

CAMP TAHQUITZ PROGRAM

THE ADVENTURE STARTS HERE

PROGRAM PLANNING HINTS

The highlight of all scouts year is the week that they spend at summer camp, and the highlights of a Scoutmaster's year is the time spent with the troop's scouts in the cool, clean air of Camp Tahquitz. To make sure this happens you should start with good program planning. Here are a few ideas and hints on how to easily plan an exciting, rewarding, and enjoyable week at Tahquitz.

SCOUT PLANNED

Planning the troop's summer camp program can be part of the growth process of Scouting if the Scouts themselves are involved through their Patrol Leader's Council. The PLC, with guidance from the Scoutmaster, should see that the troop program reflects the individual goals of troop members as well as the collective aims of the. Greater scout involvement in planning will assure greater scout enjoyment in participation.

BALANCED

Experience has shown that the best program at camp is one that offers each scout a healthy balance between recreation and advancement, free time and structured activity, group events and individual pursuits. We recommend that scouts do not undertake more than three merit badges during their stay at camp and that each scout is allowed enough free time to enjoy the outdoors, pursue individual interests, and to build friendships.

INDIVIDUALIZED

A successful camp program reflects the different ages, ranks, and skill levels of the troop. While it is good for the troop to conduct some activities as a troop, other programs should be geared to the personal needs and goals of the troop members. For instance, the older scouts might want to hike in the backcountry, but the younger scouts might benefit more from working on their basic campcraft and scouting skills.

PRACTICAL

The realities of camp life should be considered in planning your program. Remember that the altitude and the terrain of camp can be exhausting on the first day and your program should not try to accomplish too much too soon. Remember also that no troop or individual can possibly participate in every program feature during one week at camp. You should also allow sufficient time in your program for the realities of cooking; clean up, laundry, and sleeping.

FLEXIBLE

Remember that there are at least a dozen other troops planning a program that involves the staff and facilities of Camp Tahquitz while your troop will be using them. Luckily, most of the time our capacity is great enough to meet the demand, but sometimes it is necessary for one or more troops to rearrange part of their program to enable us to serve them properly. Please be prepared for this possibility and have enough flexibility built into your program so that it can handle some changes.

SCOUTS AND THEIR FRIENDS

Scouts are as varied in their interests as they are in their physical appearance. Therefore, much of their time at camp will be spent alone or with one or two close buddies doing the things that interest them: working on merit badges, fishing, learning to swim or paddle a canoe, making things at the Craft Lodge, exploring camp, or just sitting on a log watching the grass grow. All these things are "program", even the ones that are not scheduled or supervised by someone.

A PATROL AND A TROOP

Many activities are conducted by the patrol or troop itself under its own leadership: Patrol Dining, Outdoor Skills instruction, advancement work, Good Turn and conservation projects, games and contests, campfires, campsite inspections, campcraft and campsite improvements, hikes and overnight trips. These are especially valuable activities if they are conducted using the Patrol Method in which the scout leaders of the troop get a chance to develop and exercise their leadership and the troop members learn the value of teamwork. Other activities conducted by the camp staff in which the patrol or troop participates as a group are Archery, Rifle, Troop swims and boating, Rappelling and Climbing Towers, Nature hikes and programs, Outdoor Skills instruction and hikes.

THE CAMP COMMUNITY

Some activities at camp happen when two or more troops, or the entire camp, get together. These include inter-troop campfires, the Water Carnival, inter-troop games and contests, camp-wide campfires, and inter-troop dinners. These events are special because they let scouts see how other troops do things and help to build fellowship and troop spirit in a setting of healthy rivalry.

EXPERIENCE TELLS US THAT...

Every year, one of the comments and suggestions made by Scoutmasters is a suggestion for a section entitled "Experience tells us that...." This is a collection of what experience has taught us regarding camp advancements and program.

.... Summer camp is NOT a merit badge mill, where you pay a fee and automatically get four or more badges. Instead, Camp Tahquitz offers merit badges as one portion of the overall program. Those interested in just merit badges might want to work closely with Merit Badge midways.

.... The first-year scout camper should try to earn no more than three merit badges, and spend time experiencing all aspects of the camp program. Do not burn out a scout on merit badges. If the scout has a good time and is enthusiastic about their week at camp, the scout will be active all year with your troop so that they can come back to camp next summer.

