should plan on arriving at camp between 11:30 AM and 1:00 PM in order to permit sufficient time to hike the two miles in and set up camp.

Your assigned Camp Buddies will be awaiting your arrival and meet your unit at the front gate, and then assist you in settling into your campsite and starting your program.

If you must check in before 11:00 AM or after 4:00 PM please indicate this in your Campsite reservations, notify the Council Service Center at least a week before your arrival.

Units arriving on Monday must provide their own transportation into camp and must arrive in camp by 8:00AM.

Departure time is Saturday morning after completing check-out procedures including picking up medical forms, medication, and patches and AFTER a campsite inspection by your camp commissioner. The camp truck leaves at about 9:30am on Saturday to take gear to the top of the hill.

Transportation to Camp

Each unit committee plans and provides its own transportation to and from camp. The Check In & Out sections of this guide should be used in planning your trip.

The Wolfeboro access road is accessible using 4X4 or high clearance vehicles ONLY. If you bring your personal vehicles down the road you are doing so at your own risk.

Parking

There is very limited parking at the bottom of the hill. Vehicles brought into camp are to be backed into designated parking areas in case evacuation is necessary.

Troop trailers

If a troop equipment trailer is brought into camp, it must be parked so as not to obstruct the free flow of traffic.

Tents

Units are to provide their own tents and transfer them to and from camp. Each unit is responsible for providing adequate sleeping space for all members in attendance; remember Camp Wolfeboro does not provide platforms. The entrance to each tent must be clearly marked “No Flames in Tent” and have full dirt and water buckets nearby (provided to you), per BSA regulations.

Leaders’ Meeting

Youth and adult unit leaders have an orientation meeting with the Camp Director, Program Director and area directors on Sunday at 7:30PM. Additional SM & SPL meetings are scheduled throughout the week as outlined in the camp schedule given out at the initial meeting. There is a final meeting for SPL’s and SM’s on Friday at 9:15 AM. These meetings focus on how you and Camp Wolfeboro staff can improve the camp program, facilities or other areas of camp.

Dining Hall

The first meal at camp is Sunday supper and the last is Saturday breakfast. All meals will be served in the dining hall using serving-line style serving. **Wednesday meals are prepared in camp.** Your unit must provide one host per table for each table (max eight people) assigned to your unit to set up and clean up their table. These hosts should report to the dining hall 15 minutes before each meal.

If anyone in your unit has **food allergies**, please see page 42 regarding the Food Allergy Notice. If they are severe, contact the Council Service Center to find out if your needs can be accommodated.

NOTE: NOBODY is allowed in the Kitchen areas without permission from the Kitchen supervisor.

Visitors

Parents and friends are welcome at Camp Wolfeboro. We suggest joining us on Fridays for special “Visitor Days” with an evening campfire that ends at approximately 9:30 PM. Family and friends of scouts and leaders who are attending camp are welcome to visit at Camp Wolfeboro. There is no cost unless you intend to eat meals in the dining hall.

Those visiting camp who want to eat meals should make prior arrangements at the Council Service Center. The cost is \$50 per person per calendar day. The Friday night only “Old Goats” dinner is \$20 per person for guests. Children under age six eat for free.

Camp wristbands need to be obtained and worn for meals that were prepaid OR purchased from the Trading Post (either way, bring receipt). Please help us to keep operating costs of camp down by having all guests pay for their meals.

There are no facilities at camp to allow parents or children not enrolled in the Boy Scouts of America to stay overnight.

Camping facilities located on Sand Flats near the camp are great for family camping. Please check with the Hathaway Pines Forest Ranger District office of the National Forest Service at 209-795-1381 for information. The link: http://activities.wildernet.com/pages/activity.cfm?actid=051601IO*53808cg gives some details about the campground, as does the Stanislaus National Forest website.

NOTE: Camp vehicles are *NOT* available to provide transportation up and down the camp road for parents and guests.

Trading Post

Our Trading Post is well stocked with merit badge pamphlets, advancement supplies, souvenirs, and refreshments.

On average a Scout spends \$100 during their week at camp. This amount will depend upon the scout's personal needs and whether the scout's interests require special purchases such as rifle range tickets or handicraft items. We suggest sending your Scouts with small bills when possible to aid in change. For \$100 we recommend 2-\$20, 3-\$10, 4-\$5 and 10- \$1. We also do take credit cards and allow Adult Leaders to run a tab in the trading post on their credit cards. Adults who do not sign off on their tab by 7:00pm on Friday evening will be charged a \$25 additional fee.

Uniforms

Field uniforms (a.k.a. "Class A") are worn at flag ceremonies and at the morning and evening meals. During the day and evening, Scouts should wear attire appropriate to the program area in which they are participating, "Class B's" are highly recommended. There are **NO laundry facilities** available to campers.

Patrol / Troop Flags

Baden-Powell said, "The patrol method is not a way to operate a Scouts BSA troop, it is the only way." To help provide recognition of patrol spirit, we encourage your patrols to bring their flags to camp along with your unit's flag.

Mail

There is NO direct mail service to camp so, mail delivery to camp is infrequent. There is a deposit box for outgoing mail near the Program Office. Incoming mail is distributed as soon as possible after receipt at the local P.O. in Bear Valley. **The camp is not responsible for lost or stolen mail.** The Trading Post stocks postcards, writing paper, envelopes and stamps. Every Scout should be encouraged to write to the scout's family about summer camp. All mail to camp should be addressed in the format below. **Please allow about 5 business days for mail to arrive at camp.** Parents may want to send a letter to camp the Thursday before the youth's week at Wolfeboro.

All mail is returned to sender at the end of the summer if received after the individual has left camp, so please provide a return address. All mail must be sent by the United States Postal Service only! Other carriers do not deliver packages to camp.

Scout Name
Troop # & Name of Campsite
Camp Wolfeboro
Bear Valley, CA 95223

Telephone

Wolfeboro uses a radiotelephone system. **In case of an emergency, contact the Council Service Center at (925) 674-6126 to get a message to camp.**

Adult Training Opportunities

Camp can also be a fun, relaxing and learning experience for adults. During the week you may participate in **Safe Swim Defense, Safety Afloat, and Climb on Safety**. Pending demand by participants and available trainers, the courses to become a trained Scoutmaster or Assistant Scoutmaster (i.e. **Scoutmaster Specific, LNT, and Outdoor Leader Skills**) will be offered each week. Completion of Outdoor Leader Skills requires participation in a Sourdough overnight hike and campout. Please bring a copy of your membership card or number for record keeping purposes. (not required but highly recommended)

We are also looking for **volunteer commissioners** who can help enhance a unit's camp experience and train adult leaders. (See Page 46)

If an adult has **specialized skills such as plumbing, electrical, carpentry and medical expertise** and would like to help with projects around camp, please call the Service Center and we'll get you set up to help work on one of the many projects at camp.

Personal Projectile Throwers

Please leave all personal bows, firearms and ammunition at home! [For the safety of Camp Wolfeboro participants and to be in line with Camp Standards, our Shooting Sports Director must secure ALL designed Firearms on property.](#)

If personal bows or firearms find their way to camp, they must be checked in with the Field Sports Director who will safely store them until checkout.

Liquid Fuels

All liquid fuels for stoves present a potential safety and fire hazard. Only adults, or older youth under the supervision of an adult, may use liquid fuels in camp.

All extra fuel not used for Wednesday meals must be checked in with the camp leadership upon arrival for storage in the secured camp fuel locker.

Knives in Camp

Knives may be necessary in the successful completion of an activity. For these activities, Totin' Chip training is available at the Trailhead and Scoutcraft program areas. All Scouts who carry knives or use other wood-cutting tools must carry their completed Totin' Chip card with them. NONE of the programs offered at camp require the use of a knife with a blade longer than four inches.

Under NO CIRCUMSTANCES are SHEATH KNIVES NEEDED or ALLOWED for participation in the camp programs. Knives of that type will be confiscated for the duration of the week.

Pets

Pets **MUST** be left at home. Camp abounds with wildlife. Please do **NOT** take home any wildlife (like squirrels, snakes or lizards). They will not survive!

Valuables

The Camp is **NOT** responsible for the safety of campers' valuables. Leave unnecessary valuables at home. Scouts should not take certain items (jewelry, money, etc.) to the aquatics or high adventure program areas. Many troops bring a "lock box" to store valuables for scouts at camp, but they need to be secured.

Items like television sets, "boom boxes", generators, etc. should not be brought to camp by units. Cell service is very limited in the valley, so cell phones should be left in a leader's vehicle.

Damaged Equipment Charge

Each unit is responsible for taking care of camp equipment that has been issued for their use. If this equipment is damaged, the individual or unit is responsible for cost of repairs or replacement at the discretion of the Camp Director.

Drugs, Alcohol, & Tobacco

Prescription drugs must be checked in to the Camp Medic. Non-prescription drugs (aspirin, cough syrup, etc.) may be used only with the approval of the Camp Medic. Local authorities will deal with those using illegal substances. Alcoholic beverages are not allowed in camp! Anyone in possession of, or under the influence of, alcohol will be escorted from camp immediately.

Smoking Policy— all buildings and facilities are designated as nonsmoking facilities. Smoking outside entrances and exit doors is not permitted anywhere. All activities will be conducted in a smoke-free environment.

If any adult must use tobacco, they may do so ONLY in the designated smoking area — it is located beyond the green gate at the entrance to camp.

Early Arrival

Camp Wolfeboro is **CLOSED** and the staff is off duty from 11am on Saturdays to 11 am on Sundays each week.

Your unit may arrive early on Saturday to make moving in to Camp for the week easier, Units who choose to do so must take note that all program areas are off limits during this time. Additionally, you may **NOT** drive down the road into camp until **AFTER 2pm** at the earliest. The dirt road into Camp is only wide enough for one direction traffic, driving down the hill on Saturday morning will cause traffic congestion and prevent units from staying on track with their travel plans. Also the road is only accessible to vehicles that have high clearance and/ or are 4 wheel drive capable. There is parking space available to leave any vehicles such as sedans and mini vans at the top of the hill.

Units arriving during this time will be responsible for their own meals. Units may report to their campsite and have access to the camp restrooms and showers but may not use any other camp facilities (swimming on camp property is prohibited). Please sign in at the Camp Director Cabin or the Program Office upon arrival.



Health & Safety Information

Health Facility

A Medical Lodge is located at Camp Wolfeboro and has a medic trained to handle minor accidents and illnesses.

Arrangements for treatment of more serious cases have been made with medical clinics and hospitals in the towns of Arnold and Sonora, CA. If such treatment is required, attempts will be made to notify the camper's parents. Their desires concerning further treatment will be accommodated wherever possible.

1. It is the responsibility of the unit leadership to provide transportation for unit member(s) requiring services from a doctor or hospital. The camp will provide transportation only when a unit has inadequate transportation, or if an injury requires medical personnel with emergency transportation.
2. One adult leader from the unit must accompany the unit member(s) requiring services to the doctor or hospital. The adult leader must obtain the Scout's health record and any insurance forms from the Camp Medic before going to the doctor or hospital. Also, two deep leadership still applies.
3. Since parent(s) or guardian(s) will be notified of any serious illness or injury, they should provide information about where they can be located if they will not be at home during the week of camp.
4. The Camp Medic must clear all cases requiring outside medical care. This is an agreement with the local health services facility and usually required by insurance companies for claim procedures.
5. Those leaving camp for any medical reasons should check out with the Camp Medic. Upon returning to camp, they must check in with the Camp Medic and show documentation of release and any medical restrictions and care.

If not returning to camp, someone from the unit must contact the MDSC service center at (925) 674-6126 and leave a message with contact info.

