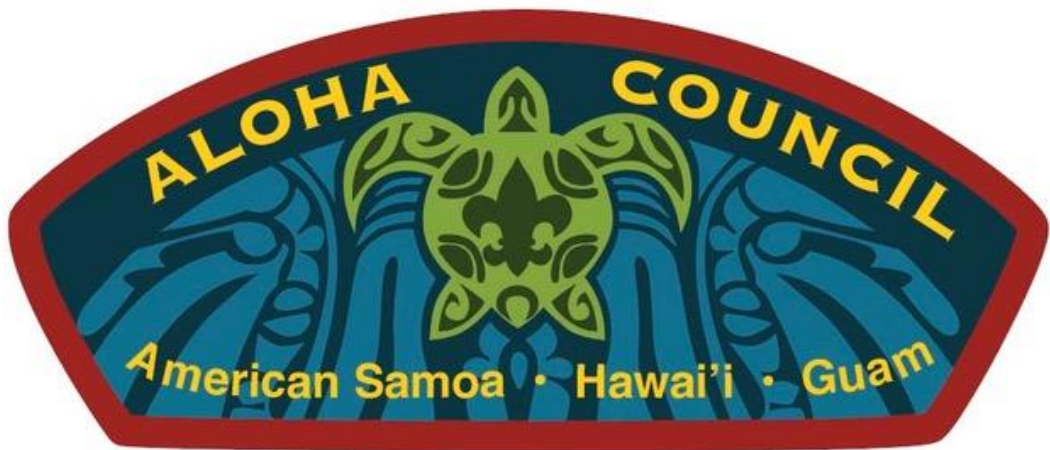




2019 Scout Resident Camp Leader's Guide



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Welcome

Aloha,

Welcome to Aloha Council's 2019 Boy Scout Resident Camp. It is our mission to provide your Scout with the best possible experience, leading them on a lifelong journey that reinforces the Scout Oath and Law. This camping experience will allow your Scout to develop their character through personal challenge and success. There will also be opportunities for advancement and leadership. At Camp Pupukea, you will find a friendly and inviting atmosphere. We take seriously the needs of every Scout, Patrol, and Troop, and work hard to assemble a staff of Scouts and adults trained in Scout skills, the teaching EDGE (Explain, Demonstrate, Guide, Enable) method, and Scouting Safely.

We hope this guide provides the information that you need to have a successful and enjoyable experience at camp this summer. In addition to all of the rules and regulations of camp, this guide gives you some insights into what programs and activities to expect. Please take the time to examine the Merit Badge schedule and be sure to review Adult Leadership requirements.

Once again, we would like to welcome you to this special place and encourage you to gain full access to opportunities at camp this summer. Resident Camp is important to the development of the youth in your unit with many frontiers and horizons open to them during their week of camp. Our staff is here to help and guide you every step of the way as we step forward into the future together.

Lokahi Molale
Summer Camp Director
lokahi.molale@scouting.org



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Guiding Principles of Camp Pupukea

BSA Mission Statement

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

Camp Pupukea Mission Statement

The mission of the Aloha Council Outdoor Program is to provide each Scout with a memorable and challenging outdoor experience. Camp Pupukea enriches the fundamentals of Scouting through unique opportunities for leadership and educational growth. All programs and activities will be guided by the principles of the Scout Oath and Law.

Scout Oath or Promise

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

Scout Law

A Scout is ...
trustworthy, loyal, helpful, friendly,
courteous, kind, obedient, cheerful,
thrifty, brave, clean, and reverent.



Camp Pupukea is an equal opportunity facility that does not discriminate on the basis of sex, color, race, creed, or religion.



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Camp Pupukea a Overview

Camp Pupukea is a 65 acre Nationally Accredited Camp. It is three miles above the famous Waimea Bay and Sunset Beach on Pupukea Road. Camp Pupukea offers multiple Merit Badges, five camping week sessions, three meals a day served cafeteria style in the Weinberg Lodge, dedicated and trained staff, Brownsea Island Adventure for new Scouts, Hawaiiana Award program only offered in Hawaii, beach program of canoeing, kayaking and snorkeling, mile swim, first aid and CPR training, BSA Lifeguard and much more.