.... For any scout to try an excessive number of merit badges in one week is difficult and is not advised. Although there are exceptions, very few scouts can successfully earn more than 3 or 4 merit badges in a week.

.... The most difficult merit badges to earn are those requiring a great deal of physical skill, coordination, and stamina. Consider this for those scouts who are interested in Archery, Climbing, Lifesaving, Rifle Shooting.

.... Scouts should try something new at camp and get a well-rounded experience. Try a combination of a nature or an aquatic badge with a handicraft and an outdoor skills badge.

....Troops have a better program when they come to camp prepared. Have patrols organized, having elected patrol leaders beforehand. Work on ideas as patrols, and let the Patrol Leader's Council (PLC) work at camp.

....Your campsite is your home for the week, so feel free to move the tents around. Make patrol camping areas. Dress your campsite up with troop flags, banners, and "gadgets".

...Don't forget to schedule rest! Too often, scouts miss the time to sit and enjoy the beauty of camp. Don't keep such a pace that you miss the trees, the nature, and the fresh air.

...The troop that is spirited has the best program and camp experience. Come to camp with ideas and spirit and challenge the rest of the camp. Bring your troop cheer to camp and show everyone why you are the Number One troop.

.... You must be flexible. With over 200 scouts at camp, we all need to practice the Scout Law and be Friendly, Cheerful, and Courteous when dealing with others.

.... You need to communicate. If you have a special need or would like a troop-specific program, talk with the staff and we'll do our best. We want your ideas, suggestions, and comments.

CAMP TAHQUITZ PROGRAM OPPORTUNITIES

Camp Tahquitz offers an exciting array of program opportunities designed to meet the outdoor needs of every scout and every troop, whether young or old, large or small, novice or experienced. We provide a wide variety of facilities, equipment, staff, and activities covering the major areas of Aquatics, Outdoor Skills, Nature, Field Sports, High Adventure, and Handicrafts, all designed to serve the needs of the different interest groups at camp.

AQUATICS

TROOP/PATROL SWIMMING

Troops can schedule daily afternoon swim sessions so that scouts and leaders can cool off and relax after a full day of activity.

MILE SWIM

Scouts and leaders who want to attempt Thursday's noontime Mile Swim must qualify by swimming a quarter mile during lunch on Tuesday. Schedule your participation through the Aquatics staff when you arrive at camp; this will help them with lunch arrangements.

POLAR BEAR SWIM

Scouts and leaders who think they can brave the icy waters of early morning Tahquitz will have the chance during our Polar Bear Swim on Tuesday.

SAFE SWIM DEFENSE & SAFETY AFLOAT

We ask that all troops send their adults to learn the important points of conducting a safe troop swim while on their own outings. Troops planning to take a canoe or other boating trip should send a representative to learn what safety precautions need to be taken. This training can be provided anytime that your troop is at the pool in the afternoons.

WATER CARNIVAL

This Camp Tahquitz tradition is one of the highlights of the week, where scouts compete in a series of contests and games Friday afternoon. Special recognition will go to the top troops. *Oh yes, there are also special events just for scoutmasters.*

LAKE

Our re-opened lake not only provides the opportunity for merit badges, but also provides troops and the patrols the chance to use canoes, rowboats, and kayaks on the lake in the afternoon.

CRAFT LODGE

CRAFTS ACTIVITIES

The Craft Lodge is fully stocked with tools and materials for a variety of projects. Scouts can learn techniques and receive help from our trained staff. The tools and some materials are provided at no cost, but most basic craft supplies such as leather, snaps, rivets, buckles, laces, reed, and basket kits, as well as woodcarving kits, must be purchased. Prices range from \$2.00 to \$8.00 for most projects. Materials for some larger projects can cost \$15.00 or more depending upon size and complexity.

LEATHERWORK

In addition to the Leatherwork Merit Badge, scouts can purchase kits for wallets, belts, visors, wristbands. Small pieces of leather are also available for projects.

BASKETRY

For the Basketry Merit Badge the Craft Lodge can help scouts make baskets, trays, and stools. You may purchase a basket kit at the trading post for around \$10.00, or you can bring your own kit from home.