Medications at Camp

The Camp Standard on medication states: "All prescription drugs (including those needing refrigeration) are to be kept in locked storage and in compliance with local and state laws. An exception may be made for a limited amount of medication to be carried by a camper, leader, parent, or staff member for life-threatening conditions, including bee sting or heart medication, and inhalers, or for a limited amount of medication approved for use in a first aid kit."

This means individuals may only carry prescription medication needed for life-threatening situations, otherwise all other medications **MUST** be kept in lockers at the Medical Lodge.

A locker in the medical lodge will be provided to each unit during its stay at camp. **An adult in each unit will need to be responsible for the administration of prescription drugs for their unit.** They will be provided a lock to place on the locker. He or she will log the Scout's name, age, day, time and medication each time it is given. At the conclusion of camp the containers and medications will be returned to the unit leader. All other medical needs will be taken care of by the Camp Medic.

Prescription medications are for the named patient only! Leaders along with medical personnel are responsible to oversee the administration of medications. It is essential that each medication is in its own original labeled container. Each Scout needing prescription medications should have their own individual supply.

At the time any medication is dispensed from the pharmacy a sheet of information pertaining to each drug is also given to the patient. It would be appropriate for a Scout to attach that information to the scout's medical form.

For individuals with severe allergic reactions or other life-threatening conditions who may urgently need medication, they may, and should, be held by the individual. For example: EpiPens, Glucagon for diabetics, asthma rescue inhalers, and nitroglycerin for cardiac events.

While there are many **emergency** supplies available in the Medic's Lodge, scouts and leaders should bring their own critical supplies. Emergency items will be given under the direction of the Camp Medic OR any physician or emergency rescue personnel.

Many non-prescription, over-the-counter, medications will be available in the Medic's Lodge. These include Tylenol, adult and junior strength, ibuprofen, Benadryl, aspirin, simple cough and cold medications, etc. These medications are dispensed at the Camp Medic's discretion. Dressings for simple abrasions and burns as well as topical antibiotics and antiseptic solutions will also be available.

Medical Exams

Each Youth who attends camp must have a health history, signed by parents or guardians, supported by an exam done by someone licensed to practice medicine and completed within the last 12 months. **An Annual Health and Medical Record (#680-001 2014)** is to be used for summer camp by youth members. **Parts A, B, and C must be completed.** Please send up copies and not the originals.

Each Adult who attends camp must have a current health history supported by an exam done by someone licensed to practice medicine and completed within 12 months before arrival at camp. **This includes any adult rotating into camp. An Annual Health and Medical Record (#680-001 2014)** is to be used for summer camp by adult members. **Parts A, B, and C must be completed.**

Copies can be found at: http://www.scouting.org/filestore/HealthSafety/pdf/680-001_ABC.pdf

"Medical examinations for camp attendance are required of all campers for the protection of the entire camp group. The immunization requirement is waived for persons with religious beliefs against immunization."

If immunizations are in conflict with a religious belief, please make a note in the immunization part of the Annual Health and Medical Record portion of the form and fill out the Exemption from Immunizations form.

ALL Scouts and leaders will receive a health re-check from the Camp Medic upon arrival at camp. Any Scout or Scouter arriving in camp without the completed Annual Health and Medical Record, including the prior medical examination, will be restricted from all camp activities until an examination is done. There is NO provision for the required examination to be done at camp.

Camp Wolfboro leadership reserves the right to refuse admittance to anyone who, in the opinion of the Camp Medic and the Camp Director, has any physical or medical condition which could present a hazard to the individual or others. This includes individuals with a fever over 101°F upon arrival in camp.

Insurance Note

The Annual Health and Medical Record form requests personal health & accident insurance carrier and policy number. This information is needed in case someone has a life-threatening condition and is taken to the hospital and the emergency contact person cannot be reached. Doing so meets requirements set by BSA insurance provider.

All Troops attending camp must be covered by accident insurance.

Camp Programs

The staff at Camp Wolfeboro is proud of its location in the heart of the Sierra Nevada mountain range on the shores of the Stanislaus River. This location allows each individual to fully experience the “Outing” in Scouting. Along with its ideal setting, Camp Wolfeboro’s program offers a wide range of activities with a flexible schedule for all individuals. Advancement opportunities abound, but be sure to join in other adventures that camp has to offer. The experiences at camp would not be complete without doing several of the special activities.

Your program should be based on the needs and desires of the individuals in your unit. To insure your unit’s needs are met, we suggest that your unit have each youth decide, in advance, all the merit badges and other advancement and activities they want to do. Merit badge sign ups will be accessed through <https://scoutingevent.com/023-wolfeboro2019> A merit badge list and schedule are located elsewhere in this book (See page 28 and pages 32-33)

Also, it would be beneficial for your unit to plan ahead for the High Adventure and other unit activities that the Scouts want to do. These activities are filled on a first sign up basis due to limited space for several of them. The most valuable summer camp experience is a blend of activities for the individual Scout and the scout’s buddy, patrol and unit. The following pages contain a list of program features offered in the different areas of Camp Wolfeboro.

Aquatics

The Wolfeboro Waterfront is positioned along an improved section of the North Fork of the Stanislaus River. Non-swimmers and beginning swimmers can take advantage of our wading areas and beginning swimming instruction. You must pass the basic BSA swim test at camp as a prerequisite for all aquatics activities—whether they are merit badges or recreational activities. Bring long pants, belt, a long-sleeved button down shirt, and shoes that can get wet for all these Aquatics merit badges.

Swimming

This merit badge can be used as an Eagle required merit badge and it is a prerequisite for the Lifesaving badge.

Canoeing

Good physical strength and stamina are required for this merit badge. Must be a swimmer to earn this badge.

Rowing

It requires physical strength and stamina. Must be a swimmer to earn this badge.

Lifesaving

This merit badge can be used as an Eagle required badge. It is a challenging merit badge that requires physical strength and stamina. Must have Swimming merit badge and be able to swim 400 yards.

BSA Lifeguard

Individuals who are considering enrolling in the invaluable BSA Lifeguard Certification class **must** be at least 15 years old. In addition, the participant must complete the course consisting of a minimum of 30 hours instruction under the direction of the aquatic staff. This is a BSA National Policy.

With this time factor in mind, potential candidates should be notified that other activities outside of the course would be limited due to this significant time constraint.

The Aquatics Director and the class participants will determine class times. **Participants must have earned the First Aid, Lifesaving, Swimming, and Canoeing merit badges and completed CPR certification before beginning the program.**

Adult leaders must show competency equal to the merit badge requirements and complete CPR certification before beginning the course.

Mile Swim

Scouts with very strong swimming skills may wish to earn the Mile Swim BSA award. A daily one-hour swim conditioning program culminates with the 1-mile swim. Swim conditioning under the direction of the Aquatic Director is required. Participants should understand that extra time is required to complete this award. The mile swim will generally take place on Friday morning. Please see the Aquatic Director to arrange for conditioning times.

Also Offered

Snorkeling, BSA

Polar Bear Swim

Instructional Swim

Safe Swim Defense

Safety Afloat

Swimming and Water Rescue (this course is an intermediate between Safe Swim Defense and BSA Lifeguard)

Eagle's End

The newest program area to be added to Camp Wolfboro, Scouts can expect to be engaged in discussions on community functions, speech and debate topics, and government at the local, state, federal, and international level. Eagles End works to develop good citizenship in scouts while offering fun and engaging activities.

Citizenship in the Community, Nation, and World

Scouts can earn their Citizenship Badges at camp if they complete the prerequisites. Citizenship in the World is completable at camp and covers international government and foreign relations. Citizenship in the Nation covers the United States and federal affairs. Citizenship in the Community covers local government and is geared to give scouts a head start on the badge.

Communications

This merit badge is a good place to start for scouts who want to earn their eagle required merit badges. Along with the daily sessions, scouts will be expected to participate in activities at their campsite in order to complete this merit badge.

Public Speaking

Scouts will learn how to address groups and give speeches if they take this course. Those taking this session should expect a lot of speeches in order to complete this course.

American Heritage

For scouts who want to learn more about American History and Culture. Can be completed at camp, and friendly to scouts of all ages.

Crime Prevention

Covers our legal system and crime prevention methods. Scouts will be able to participate in a loss prevention program at the Trading Post. It is a fun and educational session for those who complete it at camp.

Ecology And Conservation

One of the most exciting areas in camp is the Ecology area because it is always changing, just like nature around us. The top-notch staff will help the youth complete their merit badges. We have a unique opportunity to learn about all that nature has to offer here on the beautiful shores of the Stanislaus River.

Drop by the nature lodge to view their displays or ask any questions you have about the natural world. All youth are encouraged to work on or take part in camp conservation projects. The camp will be offering one, two, and three-hour projects that can be done during your unit's week at camp. There might even be some on-going projects that will be tackled by more than one unit throughout the summer. Night hikes are a way to experience the outdoors—can you navigate by the stars, or stalk owls?

Archaeology

Learn about the ancient cultures that roamed the streams and mountains around Wolfboro. Written work is required.

Bird Study

Learn about the feathered wildlife of the High Sierras. Scouts should be prepared to spend some time making observations of birds at camp.

Fish & Wildlife Management

There is some written material for this badge. A conservation project is also required. Field trips are scheduled.

Mammal Study

This badge is good for younger Scouts. Requires some written work, a small report, and a conservation project.

Oceanography

The wonders of the deep will come to light in this program. Scouts are required to do some field studies to complete this badge (yes, at camp).

Soil & Water Conservation

This badge requires drawings and a conservation project. It covers a lot of material and is recommended for mature Scouts.

Geology

This badge requires a personal rock collection. Scouts will learn to identify rocks and minerals and how they are formed and used.

Astronomy

Scouts will observe the beautiful night sky over Wolfeboro. Career opportunities in astronomy will be discussed. Track star movement—remember to bring an alarm clock to make that middle of the night drawing!

Environmental Science

This badge is required for Eagle. It requires day hikes, field notes, and experiments. There is a great deal of written material and a great setting to earn this badge. This program is recommended for mature Scouts.

Forestry

Wolfeboro has excellent opportunities to learn about this topic. Scouts will learn about current issues in forestry, do a conservation project, and learn tree identification.

Reptile & Amphibian Study

This badge requires drawings and night observations. Scouts will be able to handle live animals in this session.

Weather

Scouts will build a weather instrument and use it to track weather during the week. This badge covers a lot of material and requires observations.

Insect Study

Scouts will explore the miniature life of insects at Wolfeboro. Scouts will gather specimens for an insect collection and take hikes to discover unusual creepy-crawlers all over the camp (especially June bugs).

Also Offered

Nature
Nuclear Science
Plant Science

Handicraft

The Handicraft area is an excellent place for your first year campers! In this area they can earn the more artistic merit badges while having fun at the same time. The Handicraft area also hosts a themed party, the Indian Lore Campfire, as well as many other activities.

The handicraft lodge will also help you build camp projects. You will find paint for signs, woodcarving tools for your neckerchief slide, and leatherworking tools for a new ax sheath.

Leatherwork

Learn techniques for making leather goods from scratch. This is a good badge for young Scouts.

Wood Carving

Scouts in this session will create wooden sculptures with just a knife. Knives are available for Scouts to use or Scouts can bring their personal knives. Personal knives should be sharp. Knives are also available for sale at the Trading Post. Remember to bring your Totin' Chip card or earn it at the Scoutcraft area!

Basketry

This is another good badge for young Scouts. They will learn to weave a basket that he can take home.

Indian Lore

This is good for Scouts of all ages. Learn about the fascinating history and culture of various Native American nations.

Art

Scouts in this session should have some drawing or artistic experience. There is a lot of freedom in choosing medium and subjects for artwork.