Merit Badges Offered

- Archery
- Art
- Astronomy
- Basketry
- Camping
- Canoeing
- Cycling
- Emergency Preparedness
- Environmental Science
- First Aid
- Geocaching
- Kayaking
- Leatherworking
- Lifesaving
- Nature
- Oceanography
- Orienteering
- Pioneering
- Rifle Shooting
- Soil and Water Conservation
- Space Exploration
- Swimming
- Wilderness Survival
- Wood Carving

Other Program Opportunities

- Hawaiiana Award
- Instructional Swim
- BSA Lifeguard
- First Aid
- CPR Training
- Snorkeling

For more information visit <http://scoutinghawaii.org/camp-pupukea-summer-camp>

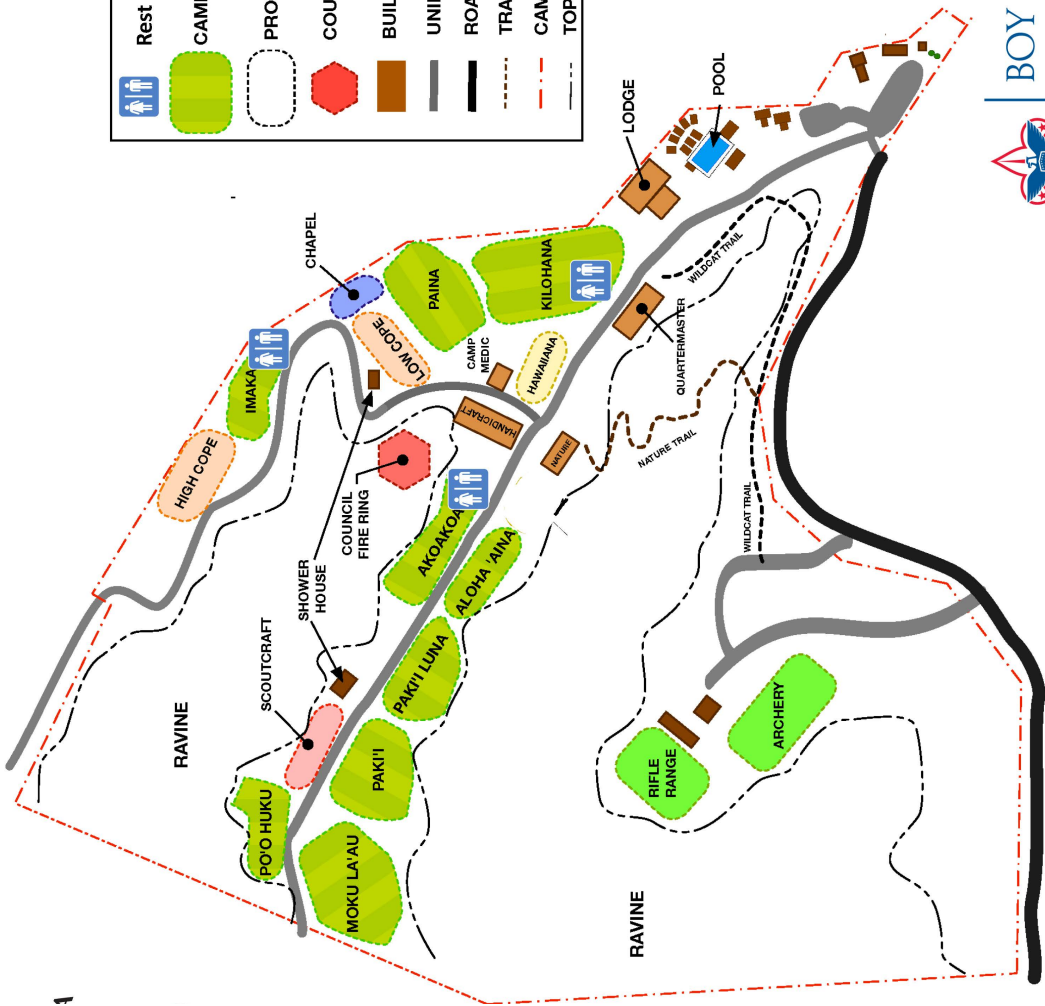


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Camp Pupuk ea Map

	Rest Room
	CAMPSITE
	PROGRAM AREA
	COUNCIL FIRE RING
	BUILDING
	UNIMPROVED ROAD
	ROAD
	TRAIL/FOOTPATH
	CAMP BOUNDARY
	TOP OF RAVINE