WOOD CRAFTS

Tools are available for a variety of woodcarving and woodworking projects in the Craft Lodge. In addition to bringing in your own projects, there is a wide variety of neckerchief slide carving projects available in the Trading Post.

CONTESTS

A variety of craft, carving, and creative contests will be held weekly for both adults and scouts. The winners will be recognized at the closing campfire.

OUTDOOR SKILLS**OUTDOOR SKILLS CERTIFICATES**

The Outdoor Skills area will coordinate the following certificate programs. Swing by in the afternoon for fun and informative sessions on the following:



Tot 'N Chip: Demonstrate safety, knowledge, maturity, and proper skills in the use of knife & ax. (Bring your own knife or purchase one from the Trading Post; axes are available at the Outdoor Skills cabin)



Fireman Chit: Demonstrate safety, knowledge, and proper skills in the use of fire and fire prevention. Scouts must demonstrate a knowledge of and understanding of how to safely use a fire, when (and when not) to use a fire, and how to practice leave-no-trace with fires.



Paul Bunyan Woodsman: This award starts at Outdoor Skills, where scouts sharpen their knife and axe skills, including teaching Tot "N" Chip to another scout. The scout then works with the Nature Lodge, where the scout will spend a minimum of two-hours practicing their skills while making the forest healthier by cutting and limbing trees as well as other forest improvement activities.

GIANT PIONEERING YARD

With knot rails and pioneering poles, this is the place to step up and practice your knot tying skills.

ONGOING OUTDOOR SKILLS DEMONSTRATIONS

These will make the scouting and camping skills that they have learned come alive in practical applications.

TRAIL TO FIRST CLASS (TFC)

This program is designed to help scouts earn their basic scouting skills. We offer regular instructional sessions in the morning for those who need to work on the entire badge; we also offer “drop ins” during the afternoon for those scouts who only need to complete a few requirements. It is essential that scouts bring their scout books with them to any TFC sessions.

If a troop will send more than 5 scouts to a TFC session, assistance from an adult or older scout from the troop would be appreciated.

DAY HIKES

Throughout the week, the Outdoor Skills staff will provide guided day hikes to fulfil rank requirements as well as to have an appreciation for our local mountains. Scouts should be prepared with the 10 Essentials, especially a filled water bottle.

ORIENTEERING COURSE

Scouts can participate in an Orienteering Course that covers much of the square-mile that is Camp Tahquitz. This is a fun activity that will meet the First-Class requirement, as well as teaching important navigational skills.

COPE AND CLIMBING**CLIMBING/RAPPELLING TOWER**

The exciting 45' climbing tower at the COPE & Climbing Center offers scouts the chance to experience the challenge of sport climbing and the thrill of rappelling under the direct supervision of our qualified staff. No experience is necessary - so be sure that your troop signs up for our afternoon climbing time!

COPE COURSE

Project COPE is an acronym for Challenging Outdoor Personal Experience. It comprises a series of outdoor challenges, beginning with basic group initiative games and progressing to more complicated low-course and high-course activities.

Some of these events involve a group effort, whereas others test individual skills and agility. Participants climb, swing, balance, jump, and rappel as well as think through solutions to a variety of challenges. Most participants find that they can do much more than they initially thought they could.

Group activities are ideal for emphasizing the patrol method and developing leadership while individual activities help promote personal growth.

NOTE: Per Council policy, Low COPE sessions are restricted to scouts who are at least 12 years old; High COPE sessions are restricted to scouts who are at least 13 years old and have participated in a Low COPE session during their week at camp.

BACKCOUNTRY HIKES

NOTE: Troop Backcountry hikes are subject to the United States Forest Service allowing access to the San Geronio Wilderness area.

Troops or patrols wishing to take an overnight backpacking trip (short or long) may choose from campsites at Lower Meadow or in the San Geronio Wilderness Area. With advance notice, we will be pleased to provide you with a staff guide, backcountry stoves, and other equipment.

You must, however, obtain your own hiking permit from the Forest Service if you are going into the Wilderness Area (doing this prior to camp is suggested) and provide your own transportation to and from the trailhead (although one trailhead, Forsee Creek, is within walking distance of camp). Weather is unpredictable, so be prepared!