Music

Scouts will have the opportunity to sing, develop skits, and teach skits to others. Prerequisites should be completed prior to coming to camp.

Also Offered

Chess

Theater

Scoutcraft

Scouts will learn to find their way using map and compass, learn to tie knots and lashings, and perfect their camping and survival skills.

Camping

This badge is required for Eagle. It requires an overnight camping trip. Scouts should bring appropriate camping equipment (backpack, sleeping bag, etc.)

Wilderness Survival

This badge requires an overnight camping trip where Scouts must build a shelter and sleep in it.

Pioneering

Scouts will put their knots and lashings skills to the test by building gadgets, towers, and structures with rope and poles. Lots of practice will be needed to complete this badge.

Orienteering

Map and compass is the name of the game. Scouts will complete four orienteering courses across camp. This badge is recommended for older Scouts.

Cooking

This badge is the newest required one for the Eagle rank. Meal preparation may be done at the unit's campsite. All other requirements will be done in the Dining Hall. Some cooking experience is highly recommended.

Emergency Preparedness

This badge can be used as an Eagle required MB. It covers a great deal of written material, and there are skills to master. Familiarity with knots is extremely important. Older Scouts are recommended for this badge. First Aid merit badge and pre-requisites should be done before camp.

Fishing

This is an excellent merit badge for younger Scouts. It requires some written work and fishing trips. Scouts need to bring their own gear or purchase in the Trading Post for \$25. A fishing license is not required as long as you stay on camp property.

First Aid

Scouts will learn safety and how to provide aid for all types of injuries and situations.

SHOOTING SPORTS

Every young man wants the chance to do some shooting and show off his skill with a .22 rifle, shotgun, or the bow and arrow. Shooting sports will discipline the mind and the body, so just relax and have a great time. Targets and ammunition for shotgun and .22 rifle may be purchased at the trading post.

Camp Wolfeboro has excellent instructors who are more than willing to go the extra mile to help campers be successful. As with all of the program areas, the main aspect of the shooting ranges is **safety**. The rules may seem strict at times, but they ensure a fun, safe area that everyone can enjoy.

All youth who wish to shoot at the firearm's range must have a signed "Firearm Use Permission Slip". (See page 41)

Archery

Shooting experience is highly recommended and time is needed to qualify.

Shotgun Shooting

This program teaches Scouts the basics of handling and shooting a shotgun and safety precautions for firearms. Scouts will need time outside of the merit badge sessions to qualify.

Rifle Shooting

Shooting experience is highly recommended. Scouts should have the strength to handle a 10 pound rifle. Scouts will need time to qualify.

Troop Shoot

Troop shoots are an hour long, during the lunch hour that your troop is not eating. Sign-ups are on a first come, first serve basis at the Sunday evening Advancement Carnival.

Rifle Dueling Trees and Tomahawk/Knife Throw

Step back in time and try your hand with a muzzle loading black powder rifle (if available). It is a real skill to load powder, ball and patch! Cost is **\$1** per round of ammunition. Black powder shooting is offered to individuals that have demonstrated shooting and safety competency.

Also, visit the Archery range and try tomahawk and knife throwing!

Trailhead - Scout to First Class Rank

Camp Wolfeboro has knowledgeable staff at the Trailhead Center who will augment your troop leadership in addressing the advancement needs of younger Scouts.

Your Scouts should plan to spend a minimum of two hours per day at **Trailhead** depending upon the advancement needs. Those Scouts who need just a few requirements to First Class should make arrangements with Trailhead Staff.

When each Scout enters the Trailhead Center the staff will guide him through requirements for rank advancement. The Scout will be taught the skill, and then tested. If he is successful, he will be signed off on a passport that he submits to the troop leadership. We highly recommend that you, the Scoutmaster, then test him before officially signing off on a requirement in his handbook.

The Trailhead Center can verify that a Scout has learned a skill, but the troop will have the ultimate authority to determine if the Scout has “passed the test”. Similarly, our staff cannot sign off requirements that only can be completed in a troop setting (attending troop or patrol activities, etc.)

Summit

Climbing

One of the highlights of Camp Wolfeboro is our expansive rock climbing program. Our location in a granite valley allows us to have three separate natural outdoor rock walls that we are able to safely use. The climbing program can handle scouts from beginner to more advanced climber. There are several climbing areas that the staff will take the scouts to, according to the group’s skill level.

We may be able to accommodate two separate groups of scouts to go climbing, so that more scouts, of varying skill levels may complete the merit badge in the idyllic setting of camp.

A parent’s signature on the standard release section of the Health form gives permission for rock climbing.

3 Day Wilderness Trek

This exciting program is geared for older Scouts. They will leave Tuesday morning and return to camp on Thursday morning. All troops wanting to participate in this program must bring at least one adult leader from their unit. Units will determine their itinerary and our staff will provide your guide and food for the trip.

We recommend you bring items for the type of Trek you desire. Troops wanting to participate **must complete the WILDERNESS TREK REGISTRATION form two (2) weeks prior to attending camp** and turn it in to the Service Center. (See page 44) Since participants are on the trail, they won’t be able to participate in some in-camp activities.

Sourdough Hike

The 49ers called prospectors who traveled from camp to camp “Sourdoughs”. At least twice a week, the staff leads Scouts on this 2-1/2 mile hike, designed to teach basic backpacking and camping skills to your first year campers.

The Scouts will hike out of camp up the Highland Creek trail to Greenwater. Here they will prepare a meal on backpack stoves, try out some Scoutcraft skills, take a swim, and have a rousing campfire topped off by a Dutch oven dessert prepared by the staff guides. Any unit that sends Scouts must also send at least one adult. We recommend you bring the following items:

Backpack	Sleeping Bag
Ground cloth	The Ten Essentials
Water (2 liter min)	Mess Kit
Appropriate footwear and clothing	

Merit Badge Info

See page 32-33 for a list of all the available merit badges and page 28 for a tentative schedule. The requirements that must be completed before camp are shown on this list along with any special needs for completion. Each badge has been rated by the camp staff on its difficulty.

A limited supply of merit badge pamphlets will be available at the TRADING POST. Merit badge pamphlets can be found at each program area for reference and temporary use ONLY.

Blue Cards

The Camp staff will utilize the online system for all merit badge tracking and your access will allow you to print your own blue cards when you get home. The camp will provide blue cards only at the unit leaders request which must be done by dinner on Tuesday. Signed blue cards then will be submitted to the merit badge counselor by the Scout. The unit leader can pick up signed cards on Friday evening for review, and corrections will be made Saturday morning during checkout.

Partials

“Partials”, merit badges that were not completed at camp, will have completed requirements detailed on the back of the merit badge application. These badges can be finished with Merit Badge Counselors at home, or be brought back to summer camp the following year.

Individuals planning to complete a badge that they have already started must present a properly completed merit badge application showing the requirements that have been completed. Camp counselors cannot sign-off certain requirements that are not completed at camp (like attending a certain number of patrol or troop outings)

Any Scout who does not complete a merit badge at camp will be issued a “partial” for the work completed at camp. Their blue card will reflect what they have completed.

Prerequisites

A majority of Merit Badges that are offered at Camp require prerequisites in order to be completed while at Camp. Prior to arrival as a unit your scouts and leaders should review the desired merit badges requirements and figure out what can and can not be accomplished at camp. If prerequisites are not completed to camp Scouts will be given partials and will need to find a counselor in their area in order to finish the requirements that were not completed at camp.

ACE Program

Adventures Connection Experiences

ACE is an escape from the traditional merit badge summer camp program that allows Scouts to have a variety of outdoor camp experiences. There are three main components to the ACE program: Adventures, Connections, and Experiences.

Scouts will be able to participate in the programs that are most sought after at summer camp. The ACE program should appeal to Scouts for several reasons. They will enjoy different high adventure activities that can last the entire day or half the day. Connecting with new friends through this program is another plus. Throughout the week, scouts will embark on adventures and create unforgettable experiences. They can also choose to come to camp with their troop or as a Provisional Scout and join one of our provisional troops, similar to a jamboree troop.

Be Prepared to have FUN!

ACE Schedule

	Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
morning	Camp Closed	Climbing Adventure	Trek Leaves	Trek	Trek Returns	Out of camp Special Activity (TBD)	Leave for home
afternoon	Arrive top of the road 12n-4pm	Shooting Sports Area(s)	Trek	Trek	Camp Wide Theme Games	Out of camp Special Activity (TBD)	Camp Closed

ACE Program Requirements:

- Minimum Age of 14 years old by June 1st
- Must be First Class Scout or above
- Must have a completed BSA Medical Form AND all required camp forms and permission forms signed by a parent or guardian
- Must bring backpack, sleeping bag and other gear needed for Trek

Duration of the Program: Each session begins on arrival at camp between noon and 4pm. All gear is brought down to the camp and campers hike in. Camp ends Saturday before 10am.

Weekly Scout fees for the ACE Program

The ACE program utilizes many out of camp resources and has an additional cost of \$100 per camper which can be paid when they sign up through our online system at <https://scoutingevent.com/023-wolfboro2019>

How Do I Register My Scout for ACE?

Register for camp with your troop and pay all fees. The ACE Program will be part of the GreenBarHQ Merit Badge site (available soon after Scoutmasters' meeting on May 12). Have your troop summer camp coordinator register your Scout as an ACE participant. Once he is registered you will receive confirmation of registration via email.

Provisional Camper Program

No Troop.....No Problem!

You don't have to miss out on all the fun just because your troop isn't going to summer camp or because other summer plans mean you won't be able to go to camp with your troop. You may even want to do an additional week of camp just because you had such a great time. If this sounds like you then attend camp as part of the Camp Wolfeboro Provisional Camper Program.

New Friends..New Experiences!

Provisional Camping is just like camping with your home troop, except you'll have the opportunity to camp with new friends as you join Scouts from all over the council and beyond. You'll meet new people and have the opportunity to develop friendships that can last a lifetime. Provisional Scouts will partner with a selected Mt Diablo Silverado Troop with an experienced leader. You'll have a full time Scoutmaster for the week that, just like your Scoutmaster back home, will make sure you have a safe and fun camp experience. Provisional scouts can participate in all of the camp's exciting programs including advancement, competitions, and patrol events. It's a great way to finish additional Merit Badges, or to try a new part of the program that you weren't able to try before.

NOTE:

1. First year summer campers cannot attend as Provisional. Youth must have attended at least one Summer Camp prior to this year.
2. Provisional Campers at Camp Wolfeboro are welcome in the ACE program if 14 or older.
3. We will contact you after receipt of your reservation to coordinate registration into specific camp programs, get health forms, emergency contact info, permission slips, etc...
4. Adults attending with provisional Scouts must pay a leader fee.

SO, sign up now if you'd like to attend camp as part of the provisional camping program! Fill out the form on page 43 and return it with your initial payment to the Mt Diablo Silverado Council Service Center.

Provisional Camping is the creation of a temporary Troop. Provisional Troops allow youth to attend camp without their home unit. Provisional camping is not new; it is used during many different Scouting events including National Jamborees and High Adventure trips.

Under the qualified supervision of our provisional leaders, youth can attend Camp Wolfeboro if they want a second week of camp, if they cannot go the same week as their troop, or if they are just looking for something different. Throughout the week the youth develop their unit leadership and build connections they have not experienced before.

We offer two provisional options at Camp Wolfeboro. You can join our provisional Troop and work with the regular camp program that includes merit badge sessions or our provisional Troop going through the ACE Program. (*Provisional Campers must meet all the requirements for the ACE Program, as listed, to join that program*) Our highly qualified volunteer staff leads both of our Provisional Units.