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2019 Scout Resident Camp Registration

Session 1: JUNE 23 to JUNE 29, 2019

Session 4: JULY 21 to JULY 27, 2019

Session 2: JULY 7 to JULY 13, 2019

Session 5: JULY 28 to AUGUST 3, 2019

Session 3: JULY 14 to JULY 20, 2019

\$100 Reservation Fee	Aloha Council	Out of Council Troops
Scouts:	\$275	\$575
Adult Leaders:	First 2 Leaders included in reservation fee. Each additional: \$100	\$575
Provisional:*	\$275	\$375
<p>* Five or more Scouts, from the same troop, constitute a unit, and must meet adult leadership standards. Provisional Scouts are Scouts that attend without their unit.</p>		

For more information see:

<http://scoutinghawaii.org/camp-pupukea-summer-camp>



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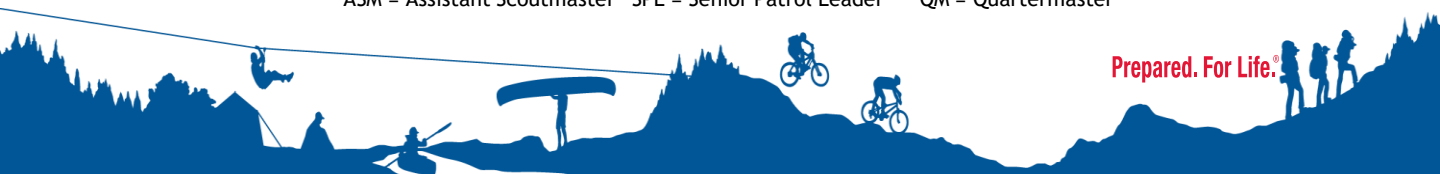
Check-in and Check-out Procedures

Before arrival at camp: Each unit should hold a familiarization meeting with the Scouts and their parents. This is a good time to share details of camp, confirm schedules, answer questions, and to secure required paperwork, such as parental consent forms. Make sure each Scout and adult has completed the Annual Health and Medical Record No. 680-001_ABC, available on www.scouting.org. This health form is good for one year. Part C is required for any event over 72 consecutive hours. Refer to the BSA policy at <http://www.scouting.org/scoutsource/HealthandSafety/ahmr.aspx>.

Arrival on the first day: Check-in begins at 1:00 PM on Sunday afternoon. A camp staff member will greet each troop at Aloha Pavilion and conduct an orientation tour of the camp. The troop adult leader in charge will proceed to the Weinberg Lodge to begin the check-in process. Troops will be assigned a time to return to the Pool area for their swim tests. Provisional campers should inform the registration desk of their status at check-in. **There will be no early arrival at camp.**

Schedule For The First Day (Sunday):			
Time	Description	Area	Attendees
1:00 PM	Check-in begins (No early arrival)		
	Registration verification	Weinberg Lodge	Scoutmaster
	Merit Badge class schedule	Weinberg Lodge	Scoutmaster
	Medical record check	Weinberg Lodge	ASM w/Medic
	Buddy tag completion	Weinberg Lodge	ASM
	Arrival at campsite/quartermaster	Campsite/QM	All
By Appointment	Swim tests/checks	Pool	Adults/Scouts
4:00 PM	Scoutmaster and SPL orientation	Weinberg Lodge	Scoutmaster/SPL
5:45 PM	Camp assembly / retreat	Assembly Yard	All
6:00 PM	Dinner	Weinberg Lodge	All
8:00 PM	Opening campfire	Council Fire Bowl	All

ASM = Assistant Scoutmaster SPL = Senior Patrol Leader QM = Quartermaster



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Check-in and Check-out Procedures (continued)

Monday Arrivals: We will accommodate any troop that chooses to arrive Monday. Troops arriving on Monday must alert the camp director of their intention, and complete all of their registration process before arriving at camp. Check-in time for Monday arrivals begins at 7:00 AM. No troop will be assisted before that time. Swim tests for these campers will be held immediately following lunch. Troops arriving on Monday should also have a leader attend the SM/SPL meeting on Sunday at 4:00 PM.