Adult leaders should be aware of the BSA's Rule of Four" for backcountry trips. On every "backpacking trip there must be at least four individuals (including at least two adults). If you have trouble getting this number, we will see if we can team you up with other scouts/scouters at camp. However, ultimately the troop must ensure that they have enough qualified leaders to meet the BSA standards for both your scouts in camp as well as those in the backcountry.

SHOOTING SPORTS

Ever wanted to learn about the fundamentals of how to shoot a .22? Would you like to your scouts to test their skills with a Bow and Arrow? Or would they like to try the challenge of a Shotgun or R Then they can test their marksmanship skills at the Tahquitz Ranges!

RIFLE & SHOTGUN RANGE

Camp Tahquitz has two different shooting ranges as well as an archery range. Scouts will have the opportunity to participate in a supervised shooting environment, learning safety regulations and practice, as well as participate in BSA awards. An introductory level of ammunition will be provided for each scout who comes down to either range.

ARCHERY

Scouts learn the fundamental rules and techniques of using a bow and arrow at the target archery range. Targets have been installed to provide for the maximum opportunity to participate in this popular program, and there are different bow strengths to help meet the needs of all individual Scouts. Basic instructional sessions are included with recreation so that each scout learns the proper safety procedure.

RANGE SAFETY RULES

When visiting any of the ranges, always remember these basic safety rules:

- ✓ A red flag will be flying whenever a range is in operation; Before entering an active range be sure to call out and ask for permission to enter the range. **Never** enter a shooting range without receiving permission from a staff member.
- ✓ ALWAYS LISTEN TO AND FOLLOW STAFF DIRECTIONS.
- ✓ A responsible troop adult should accompany Scouts when they are at the ranges.

NATURE/ECOLOGY CENTER

THE NATURE CENTER LODGE

The nucleus of the Nature Program is the historic log cabin sitting atop a hill, overlooking Upper Meadow. All Scouts and Scouters are welcome to stop by the cabin during program time to use and experience the many resources available.

OUR FEEDING STATION

We have set aside a special animal feeding area behind the Nature Lodge for viewing the many varieties of birds and small mammals. This is a great place for picture taking or just relaxing while watching nature.

HANDS-ON MUSEUM

Since Scouts learn best by touching and experiencing nature, we have a variety of hands-on displays and activities. A staff member will be available to lead scouts into this new world.

REFLECTOR TELESCOPE

Experience clear views of the planets & stars through our advanced telescope in this internationally renowned dark-sky environment

NATURAL RESOURCE LIBRARY

Scouts are welcome to use our well-stocked nature library to help those working on Weather and Environmental Science merit badges.

STAR STUDIES

The Nature Center will be open Thursday evenings for guided star gazing (subject to weather and cloud cover).

CONSERVATION/GOOD TURN PROJECTS

Not only are special projects a requirement for advancement, but we all take pride in pointing out to others the part of ourselves that we left behind at Camp Tahquitz. There are a variety of projects available, some even in your own campsite. These are coordinated through the Nature Director and are scheduled through the Program Office. (To protect the environment of the camp, only officially approved projects are allowed at camp).

NATURE/ECOLOGY CENTER - MERIT BADGES

Camp Tahquitz offers the perfect environment for learning about nature and we offer several nature related merit badges. Please be sure that each scout has read the pamphlet BEFORE coming to camp and has written verification, photographs, displays, notes, etc. for completed long term projects. Assistance with Conservation and Environmental skills and awareness is also available. We will work directly with your scouts or help train the troop's leadership to help provide these skills for their own troop.

PLANNING YOUR TROOP'S PROGRAM

Be sure to review the entire camp program, and then decide what areas or programs are of interest to your troop.

FOR A YOUNGER TROOP

You may want to concentrate on basic scouting skills, as well as having a general "sampler" of activities. Do not schedule every minute -- allow for some "unscheduled program" time where they can start to develop and grow together as a strong troop. A good experience at camp can strengthen a troop for the rest of the year "down the hill".

FOR A TROOP OF EXPERIENCED SCOUTS

Why not try something different? Look at the COPE course. For a change of pace, why not try a 2 or 3 (or even 5 day) hike into the backcountry? This will require a bit more planning but if you need extra help just give us a call. Besides, the thrill of planning for a new adventure might light a fire under some older scouts who feel that they "have done everything there is to do at camp".