How Do I Register for Provisional Camp?

Register for Provisional Camp by completing the registration form (page 43) and returning the form to the council office. Once your Scout is registered, you will receive confirmation of registration via email along with a URL code to our GreenBarHQ merit badge signup website. There your Scout will select Merit Badges for that session. Please have him bring signed Blue Cards to camp for each Merit Badge.

For additional information or assistance, contact our Program Department Assistant, Evelyn McManus; E-mail: Evelyn.McMantus@Scouting.org, Phone 925-674-6126, Fax 925-674-6190.

S.T.E.M. / NOVA Awards (EXPANDED FOR 2019)

A special opportunity to earn up to four STEM Nova Awards (Shoot!, Start Your Engines!, Whoosh!, and Designed to Crunch). This is an opportunity for All Scouts to earn these supplemental awards.

Participation is limited to the first 8 Scouts per day that sign up. There will be a \$25 fee to cover the cost of supplies.

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S.T.E.M.-Nova Award Prerequisites

Shoot!

- 1) Watch and/or Read about three hours science-related shows or documentaries that involve projectiles, aviation, weather, astronomy, or space technology and prepare two questions from what you read or watched then be ready to discuss them with your Counselor.
- 2) Earn or have earned one of the following merit badges—Archery, Astronomy, Athletics, Aviation, Game Design, Rifle Shooting, Robotics, Shotgun Shooting, Space Exploration, Sustainability, or Weather. Be ready to discuss how your merit badge used science. (The merit badge used for each Nova Award must be different.)
- 3) Visit an observatory or flight, aviation, or space museum, talk to a docent about the science at the museum then be prepared to discuss your visit with your Counselor

Start Your Engines!

- 1) Watch and/or Read about three hours science-related shows or documentaries about transportation or transportation technology and prepare two questions from what you read or watched then be ready to discuss them with your Counselor.
- 2) Earn or have earned one of the following merit badges—Automotive Maintenance, Aviation, Canoeing, Cycling, Drafting, Electricity, Energy, Farm Mechanics, Kayaking, Motorboating, Nuclear Science, Programming, Railroad, Small-Boat Sailing, Space Exploration, or Truck Transportation. Be ready to discuss how your merit badge used technology. (The merit badge used for each Nova Award must be different.)

Whoosh!

- 1) Watch and/or Read about three hours of engineering-related materials that involved motion or motion-inspired technology and prepare two questions from what you read or watched then be ready to discuss them with your Counselor.
- 2) Earn or have earned one of the following merit badges—Archery, Aviation, Composite Materials, Drafting, Electronics, Engineering, Inventing, Mining in Society, Model Design and Building, Railroad, Rifle Shooting, Robotics, or Shotgun Shooting. Be ready to discuss how your merit badge used engineering. (The merit badge used for each Nova Award must be different.)

Designed to Crunch

- 1) Watch, Research, and/or Read about three hours of math-related materials that involved scientific models and modeling, physics, sports equipment design, bridge building, or cryptography and prepare two questions from what you read or watched then be ready to discuss them with your Counselor.
- 2) Earn or have earned one of the following merit badges—American Business, Chess, Computers, Digital Technology, Drafting, Entrepreneurship, Orienteering, Personal Management, Radio, Signs, Signals, and Codes, Surveying, or Weather. Be ready to discuss how your merit badge used mathematics. (The merit badge used for each Nova Award must be different.)

Scouts who are interested in earning the Super NOVA awards should complete the Scholarship MB.

Special Programs

Camp Wolfeboro offers special programs throughout the week. Your unit's camp experience would not be complete without participating in several of these. The times and events are listed on the Camp Weekly Schedule.

Monday and Friday Night Campfires

There will be a campfire on Monday and Friday. The staff will run the opening campfire on Monday. The closing campfire will be put on by the units with the assistance of the staff.

13 Golden Cross Campfire

Join our staff in the rediscovery of the lost gold mine of Sandy McPherson, through the retelling of "The Mine of the 13 Gold Crosses." A staff member will lead the expedition each week to locate and follow the mysterious crosses that mark the rocks around Wolfeboro in search of the mine. An authentic 49er breakfast is included!

Indian Lore Campfire

This is a recommended activity for your unit. Individuals participate in games, stories and other Native American activities. The Indian Lore Campfire is conducted on Thursday nights, at the Handicraft area.

Camp Buddy Campfire

On Sunday evening, your camp buddies will join with you and provide S'mores for your campfire.

Camp-wide Game

These activities will be held on Thursday afternoon. Youth unit leadership and camp staff develops activities for patrol and troop and individual competitions. This can be a great team building activity!

Campsite Cooking

All units cook meals in their campsites on Wednesday. Please bring cooking equipment for this day to accommodate portions for your troop's size.

Occasionally we have fire restrictions at camp so you may want to bring stoves to camp. Food may be picked-up at the dining hall an hour before the first meal shift. Please refer to the sample menu for more details.

Morning and evening flag ceremonies are still conducted on Wednesday so don't miss out on the announcements. It is commonplace for a troop to send at least one representative to flags if the troop is unable to attend.

Rockers

Several program areas in camp have special patches for fulfilling specific requirements. All requirements can be found on pages 341-37.

Theme (Camp Games)

(Subject to Change) The annual theme games are an exciting Wolfeboro tradition. Each year action-packed camp-wide activities are conducted on a theme (aviators, 49ers, spies, etc.). The climax to theme is on Thursday afternoon with challenging contests, in which, each program area holds a game for you to participate in as a patrol or crew. The theme is announced soon after you arrive at camp—we'll keep you guessing until then!

Run to the Top

A rugged five-mile round trip "run to the top" of the Wolfeboro freeway and back! Can you beat the staff? This activity is open to all youth and adults.

Ad-hoc Unit Activities

Activities include: archery shoot, rifle shoot, unit swim or boating, volleyball, team-building games and service projects. Your unit can reserve times to go and shoot at the archery or rifle range for an hour or use the aquatic facilities for an hour. The volleyball court is always open. There are also opportunities for units to do a flag ceremony.

Special Awards

Camp Wolfeboro offers additional awards for those patrols, units, and individuals that put out an extra effort while they are at camp. For example, the **Eco-Con and Handicraft** areas both have special contests during the week.

Gold Cross Award

The Wolfeboro Gold Cross Award is presented to those units that take advantage of all the experiences available at camp. The award is based on a 100 point scoring system. Points are awarded for participation in unit activities, service projects, camp-wide games, and inter-unit events. Also included are points for Scout Spirit and campsite cleanliness. Complete instructions and score sheets will be available at the SPL and SM meeting on Sunday.

Units who achieve the Gold Cross award have truly availed themselves of the complete Wolfeboro experience. These units make Wolfeboro more than just a summer camp... they are creating an atmosphere that promotes the highest ideals of Scouting.

Open Scheduling

While Wolfeboro tries to accommodate every scout with regard to their advancement, there are still limits within some areas due to safety, equipment availability or other issues.

We encourage every unit to use the Wolfeboro On-Line registration website for Merit Badge signup and other activities at <https://scoutingevent.com/023-wolfeboro2019>

We also use an open system for merit badge instruction at camp for many of our merit badge offerings. A schedule of sessions is developed based on the needs and desires of individuals in camp.

While the open system is designed to offer maximum flexibility to all involved parties, it does not mean a youth can "drop-in" anytime and expect to earn a merit badge. Unit leadership may need to closely monitor some Scouts' progress.

While experienced Scouts appreciate the freedom to set their own schedule, we advise leaders to help younger Scouts plan their individual schedules, especially work on merit badges. If you know that a Scout is more successful in a structured environment, please help him in planning the week.

Unit Expeditions

A group of Scouts or entire units may leave camp to explore the backcountry. Groups leaving camp must abide by the following:

1. Have permission from their unit adult leader, and adhere to two deep leadership.
2. **Sign out at the Program Office and provide an itinerary indicating route and estimated time of return**
3. **Sign in at the Program Office upon return.**
4. Travel in a group of no less than four people
5. Swimming/playing in the river must be supervised by an adult (21 or more years old) who has a current safe swim defense card. It is advised that at least one person be a certified Lifeguard.

NOTE: Jumping or diving from rocks and cliffs (i.e. "Stud Rock") is strictly prohibited. This is a dangerous activity involving unreasonable risk.

Merit Badges Offered

Merit Badge	Prerequisites	What to bring	What to expect	Rating	Program Area
American Heritage	None	None		Easy	Eagle's End
Archery	None	\$10 for arrow kit;	Qualifying will take time. There is a \$2 fee for each lost arrow.	Moderate	Shooting Sports
Archeology	None	None	Book work and two reports	Hard	EcoCon
Architecture	None	None		Easy	Eagle's End
Art	None	\$10 for art supplies		Easy	Handicraft
Astronomy	None	None	Sketches, overnight observation at camp	Hard	EcoCon
Basketry	None	Varies	Purchase kit in Trading Post	Easy	Handicraft
Bird Study	None	None	Observations	Hard	EcoCon
Camping *	9a-c	Camping gear		Moderate	Scoutcraft
Canoeing	swimmer	None	Time for practice	Moderate	Waterfront
Chess	None	\$5 for materials	Know reqmts 1 & 4a firmly before camp	Moderate	Handicraft
Citizenship in the Community *	4	None	Partial if prerequisites not done	Hard	Eagle's End
Citizenship in the Nation *	2, 3	None	Partial if prerequisites not done	Moderate	Eagle's End
Citizenship in the World *	7	None	Partial if prerequisites not done	Easy	Eagle's End
Climbing	None	\$10 for climbing fee	Practice and participation	Hard	Summit
Communications *	None	None	Camp work is required	Moderate	Eagle's End
Cooking *	4, 6	None	Cooking in camp, partial only	Moderate	Scoutcraft
Crime Prevention	None	None	Participation Loss Prevention Program	Moderate	Eagle's End
Emergency Preparedness *	1, 7a, 8b	None	Emergency drill, partial	Moderate	Scoutcraft
Environmental Science *	None	None	Projects and reports	Hard	EcoCon
First Aid *	None	Bring a Family First Aid Kit or \$10 to buy @ camp		Moderate	Scoutcraft
Fish & Wildlife Management	None	None	Scheduled field trips	Moderate	EcoCon
Fishing	None	Fishing pole, kit may be purchased for \$25	Need patience to catch fish, may need to walk with buddy for remote locations	Moderate	Scoutcraft
Forestry	None	None	Conservation project and tree identification	Moderate	EcoCon
Geology	None	None	Collection and identification	Moderate	EcoCon
Indian Lore	None	\$20 for materials		Moderate	Handicraft
Insect Study	9, 10	None	Partial if prerequisites not done	Moderate	EcoCon
Inventing	7, 8	None	Partial if prerequisites not done	Moderate	Eagle's End
Kayaking	1 st Class & 13 y.o.	None	Cold water	Hard	Aquatics
Leather Work	None	\$25 for materials		Easy	Handicraft
Lifesaving *	Swimming MB	None	Swim 400 yards	Hard	Waterfront
Mammal Study	None	None	6 hours observation, written report, project	Easy	EcoCon
Moviemaking		\$10 for materials	Bring Digital Camera or Smartphone	Moderate	Handicraft
Music	3a or b or c	Your Instrument	Partial if prerequisites not done	Moderate	Handicraft
Nature	None	None	Collections, observations	Hard	EcoCon

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Nuclear Science	None	Research before camp	Bookwork	Hard	EcoCon
Oceanography	None	None	Field studies	Moderate	EcoCon
Orienteering	None	None	4 compass courses	Hard	Scoutcraft
Pioneering	None	None	Practice Lashings	Moderate	Scoutcraft
Plant Science	None	None		Moderate	EcoCon
Public Speaking	None	None		Easy	Eagle's End
Reptile & Amphibian Study	None	None	Observations	Moderate	EcoCon
Rifle Shooting	Firearm Use Permission Slip	\$0.50 per shell – minimum 50 shots (\$25)	Qualifying takes time	Moderate	Shooting Sports
Rowing	swimmer	None	Time for practice	Moderate	Waterfront
Salesmanship	5a or b	None	Partial if prerequisites not done	Moderate	Trading Post
Shotgun Shooting	Firearm Use Permission Slip	\$0.50 per shell Minimum of 50 shots	Qualifying takes time	Moderate	Shooting Sports
Soil & Water Conservation	None		Projects	Moderate	EcoCon
Swimming *	None	Long sleeve shirt and pants to get wet	Cold water	Moderate	Waterfront
Theater	None	None	Making scenery, better than a skit	Moderate	Handicraft
Weather	None	None	Observations	Moderate	EcoCon
Wilderness Survival	None	None	Build shelter & spend the night in it	Moderate	Scoutcraft
Woodcarving	Totin Chip	\$15 for materials		Easy	Handicraft

*Eagle Required



Merit Badge Schedule

2019 Merit Badge Schedule										
	Aquatics / Waterfront	Trailhead	Eagle's End	Ecology / Conservation	Shooting Sports	Scoutcraft	Handicraft	Summit	Outpost	Misc. Areas
9:00	Swimming, Canoeing	2 nd Class 1 st Class	Communications Cit in the Nation, Cit in the World	Environmental Science Astronomy Bird Study Forestry Archaeology	Shotgun Rifle Archery	Camping Pioneering	Chess Indian Lore Moviemaking	Climbing		STEM
10:00	Lifesaving Rowing	Tenderfoot 2 nd Class	Communications Cit in the Nation, Cit in the World	Environmental Science Astronomy Reptile & Amphibian Study Bird Study Nuclear Science	Shotgun Rifle Archery	Emergency Preparedness Camping Orienteering Wilderness Survival	Leatherwork Basketry Music			STEM Salesmanship (TP)
11:00	Swimming, Canoeing	Tenderfoot 1 st Class	Crime Prevention Public Speaking American Heritage	Environmental Science Astronomy Bird Study Forestry Archeology	Shotgun Rifle Archery	First Aid Emergency Preparedness	Art Woodcarving Moviemaking		N/A	STEM
12:00	Lunch									
2:00	Lifesaving Rowing	2 nd Class 1 st Class	Communications Cit in the Nation, Cit in the Community	Geology Mammal Study Soil & Water Conservation Fish & Wildlife Mgmt	Open Shoot	First Aid Pioneering Wilderness Survival	Leatherwork Basketry Theater	Climbing		STEM Salesmanship (TP)
3:00		Tenderfoot 2 nd Class	Communications Cit in the Nation, Cit in the Community	Oceanography Geology Mammal Study		Fishing	Chess Woodcarving Indian Lore			STEM
4:00		Tenderfoot 1 st Class	Crime Prevention Public Speaking American Heritage	Insect Study Plant Science Weather Fish & Wildlife Mgmt		First Aid Emergency Preparedness	Art		N/A	STEM

The Merit Badge schedule is always subject to adjustments due to staff availability and demand.

Wolfeboro 2019 Camp Weekly Schedule

Time	Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
5:30			Bird Study Hike				
6:15				Polar Bear Swim			
7:15		Breakfast A	Breakfast A	Breakfast Pickup	Breakfast A	Breakfast A	Breakfast A
8:00		Flags	Flags	Sourdoughs Return Flags	Sourdoughs Return Flags	Sourdoughs Return Flags	Flags
8:15		Breakfast B	Breakfast B	Breakfast in Campsites	Breakfast B	Breakfast B	Breakfast B
8:30				Flags			
9:00		Morning Program	Morning Program	Morning Program	Morning Program	Morning Program	Morning Program
9:15		SPL Meeting	SM Meeting	SPL Meeting	SM Meeting	SM Meeting/SPL Meeting	
10:00		Trek Planning Meeting	Sourdoughs meet	Sourdoughs meet	Sourdoughs meet		Program Ends
11:00	Staff Meeting	Backpacking Clinic	Sourdoughs depart	Sourdoughs depart/ Knot Tying Contest	Sourdoughs depart		Camp check out and Staff Departs
12:00	Camp Tours	Morning Program Ends	Morning Program Ends	Morning Program Ends / Lunch Pickup	Morning Program Ends	Morning Program Ends	
12:15		Lunch A / Forestry Hike	Lunch A / E.S. Hike		Lunch A	Lunch A	
12:45				Directors Meeting		Adult Pioneer Elections	
1:00							
1:15		Lunch B / Forestry Hike	Lunch B / E.S. Hike		Lunch B	Lunch B	
2:00		Afternoon Program / Open Ranges	Afternoon Program / Open Ranges	Afternoon Program / Open Ranges	Adult Leader Shoot Adult Leader Climb Camp Games	Afternoon Program Open Ranges	Early Arrivals Allowed
3:00		Open Swim Open Boat	Open Swim Open Boat	Open Swim Open Boat	Camp wide Games	Open Swim Open Boat	
4:00		Trek Food Prep		Beach party		Tea Party / Open Range End	
4:30						Scoutcraft Baseball	
5:00	Camp Tours End	Afternoon Program Ends	Afternoon Program Ends	Afternoon Program Ends Dinner Pickup	Camp wide games End	Afternoon Program Ends	
5:15	Dinner A	Dinner A	Dinner A	Flags @ 5:30	Dinner A		
6:00	Flags	Flags	Flags		Flags	Flags	
6:15	Dinner B	Dinner B	Dinner B	Dinner in Campsites	Dinner B	Pizza Party Old Goats Dinner	
7:00		Sourdough Prep Meeting	Run to Top			Sourdough Post Meeting	
7:30	SPL/SM Meeting	Pioneer Meeting	Wolfeboro Work Party	Camp wide Game Climb on Safely	Pioneer Elections		
8:15					Indian Lore Campfire		
8:30	Troop Campfires	Monday Night Campfire	Work Party Cracker Barrel Flag Etiquette Jungle Cruise	Art Jam Scouts Own Cooking Demo Eagles End Movie	Eagle's End Debate 13 Gold Cross Campfire / O.A. Ice Cream Social	Friday Night Campfire	
9:30			Astro Hike	Astro Overnight	Astro Testing Ghost Hike	Astro Testing Make up	
10:00	Lights out/	Lights out/ Quiet Time	Lights out/ Quiet Time	Lights out/ Quiet Time	Lights out/ Quiet Time	Lights out/ Quiet Time	

Sample Camp Menu

2019	Sunday	Monday	Tuesday	Wednesday All meals cooked in campsites by units	Thursday	Friday	Saturday
Breakfast		Scrambled Eggs Bacon Fruit Bar Cereal Bar Cocoa/Juice	French Toast Turkey & Veggie Sausage Links Fruit Bar Cereal Bar Cocoa/Juice	Breakfast Burrito (Egg, & Sausage) Oakmeal Cocoa / Juice	Pancakes Bacon Butter & Syrup Fruit Bar Cereal Bar Cocoa/Juice	Scrambled Eggs Hash Browns Salsa Fruit Bar Cereal Bar Cocoa/Juice	Coffee Cake Oatmeal Bagels Cream Cheese Fruit Bar Cereal Bar Cocoa/Juice
Lunch		Turkey Burgers Chips Cookies Salad Bar P.B.& J. Punch	Sloppy Joes Cheese Crackers Cookies Salad Bar P.B.& J. Punch	Cold Cuts Chips Cookies Punch	Mac & Cheese w/ Ham Fruit Cookies Salad Bar P.B.& J. Punch	Bean and Cheese Burritos Mexican Rice Cookies Salad Bar P.B.& J. Punch	
Dinner	Turkey Pot Roast Carrots Cornbread Stuffing Salad Bar Punch	Lasagna Casserole Garlic Bread Corn Brownies Salad Bar Punch	Meatloaf Broccoli Applesauce Ice Cream Bars Salad Bar Punch	Spaghetti Meatballs Garlic Bread Green Beans Pudding Cups Punch	Pulled Pork Coleslaw Sweet Rolls Pudding Salad Bar Punch	Pizza Cheese, Pepperoni Macaroni Salad Ice Cream Salad Bar Punch	Friday Dinner for Unit Leaders Tri Tip Macaroni Salad Mini-Cakes Salad Punch
		Coffee, creamer, and sugar for adults and staff only **Menu is subject to change**					

Packing List

What to bring to Camp and what to leave at home

Very Important

- _____ Signed Annual Health and Medical Record (See page 12)
- _____ Signed permission slips (especially firearms)
- _____ Blue Cards for Merit Badges

Suggested Personal gear

- | | |
|----------------------------|------------------------------|
| _____ Pack | _____ Sleeping bag |
| _____ Jacket | _____ Raincoat /poncho |
| _____ Foam Pad | _____ Full Uniform |
| _____ T-shirts, several | _____ Sweater |
| _____ Pants | _____ Hiking shorts |
| _____ Undershorts | _____ Several pairs socks |
| _____ Pajamas | _____ Hiking boots |
| _____ Light shoes | _____ Hat |
| _____ Gloves | _____ Swimsuit or cutoffs |
| _____ Large towel | _____ Chapstick |
| _____ Water | _____ Scout Handbook |
| _____ Knife, fork, & spoon | _____ Plate, cup, & bowl |
| _____ Pocket knife | _____ Flashlight |
| _____ Matches | _____ Personal first aid kit |
| _____ Washcloth | _____ Toothbrush |
| _____ Toothpaste | _____ Soap |
| _____ Pencils | _____ Note pad |
| _____ Envelopes & stamps | _____ Day pack |
| _____ Watch | _____ Tent |

Optional

- | | |
|---------------------------|----------------------------|
| _____ Compass | _____ Laundry bag |
| _____ Rubber boots | _____ Pillow |
| _____ Sunglasses | _____ Insect repellent |
| _____ Sewing kit | _____ Fishing gear |
| _____ Camera & film | _____ Sharpening stone |
| _____ Harmonica or Guitar | _____ Clothespins |
| _____ Twine or light rope | _____ Spending money |
| _____ OA sash | _____ Money for activities |

Items to Leave at Home!

- | | | | |
|-------------------------|----------------------|----------------------|--------------------|
| <i>Pets</i> | <i>Music devices</i> | <i>Firearms</i> | <i>Tobacco</i> |
| <i>Electronic games</i> | <i>Radios</i> | <i>Hatchets</i> | <i>Ammunition</i> |
| <i>Sheath knives</i> | <i>Fireworks</i> | <i>Alcohol &</i> | <i>Cell phones</i> |

Rocker Requirements

For those who are looking to earn more than merit badges, the Wolfeboro program areas offer rockers that you may earn and place proudly around the Wolfeboro Patch on your uniform. Rockers are unique because they can only be earned at Wolfeboro in the span of the week that you are there, additionally Rockers can be earned by Scouts and Adult leaders as well.

Ascension (Summit)

1. Complete all requirements for the Climbing Merit Badge
2. Climb a route rated 5.8 or higher at Camp Wolfeboro
3. Tie the following knots
 - a. Butterfly
 - b. Prussik
 - c. Canadian 8
 - d. Girth Hitch
4. Set up a top rope anchor
5. Complete a 1 hour Service Project for Summit

Bard (Commissioners)

1. Participate in the Wolfeboro work party and another service project of at least 1 hour to help camp.
2. Attend the Polaris Overnight and sleep on Polaris Rock.
3. Participate in the Indian Lore Campfire.
4. Participate in the Friday Campfire.
5. Attend the tale of the 13 gold crosses.
6. Write a story, poem, song, ballad, or another masterpiece about camping, the adventure of the outdoors, or about the splendors of nature.