FOR A MIXED-AGE TROOP

With a troop of different ages and experience, you may want to consider having two programs, one for your older scouts and another one for your younger scouts.

TROOP AND PATROL ADVENTURES

Afternoons are set aside for troop and patrol activities. After you have decided those areas, activities, and awards that your troop wants to work on, start to schedule them. While scheduling, keep in mind the time it takes to travel from one part of Camp to another (see what at the end of this section). We are generally faster going downhill than we are going uphill.

SCHEDULE REQUEST AND ON-SITE ADJUSTMENT

When dealing with over 200 scouts a week, it can get a bit crowded in some areas of camp. To ensure that we can provide the necessary level of staffing required by the different program and safety needs of each area, as well as to ensure a high quality experience for your scouts, the camp staff would appreciate having your program two weeks prior to your arrival at camp.

Of course, once you arrive at camp you can always "fine tune" and adjust your program throughout the week.

ITS YOUR TROOP'S PROGRAM

The staff at Camp Tahquitz firmly believes that this is YOUR camp, and you should be able to plan your own program without having to fit into our schedule. We try to provide you and your troop with a great deal of flexibility in designing a "custom-made" program. Please contact us if there are special program requests that you and your troop would be interested in seeing during your week at camp.

TROOP/PATROL ADVENTURES

Summer camp is more than just merit badges, it is also a time for troops/patrols to build unity and spirit by participating in activities as a group. Merit badges tend to focus on the individual scouts while our Troop/Patrol Adventures are designed strengthen and build spirit among a group as they participate in activities that they cannot experience at home. It also allows scouts to experience activities that they might never consider if they were by themselves.

SCHEDULING TROOP/PATROL ADVENTURES

You can schedule as a whole troop, or you can schedule by patrol. Please be sure to indicate the number of scouts that you expect to participate. Above all please remember that your schedule is not permanent. As the week progresses, you can come to the Program Office to make changes as your week continues.

To request a Troop/Patrol Adventure area, please fill out the **TROOP/PATROL ACTIVITY REQUESTS** form available in the “Camp Forms” section, as well as available on <https://www.scoutingevent.com/032-camp2022> (the online registration system).

Please remember that while we will strive to meet your requests, we might not be able to meet your first choice for these events; we may need to adjust or moderate your requests to ensure that all troops/patrols have opportunities to participate in these adventures. You will be notified of any schedule adjustments when you arrive at camp.

TROOP/PATROL ADVENTURE AVAILABILITY

AREA	1:30-2:30	2:30 – 3:30	3:30 – 4:30	4:30 – 5:30
ARCHERY	18	18	18	18
CONSERVATION PROJECT	50	50	50	50
COPE: Low (Mon/Tue) *	24		24	
COPE: High (Wed/Thu) *	12		12	
LAKE	30	30	30	30
POOL (Troop “free” swim)	55	55	55	55
RIFLE	16	16	16	16
SHOTGUN	8	8	8	8
TRAIL HIKE	12	12	12	12
TOWER	20	20	20	20

* NOTE: Per Council policy, Low COPE sessions are restricted to scouts who are at least 12 years old; High COPE sessions are restricted to scouts who are at least 13 years old and have participated in a Low COPE session during their week at camp.

TIME/DISTANCE GUIDELINES

Please use the following ONLY as a general guideline – obviously not all scouts (or scouters) walk at the same pace!

travel time, in minutes Distance, in feet Distance, in miles	Cope Shed 6396'	Commissary 6452'	Health Lodge Signs 6368'	Nature Lodge 6459'	Pool 6470'	Rifle 6273'	Scoutcraft 6484'	Shotgun 6293'	Tower shed 6386'	Trading Post 6482'
ALL ARE ESTIMATES-YOUR MILEAGE MAY VARY!										
Cope Shed 6396'		12 min. 2,327 ft 0.44 mi.	6 min. 1,185 ft 0.22 mi.	7 min. 1,397 ft 0.26 mi.	13 min. 2,408 ft 0.46 mi.	13 min. 2,670 ft 0.51 mi.	11 min. 2,061 ft 0.39 mi.	11 min. 2,283 ft 0.43 mi.	2 min. 268 ft 0.05 mi.	9 min. 1,740 ft 0.33 mi.
Commissary 6452'	12 min. 2,327 ft 0.44 mi.		6 min. 1,142 ft. 0.22mi.	2 min. 462 ft. 0.09mi.	4 min. 697 ft. 0.13mi.	13 min. 2,628 ft. 0.5mi.	5 min. 997 ft. 0.19mi.	11 min. 2,241 ft. 0.42mi.	11 min. 2,127 ft. 0.4mi.	2 min. 383 ft. 0.07mi.
Health Lodge Signs 6368'	6 min. 1,185 ft 0.22 mi.	6 min. 1,142 ft. 0.22mi.		8 min. 1604 ft. 0.31 mi.	9 min. 1839 ft. 0.35 mi.	8 min. 1485 ft. 0.28 mi.	13 min. 2640 ft. 0.51 mi.	6 min. 1098 ft. 0.21 mi.	5 min. 917 ft. 0.17 mi.	8 min. 1526 ft. 0.29 mi.
Nature Lodge 6459'	7 min. 1,397 ft 0.26 mi.	2 min. 462 ft. 0.09mi.	8 min. 1604 ft. 0.31 mi.		3 min. 581 ft. 0.11 mi.	15 min. 3,089 ft. 0.59 mi.	5 min. 928 ft. 0.18 mi.	13 min. 2,702 ft. 0.51 mi.	8 min. 1,665 ft. 0.32 mi.	2 min. 338 ft. 0.06 mi.
Pool 6470'	13 min. 2,408 ft 0.46 mi.	4 min. 697 ft. 0.13mi.	9 min. 1839 ft. 0.35 mi.	3 min. 581 ft. 0.11 mi.		25 min. 5,079 ft. 0.96 mi.	2 min. 348 ft. 0.07 mi.	23 min. 4,692 ft. 0.89 mi.	14 min. 2,676 ft. 0.51 mi.	2 min. 313 ft. 0.06 mi.
Rifle 6273'	13 min. 2,670 ft 0.51 mi.	13 min. 2,628 ft. 0.5mi.	8 min. 1485 ft. 0.28 mi.	15 min. 3,089 ft. 0.59 mi.	25 min. 5,079 ft. 0.96 mi.		24 min. 4,731 ft. 0.9 mi.	4 min. 755 ft. 0.14 mi.	12 min. 2,402 ft. 0.45 mi.	15 min. 3,011 ft. 0.57 mi.
Scoutcraft 6484'	11 min. 2,061 ft 0.39 mi.	5 min. 997 ft. 0.19mi.	13 min. 2640 ft. 0.51 mi.	5 min. 928 ft. 0.18 mi.	2 min. 348 ft. 0.07 mi.	24 min. 4,731 ft. 0.9 mi.		21 min. 4,344 ft. 0.82mi.	12 min. 2,329 ft. 0.44mi.	3 min. 613 ft. 0.12mi.
Shotgun 6293'	11 min. 2,283 ft 0.43 mi.	11 min. 2,241 ft. 0.42mi.	6 min. 1098 ft. 0.21 mi.	13 min. 2,702 ft. 0.51 mi.	23 min. 4,692 ft. 0.89 mi.	4 min. 755 ft. 0.14 mi.	21 min. 4,344 ft. 0.82mi.		10 min. 2,015 ft. 0.38mi.	13 min. 2,624 ft. 0.5mi.
Tower shed 6386'	2 min. 268 ft 0.05 mi.	11 min. 2,127 ft. 0.4mi.	5 min. 917 ft. 0.17 mi.	8 min. 1,665 ft. 0.32 mi.	14 min. 2,676 ft. 0.51 mi.	12 min. 2,402 ft. 0.45 mi.	12 min. 2,329 ft. 0.44mi.	10 min. 2,015 ft. 0.38mi.		10 min. 2,008 ft. 0.38mi.
Trading Post 6482'	9 min. 1,740 ft 0.33 mi.	2 min. 383 ft. 0.07mi.	8 min. 1526 ft. 0.29 mi.	2 min. 338 ft. 0.06 mi.	2 min. 313 ft. 0.06 mi.	15 min. 3,011 ft. 0.57 mi.	3 min. 613 ft. 0.12mi.	13 min. 2,624 ft. 0.5mi.	10 min. 2,008 ft. 0.38mi.	