Conservationist (Eco-Con)

1. Organize and lead a conservation project of at least 2 hours. It must not only help the environment, but also serve to educate your fellow Scouts and Scouters.
2. Keep a journal of at least 500 words, detailing the history of the conservation movement in the United States, including contributions made by the Boy Scouts of America.
3. Keep a journal of at least five endangered species present in the Sierra Nevada range, as well as at Camp Wolfeboro.
4. Explain to your troop why conservation is important, both at Camp Wolfeboro and at home. Explain at least ten different ways for your troop to conserve resources at home and at Camp Wolfeboro.
5. Do the following:
 - a. Write a meaningful haiku (5-7-5) about conservation
 - b. Paint your haiku on to a suitable piece of wood, as well as your name
 - c. Place it in the nature lodge

Craftsman (Handicraft)

1. Successfully complete 3 of these master projects:

Art: Create a portfolio containing

- Graphite portrait of a person
- Pen or marker still life
- A watercolor painting of a landscape
- An artistic rendition of a song in any medium, the song will be selected by the Handicraft Staff

Leatherworking: lace, stamp, and dye a leatherworking project

Woodcarving: Carve a project that successfully shows the following cuts:

- Push cut
- Paring cut
- Score line
- Stop cut

Basketry: finish either a camp stool, or two baskets

Music: Create a traditional instrument and be able to play it

Indian Lore: Create a model of a Native American dwelling, be able to explain where it is from and its uses

2. Participate in the Indian Lore Campfire, play the games and tell a story
3. Complete a project and enter it in one of Handicraft's weekly contests (art, woodcarving, or duct tape).
4. Complete a 1 hour service project to help the Handicraft area.

Grizzly (Scoutcraft)

1. Participate in all of the following activities: Cooking Demo, Scoutcraft Baseball, and the EP Drill or build a Pioneering Project.
2. Participate in the Knot Tying contest or tie a Monkey's Fist.
3. Earn the Paul Bunyan Woodsman Award.
4. Catch a fish from DaRiva.
5. Construct a Wilderness Survival shelter and spend a night in it without a sleeping bag.
6. Complete Scoutcraft's Orienteering course in less than one hour.
7. Complete a 1 hour service project for Scoutcraft.
8. Triforcefully conquer a tree.
9. Be a burly mountain savage man (or woman) beast!

Iceman (Waterfront)

1. Pass the swim test.
2. Swim 1/4 mile (16 laps).
3. Be trained in Safe Swim Defense and Safety Afloat.
4. Show aquatics staff member your knowledge of proper rowing and canoeing techniques.
5. Perform two hours of service to the waterfront (to be checked by the waterfront director)
6. Participate in one of the Polar Bear swims.
7. Get a GNARLY brain freeze.

John Muir (Eco-Con)

1. Do the following: (Upon completion, please get a staff member's signature).
 - a. Indian Lore Campfire (Handicraft).
 - b. Polar Bear Swim (Waterfront).
 - c. Cooking Demonstration (Scoutcraft).
 - d. Orienteering Course (Scoutcraft).
 - e. Environmental Science Hike (Eco-Con).
 - f. Forestry Hike (Eco-Con).
 - g. Astronomy Hike (Eco-Con).
 - h. Bird Study Hike (Eco-Con).
2. Keep a journal, detailing the following. It should exude your best effort.
 - a. The natural history of the Sierra Nevada, including the effects of glaciations and erosion.
 - b. The limiting factors and general ecosystem of the Sierras.
 - c. Wilderness survival in the Sierra Nevada, including edible indigenous plants, building materials, and navigation.
 - d. Natural dangers, including heat stroke, hypothermia, snake bites, and fractures.
 - e. Possible futures for humanity including population growth, pollution, technological advances, and resource depletion.
 - f. Your spiritual relationship with nature.
3. Build a wilderness survival shelter and so do the following on the night of the overnight (please speak no words to any other person during your overnight, except in the event of an emergency).
 - a. Stay in the shelter, or near it, from sun-down to sun-up.
 - b. In your Troop's designated campfire ring, brew tea, including English tea and a native tea of your choice.
 - c. Sleep in your shelter without a sleeping bag.
 - d. Take a loaf of bread with you (you are not required to eat the loaf of bread).
 - e. Write a poem during your stay.
5. Find a suitable tree, climb it, hug it, and sway with the wind.
6. Organize and lead a service project of at least one hour. It must not only help the environment, but also serve to educate your fellow Scouts and Scouters.

Marksman (Shooting Sports)

1. Shoot 5 in a Dime with a .22 Rifle (Join the dime club).
2. Score 27 in Archery with 3 arrows.
3. Shoot 4 clay targets in a row with a Shotgun.
4. Stick 3 Tomahawks or Throwing Knives in a row.

Naturalist (Eco-Con)

1. Explain the Outdoor Code. Why is it important to understand and follow? Why is it important to foster, care for, and respect nature? What do you do to help others appreciate and work towards improving the outdoors?
2. Do the following:
 - a. Be able to identify any plant or animal in the field using available tools and resources.

- b. Demonstrate to a group of Scouts how to properly use a dichotomous key to identify plants and animals.
3. Lead an effective nature hike.
4. Lead a successful Nature Game or equivalent outdoor teaching tool and effectually debrief the participants afterward.
5. Organize and lead an approved conservation project of at least 2 hours. It must not only help the environment but also serve to educate your fellow Scouts.
6. Earn Environmental Science, Soil and Water Conservation, and Fish and Wildlife Management merit badges.
7. Earn one of the following:
 - a. Bird Study
 - b. Mammal Study
 - c. Reptile and Amphibian Study
 - d. Geology
 - e. Forestry
 - f. Weather

Olympian Rocker (Commissioners)

1. Run to the top (Tuesday night)
2. Shot put (Summit)
3. Rock push (Summit)
4. Mile Swim(WF)
5. Dive for rock (WF)
6. Dash from front gate to Trailhead (TH)
7. Physical Fitness (TH)
 - a. Sit Ups
 - b. Push ups
 - c. Standing long jump
8. Tomahawk/ throwing knife 3 in a row (SS)
9. Join the Dime Club (SS)
10. Demonstrate knowledge of Olympics History (EE)
11. Caber toss (EC)
12. Orienteering course (SC)

Patriot (Eagle's End)

1. Attend the Eagle's End Movie.
2. Attend & submit a question at Eagle's End debate.
3. Write and give a five minute speech about what it means to be a good citizen in your community, nation, and world.
4. Participate in morning or evening flags.
5. Plan, carry out, and lead a troop, ship, or crew campfire or interfaith worship service.
6. Have an interesting conversation with an Eagle's End staff member.
7. Yell "The Redcoats are Coming" at morning flags when the staff comes down the PO stairs and continue until all the staff has come down the stairs.
8. Show good citizenship in the camp and perform a 1 hour service project for the camp.

Trek Rocker (Summit)

1. Go on a Trek spanning at least 30 miles
2. Spend at least one night out of camp during a 30 mile Trek
3. By the last day of Trek you must have grown at least one blade of hair from the porous surface of your chest

Appendix

Camp Unit Roster

Parental Firearm Permission Form

Dietary Allergies / Preferences

Provisional Camper Application

Wilderness Trek Registration

Early Arrival Request

Adult Leader Training

Campership Info & Application

MDSC Refund Policy

Camp Wolfeboro 2018 Fee Summary

Staff Information

Mountaineer Program

Camp Wolfeboro Map

Driving Directions to Camp

CAMP UNIT ROSTER

Unit Leader	
Unit Leader	

Unit	
Unit	

Council	
District	

Camp	Wolfeboro
------	-----------

Campsite	
----------	--

Adult Leaders	Emergency Contact	Emergency Phone	Days at Camp (circle)	Leadership Training Needs				Check In	Check Out	18-20	21-99	Allergy Form Y or N
				YPT	LST	IOS	CPR					
		000-000-0000	S M T W Th F S									
			S M T W Th F S									
			S M T W Th F S									
			S M T W Th F S									
			S M T W Th F S									
			S M T W Th F S									

Youth (full name)	Emergency Contact	Emergency Phone	Relationship	Check In	Check Out	D-O-B 00-00-00	Allergy Form Y or N

Parental Firearm Permission Form

Consent for Minor to Use Firearms & Live Ammunition

Mt. Diablo Silverado Council

4 Copies are required at Camp

The State of California has enacted legislation that prohibits any person from furnishing, loaning, or otherwise providing a minor any firearm or live ammunition without the express permission of his or her parent or legal guardian. **Your son/daughter will not be allowed on any shooting range without this signed release. It is necessary for you to give consent for your child to participate in the shooting sports activities.** For the purpose of this camp, this permission includes archery.

By signing this consent form I do hereby give the minor named below permission as required by California Penal Code Sections 12552, 12070, 12072, 12078, et. Seq. to the Mt. Diablo Silverado Council, Boy Scouts of America, and to instructors established by the Boy Scouts of America (National), to furnish a firearm, BB Gun, .22 rifle, 20-gauge shotgun, 12-gauge shotgun, .22 handgun (Venturers only), bow and ammunition and/or arrows to said minor for the purposes of instructing him/her in the safe handling of firearms, safe shooting, and marksmanship. Instructors include Certified Instructors and Range Safety Officers of the National Rifle Association and BSA certified archery instructors and Council adult volunteers.

I do further agree to indemnify and hold harmless the Mt. Diablo Silverado Council, Boy Scouts of America, and all officers, members, employees, and volunteers thereof, from all suits or actions brought for, or on account of, any injuries or damages received or sustained by any person or persons by or from the consequences of any negligence or any act or omission of the above named minor occurring during the course of said instruction.

Participant's printed name: _____ Unit # _____

Date(s) of camp: _____

Parent/Guardian's Name: _____ Date: _____

Signature: _____

Primary Phone # (_____) _____ - _____

Alternate Phone # (_____) _____ - _____

DIETARY ALLERGIES / PREFERENCES

Name: _____ Unit No. _____ Week # _____

Dietary Allergies:	eat	drink	breathe	mild	severe
Peanuts	()	()	()	()	()
Tree nuts (walnuts, pecans, etc.)	()	()	()	()	()
Eggs	()	()	()	()	()
Milk (Dairy)	()	()	()	()	()
Wheat (Gluten)	()	()	()	()	()
Soy	()	()	()	()	()
Fish	()	()	()	()	()
Shellfish	()	()	()	()	()
Other	()	()	()	()	()

What are the signs and symptoms of your allergic reaction? (Be specific)

How quickly do symptoms appear after exposure to the allergen?

- Do you have a food allergy or intolerance diagnosis from a healthcare provider? () No () Yes
 - Has your healthcare provider recommended treatment for any allergic reaction? () No () Yes
 - Has your healthcare provider given you a prescription for medication? () No () Yes
 - Have you used the epinephrine auto-injector (Epi Pen) () No () Yes
 - Can you eat foods "processed in the same facility" as your allergen? () No () Yes
 - Will you supply your own food (and/or food related items) for meals? () No () Yes
 - Do you require any other special conditions like a "safe" table for meals? () No () Yes
- explain: _____

Are you able to monitor and prevent your own exposures...

Do you know:

- What foods to avoid? () No () Yes
- To ask about food ingredients? () No () Yes
- How to read and understand food labels? () No () Yes
- To tell someone immediately after an exposure? () No () Yes
- How to get and use emergency medication? ()

) No

() Yes

Do you:

- Firmly refuse a problem food? () No () Yes
- Wear a medical alert bracelet, necklace, watchband? () No () Yes
- Administer your own emergency medication? () No () Yes

Dietary Preferences (NOT allergies):

- Vegan ()
- Vegetarian ()
- Gluten Free ()
- Other _____ ()
- Other _____ ()

Provisional Camper Application - 2019

Contact name (not the Scout(s)): _____

Contact daytime telephone number: _____

Contact e-mail address: _____

Contact mailing address: _____

Unit Number: _____ Home Council: _____

Scouts BSA Summer Camp (Camp Wolfeboro):

Week that you want to attend as a provisional (circle one):

• Week 1-June 16-22 • Week 2 - June 23-29 • Week 3 —June 30-July 6

• Week 4 —July 7-13 • Week 5 —July 14-20 • Week 6 —July 21-27

Name and age of each camper: (limit of 3 youth and 1 adult from any one unit)

1. _____ Youth Age: _____

2. _____ Youth Age: _____

3. _____ Youth Age: _____

_____ Adult (if attending with provisional camper)

Fees are listed on the page 50. Send completed application to: Mt Diablo Silverado Council - BSA, 800 Ellinwood Way, Pleasant Hill, CA 94523. Note: If you are sending a check, make it payable to "Mt Diablo Silverado Council, BSA" and put in the remarks for Camp Wolfeboro Provisional Camper.

Wilderness Trek Registration

This exciting 3-day wilderness TREK program is geared for older Scouts. It will leave Tuesday morning and return to camp on Thursday evening. Any unit wanting to participate in this program **must bring at least one adult leader** from their unit.

Units will determine the itinerary and Wolfeboro will provide your staff guide and food for the trip. We recommend you bring items and gear for the type of TREK you desire.

Units **MUST** complete this Wilderness TREK Registration form **2 weeks prior to attending camp** and return it to the Scout Service Center at 800 Ellinwood Way, Pleasant Hill, CA, 94523. If you do NOT, there will be a charge of \$35/person to provide backpacking-style food.

Youth:

Name _____ Birth Date: _____ Age _____

Name _____ Birth Date: _____ Age _____

Name _____ Birth Date: _____ Age _____

Name _____ Birth Date: _____ Age _____

Name _____ Birth Date: _____ Age _____

Name _____ Birth Date: _____ Age _____

Name _____ Birth Date: _____ Age _____

Name _____ Birth Date: _____ Age _____

Adults:

Name _____ (1 required)

Name _____

Name _____

Unit #: _____

Wolfeboro Week # Requested: _____

Scouts should bring:

Backpack
 Sleeping bag
 Ground Tarp
 Sleeping Pad
 2 quarts of water
 Plate/Bowl
 Eating Utensils
 Appropriate Clothing
 Proper shoes

Early Arrival Request

Camp Wolfeboro is **CLOSED** and the staff is off duty from 11am on Saturday to 11 am on Sunday each week.

IF you arrive on Saturday, you may NOT drive down the road to camp until AFTER 2pm so as to reduce traffic congestion.

Units arriving during this time will be responsible for their own meals. Units may report to their campsite and have access to the camp restrooms and showers but may not use any other camp facilities (swimming on camp property is prohibited). Please sign in at the Camp Director Cabin or the Program Office upon arrival.

Any unit (or portion of a unit) arriving before Sunday morning of the session for which it is registered must pay a unit early arrival fee of \$75.00.

The Council Service Center must receive this form at least TWO weeks prior to the unit's early arrival at camp or else your unit will incur a \$150.00 early arrival fee.

UNIT NO. -----

DATE -----

SESSION # _____

Unit Contact Information:

Name _____

Phone _____

Email _____

Fee Paid \$ _____ Received on _____

Adult Leader Training

**Come to camp as a new leader and leave
FULLY TRAINED!**

Due to the overwhelming success of Adult training at Camp Wolfeboro, we will once again be offering all of the adult leader courses. Leaders will have the opportunity to participate in one or all of the following courses:

**Youth Protection
This Is Scouting
Scoutmaster Specific
Troop Committee Challenge
Outdoor Leader Skills
Leave No Trace
Safety Afloat
Safe Swim Defense
Swimming and Water Rescue
Climb on Safely**

Some courses can be completed in a day and others will take the full week. There is no additional fee for any of these courses. Don't miss out on this opportunity to receive all of your training in just one week.

Availability of these courses is based on demand and the availability of trainers. Participants in SM Specific should bring with them the Scoutmaster Handbook and their own copy of the Scout Handbook and the Troop Committee Guide for reference.

Contact the Camp Commissioner for further information.

CAMPERSHIP APPLICATION

Please note that camperships will only be awarded to Scouts registered with the Mt. Diablo Silverado Council.

Applications with missing information will be not be considered! Please read back side carefully before proceeding. Must be returned to the Council Service Center before final payment is made for the camp you are applying for. **(Please Print Information Clearly)**

() Pack () Troop () Crew Unit # _____

Scout's Name (Last) _____ (First) _____ (Middle Initial) _____

Rank _____ Gender _____ Scout's age at time of camp _____

Birth date ____/____/____ Is this Scout a foster child? _____ Is this Scout a first-year camper? _____

OPTIONAL: What is the primary language spoken at home? _____ What is the Scouts Ethnicity? _____

Parent/Guardian's Name _____

Address _____ City _____ Zip _____

Home Phone _____ Business Phone _____ Email _____

Event/Camp Attending _____ Camp Dates _____ Camp Fee \$ _____

Income Information:

Gross Monthly Income or Assistance Program Eligibility (school lunch, welfare, AFDC, support, etc.) \$ _____

Number of persons in your household? _____

Our family will contribute \$ _____ Our unit will contribute \$ _____ Others will contribute \$ _____

We would like to request financial assistance in the amount of \$ _____.

(Keep in mind that camperships are not approved for amounts more than one-half of the MDSC early camp fee.)

Scout has participated in the following money-earning projects:

A few words describing the Scout and his/her background?

By completing this application, I hereby request financial assistance from the Mt. Diablo Silverado Council, BSA Campership Fund. I certify that this information is true and correct to the best of my knowledge.

Signed by Parent/Guardian

Signed by Unit Leader

Print Name _____

Email _____

(Parent/ Guardian)

(Unit Leader)

APPLICATION FOR CAMBERSHIP

Each year the Mt. Diablo Silverado Council grants a limited number of camperships. They are awarded upon proper application and certification to worthy Scouts, who for financial reasons are unable to enjoy a summer camp experience. These camperships are available for Mt. Diablo Silverado Council camps only. Camperships are designed to assist Scouting units and families by insuring that no Scout is deprived of the camp experience because the scout's family lacks necessary funds. Camperships are awarded on a "matching funds" basis; the Scout, parents or guardian, and troop, ship, crew or pack contributes supplementary dollars. Please note that the amount of the campership to be awarded is subject to review each year.

Campership applications MUST be received at the Council Service Center prior to the early discount day of the year you will attend camp. Please provide all required information. **Incomplete applications will be discarded.**

To apply for a Campership, the following steps must be completed. All information will be held confidential.

1. The family completes the Campership Application.
2. The unit leader meets with the parents or guardian and determines the amount of the family's contribution.
3. On advice of the unit leader, in consultation with the Chartered Organization, the Unit Committee determines the extent to which the Unit/Chartered Organization can support the camp fee. Opportunities for money-earning projects to offset the difference should not be overlooked. **The Scout must have participated in unit, district and council fund raising opportunities within the past year.**
4. The Cubmaster/Scoutmaster/Advisor endorses the application and a letter explaining the unit position and any other information that would help in making a decision on this application should be mailed to the Council Service Center, 800 Ellinwood Way, Pleasant Hill, CA 94523.
5. After a committee reviews the application, the Scout's family or the unit will be notified of the amount of financial assistance the council will provide. This notification will act as the official confirmation of the amount of the campership. **You must present this verification when making final camp fee payments.**
6. Camperships are good only in the Mt. Diablo Silverado Council camps.
 1. USE ONLY ONE FORM PER YOUTH. More forms can be obtained at the Council Service Center or by calling 925-674-6100 or you can photocopy this one. Forms are also available on the council web site at www.mdscbsa.org Please note that camperships are non-transferrable.
 2. You must answer every question on the form and the youth, the parent/guardian, and Cubmaster/Scoutmaster/Advisor must sign the form.
 3. Campership applications are NOT registration forms for camp; they are applications for financial aid: For Cub Day Camp, Cub Scout Family Camp, Camp Wolfeboro. You must sign up for camp through your pack, troop, ship or crew.
 4. You must include the camp and date your youth is attending. If you do not know, ask the Cubmaster, Scoutmaster, Advisor, or Coach.
 5. A thank you letter from the youth who have benefited from these funds is appropriate. Thank you letters may be addressed to the Mt. Diablo Silverado Council, 800 Ellinwood Way, Pleasant Hill, CA 94523.

INCOMPLETE APPLICATIONS WILL BE DISCARDED. ALL BLANKS MUST BE COMPLETED AND PROPER SIGNATURES OBTAINED.

RULES FOR ACCEPTANCE AND PARTICIPATION IN THE CAMPING PROGRAM ARE THE SAME FOR EVERYONE WITHOUT REGARD TO RACE, COLOR, OR NATIONAL ORIGIN.

Mt. Diablo Silverado Council Refund Policy

Effective January 1, 2019 The Mt. Diablo Silverado Council will implement a refund policy to ensure our Scouts receive high quality programs and activities. Many of the costs associated with activities rely upon an outlay of funds many weeks and months prior to events. In order to maintain the most cost effective and positive program impact; activity, camping and event refunds of 100% cannot be given. Refunds will now be considered based upon the following criteria and timeline.

Time until event	Percentage refund
Up to 14 days prior	80% refund
Up to 7 days prior	60% refund
7 days or less	No refund*

*Participants who cancel from an event within 7 days will be considered for up to a 60% refund if the refund request is accompanied by a Doctor's note. Refund requests under these circumstances will not be considered if not received at the Council Service Center more than 14 days after the start of the event.

Camp Wolfeboro 2019 Fee Summary

(fees are per person, unless otherwise noted)

Service/Item Description	Fee	Due Date
Camp Fees		
Campsite Reservation	\$250	ASAP
Non-refundable youth deposit	\$150	By January 31 st 2019
2019 Scout In Council: Total fee incl. deposit	\$425	By March 31 st 2019
2019 Scout Out of Council: Total fee incl. deposit	\$445	By March 31 st 2019
2019 Arrow of Light Scout In Council: Total fee incl. deposit	\$425	By May 31 st 2019
2019 Arrow of Light Scout Out of Council: Total fee incl. deposit	\$445	By May 31 st 2019
2019 Adult - Camp attendance (in/out council) First 2 adults are free	\$250	By May 31 st 2019
2019 Adult - Camp Attendance LATE	\$280	By start of camp
Early Arrival - Saturday (after 2pm)	\$75	2 weeks before arrival
Early Arrival - Saturday (after 2pm)	\$150	Less than 2 weeks before arrival
Visitor meal ticket (up to 3 meals per day)	\$50	In advance or at camp
Programs		
3-day Trek Adventure	\$20	2 weeks before arrival
3-day Trek Adventure	\$45	Less than 2 weeks before arrival
A.C.E. Program	\$100	Must sign up 2 weeks before arrival
S.T.E.M. Program (morning or afternoon)	\$25	Must sign up 2 weeks before arrival
Additional Merit Badge Costs/Other Costs		
Archery	\$10	At Camp
Art (art ticket)	\$10	At Camp
Basketry	\$8-\$20	Purchase project in Trading Post
Chess	\$10	At Camp
Climbing (per day / per week)	\$5/\$10	At Camp
First Aid (bring your own kit or pay fee)	\$10	At Camp
Fishing (bring your own pole or pay fee)	\$25	At Camp
Indian Lore	\$9-\$20	Purchase project in trading post
Leatherwork	\$25	At Camp
Rifle Shooting (target & 5 rounds)	\$0.50	At Camp
Shotgun Shooting (per shell)	\$0.50	At Camp
Woodcarving	\$15-\$20	At Camp
Black Powder Rifle (per round)	\$1	At Camp. Per Round
WiFi Internet Service (single user ID & PW)	\$25	At Camp
Old Goats' Dinner (additional guest)	\$10	Friday Evening at Camp
Damaged Equipment or Campsite Alterations	TBD by Camp Director	ASAP

Staff Information

Dear Adult and Youth Unit Leaders and other Adult Volunteers!

Would you, or someone you know, like the opportunity to be a part of the **Wolfeboro Camp Staff** that has led and created the program that you and your Scouts have so enjoyed in the past? Would you like to be a part of a dynamic and energetic team committed to bringing their love of Camp Wolfeboro and Scouting to Scouts and campers? If you are interested, we are too!

Apply now to join the 2019 Camp Staff at Wolfeboro!

Apply at:

https://docs.google.com/forms/d/e/1FAIpQLScIrSPFB5y899zdqBf3EGIQS7Shuuk9sdYU0i-IPN03-4ZcCw/viewform?usp=sf_link

Or contact Joe Barton at joe.barton@scouting.org

Why apply for a camp staff job? Here are a few of the countless reasons that are frequently expressed:

- To make lots of new friends in your area, other states, and even other countries.
- To spend a summer in the great outdoors where nature prevails.
- To acquire experiential education (learning by doing) and new skills that will last a lifetime.
- To be part of an effective team and to cooperate with others to get things done.
- To learn how to lead others and to apply leadership skills.
- To undertake and fulfill meaningful challenges and earn the satisfaction of doing a job well.
- To work with youth and adults of all ages.
- To serve others (the most noble and fulfilling pursuit of all).
- To give something back for the opportunities you have received.
- To live in a wholesome environment based on the Scout Oath and Law.
- To have meaningful spiritual experiences.
- To have advice, counsel, and support of senior staff dedicated to helping you succeed.
- To be paid and receive food and lodging in return for something challenging and fun.
- To be considered for jobs of greater responsibility and to receive recommendation for other pursuits.

Why work at a fast food or retail establishment that focuses on sales when you can have opportunities like these that will prepare you for more meaningful endeavors?

We all recall the thrill and prospect of camping as youth. The opportunity to sleep out under the stars away from home, it didn't matter how far away from home, just camping. That adventure is still the promise of Scouting and now is the time for you to be one of the many Scouters who are working to bring that thrill to the next generation of Scouts.

Mountaineer Program

Do you have a Scout or Venturer who wishes to be on staff? The Mountaineer program is the perfect opportunity for a youth to gain the training needed to be an effective Wolfeboro Staff member. **They must be at least 14 years of age and must be able to commit to one of the three two week sessions held during the summer at Wolfeboro.** They will be provided with room and board and loaned staff regalia for the duration of their stay.

The first week of the mountaineer session will be spent receiving the same training that the full time staff gets during the pre-camp staff meetings. The second week will be spent shadowing the staff as he or she counsels several merit badges and helps to run other Wolfeboro programs while gaining a greater understanding of the teaching process. The third week is when he or she is allowed to counsel their own merit badges in the program area of his or her choice. Throughout the mountaineer session, the staffer will have free time in which he or she is encouraged to enjoy all aspects of camp program, including earning merit badges or other advancement.

If they're interested in this program, they need to fill out the Mountaineer Application found at:

<http://www.mdsbsa.org/camping/wolfeboro-mountaineer-information/>

Once the council office has received the application and the Mountaineer candidate has been accepted into the program, they and their parents are invited to a pre-camp orientation meeting.

MOUNTAINEER ORIENTATION

Please join the Wolfeboro Management for an orientation meeting to discuss the Mountaineer program with our new 2019 candidates.

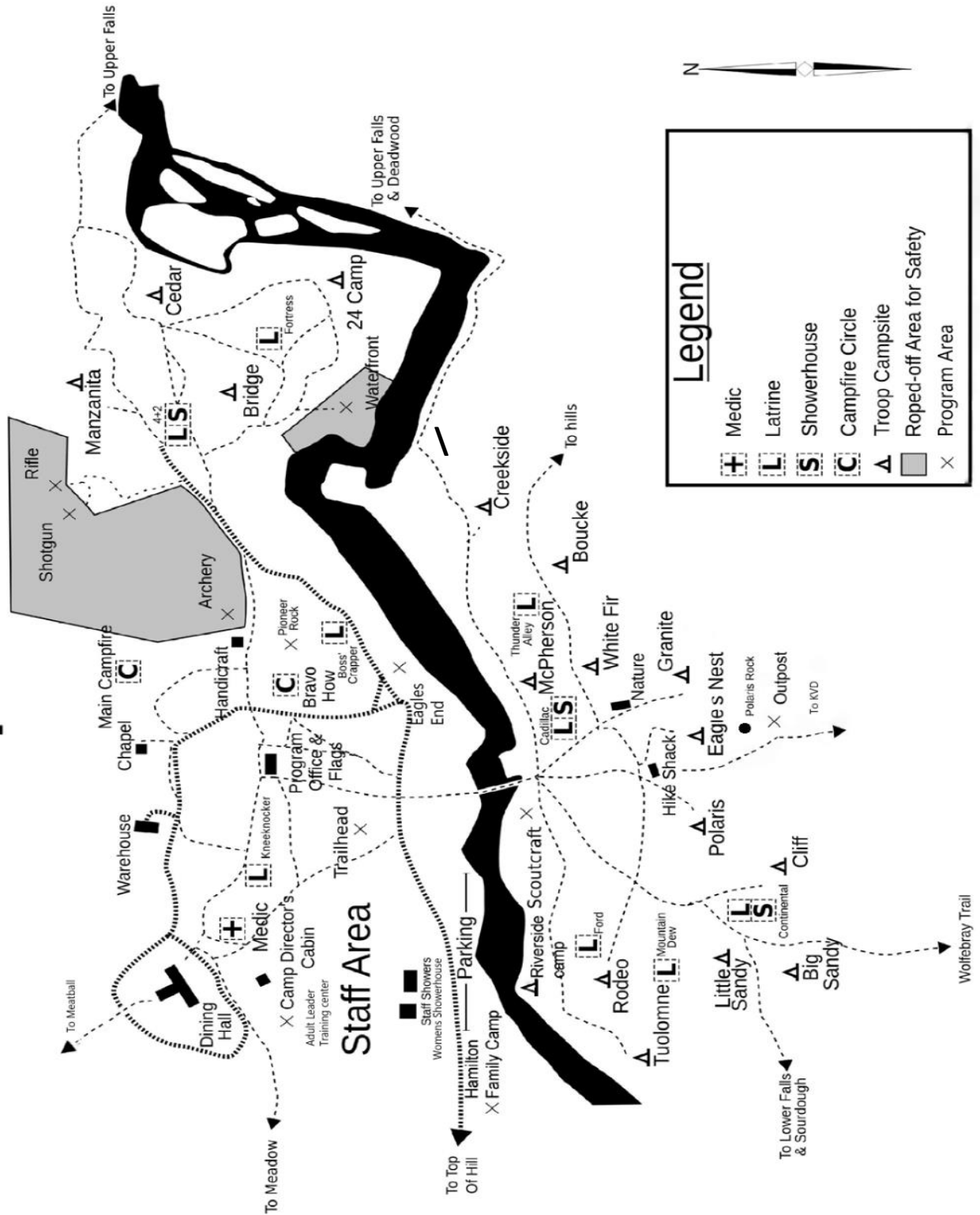
WHEN: Saturday, May 11, 2019
1:00 pm -3:00 pm

WHERE: Mt. Diablo Silverado Council Office
800 Ellinwood Way
Pleasant Hill, CA

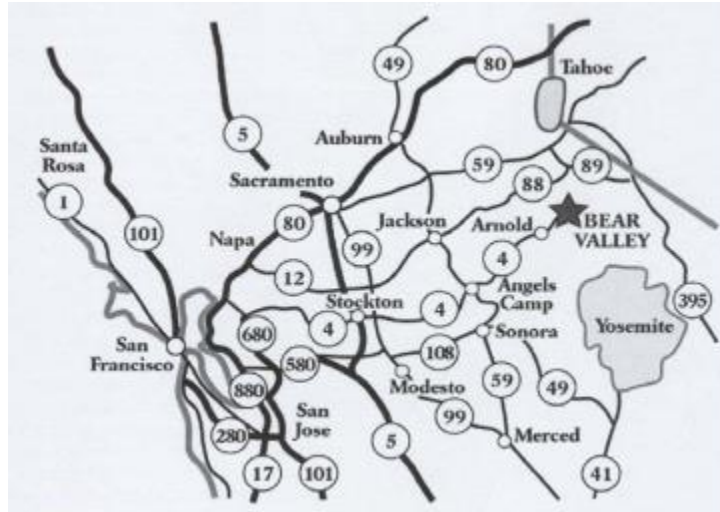


Map of Camp Wolfeboro

Camp Wolfeboro

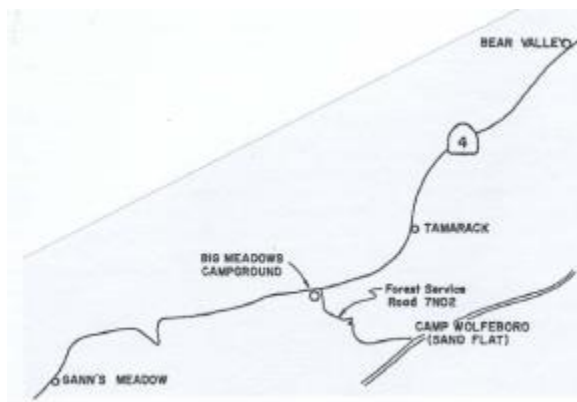


Directions to Camp Wolfeboro



Camp Wolfeboro is located on Forest Service Road 7N02 off of Highway 4 about 0.2 miles east of Big Meadows Campground and 2 miles west of Tamarack.

If you coming from the East on Highway 4, you will pass Bear Valley Village and eventually the town of Tamarack. As you near Skyline Drive on your right, you will see Forest Service Road 7N02 on your left about 0.25 miles from there.



If you are coming from the West on Highway 4, as soon as you see Big Meadows Campground sign on your right you want to start slowing down as the turn off for Forest Service Road 7N02 is 0.2 miles ahead on the right and is easy to pass.

From the Bay Area, there are many ways to get to camp on Highway 4. Most routes will eventually take you through the intersection of Highways 49 and 4, which is located at Angels Camp and is about 40 miles from Wolfeboro.

You should consult some form of GPS service to determine the best route from your location.

Once you turn onto Forest Service Road 7N02, you will need to cross a small stream and continue about 100 yards to a dirt parking area unless you drive all the way down the VERY rough road into camp which is about 2 more miles.

Camp Wolfeboro Leaders' Meeting

Please join the Wolfeboro Staff and Management for a meeting to discuss the 2018 Camping season.

We look forward to meeting with you and being able to present various aspects of the camp program and also answer any questions you may have.

WHEN: **Saturday, March 30, 2019**
9:00 am – 11:00 am

WHERE: Camp Herms
1100 James Pl
El Cerrito, CA

For more information contact:

Joe Barton joe.barton@scouting.org or (925) 674-6172