Registration Timeline

April

- All troop members and leaders schedule their health evaluation.
- Start collecting DUES and FEES from parents and Scouts.

May

- Troop Committee collects all individual health forms.
- Scouts, with approval of Scoutmaster, select their Merit Badge schedule.
- MAY 1, 2019 camp fees are due to the Aloha Council.

June

- Merit Badge selections are completed online by adult leader.
- Check on final transportation arrangements.
- Dietary restriction communicated to camp director by **June 1, 2019**.

Departure on the Last Day of Camp:

- Checkout begins immediately following breakfast on Saturday. Troops are welcome to pack their campsite and gear and leave it at your site to await the vehicle to load.
- Troops will be provided a checkout clearance form to assist with the process. Return all gear to the Quartermaster. QM will sign the clearance form.





Check-in and Check-out Procedures (continued)

- The camp gate will open at 7:00 AM for cars to enter to load gear (ONE vehicle per troop policy will be enforced). Troop SPL will alert the camp staff when gear is cleared from the campsite and is ready for inspection.
 - The camp inspector will sign the clearance form once the campsite passes inspection.
 - Return summer camp evaluation form (received earlier in the week) to the Program Director
- A checkout packet will be issued to the adult leader and will contain the camper's
- health forms, signed Merit Badge cards, camp patches, and the 2020 camp reservation form. Checkout must be completed no later than 10:00 AM.



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Common Requests for Special Needs

Menu Alterations

We anticipate having campers and leaders with a variety of special dietary needs including: gluten, eggs, milk, nuts, or personal (vegetarian), religious (pork) beliefs and/or other allergies. Communicate these needs by June 1, 2019 to the Camp Director.

Wheelchair and Limited Mobility Access

Camp staff will make every effort to place those with mobility challenges in campsites closest to the center of camp. Camp Pupukeya has limited wheelchair access to tents, restrooms, and other campsite features. Communicate these needs by June 1, 2019 to the Camp Director. Off-road wheelchairs will make mobility around camp easier.

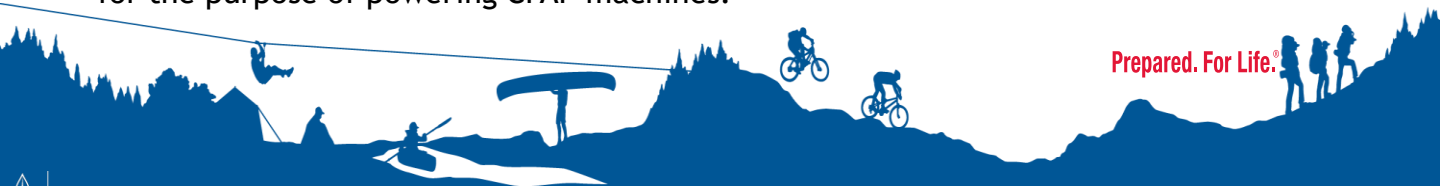
Vehicles In Camp

Private vehicles are not permitted in camp. Troops are allowed to transport troop equipment to campsites on the first and last day of camp, then immediately return to the parking lot. No Scouts are allowed to ride in vehicles in camp.

CPAP (Continuous Positive Airway Pressure) Machine

For campers with CPAP machines, please note that campsites do not have electricity and sleeping areas are not available in buildings at camp. To prepare for camp, two options are suggested:

- Avid campers may consider purchasing a battery-operated CPAP machine. A good source for battery-powered CPAP machines is www.cpap.com. If charging a battery-operated CPAP is required during daytime hours, please schedule charging times with Camp Director.
- Those who use a machine that requires 120v AC power (household current) can bring an inverter and an automobile battery. This is a proven method for many campers over the past several summers. Please note that vehicles cannot be parked in or near campsites for the purpose of powering CPAP machines.



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Telephone, Mail, and Internet Services

Telephone

Phone messages will be taken for campers, leaders, or staff attending Camp Pupukea and handed out at the next mealtime. The camp telephone number is (808) 638-8373. The camp telephone should be used for emergencies and official camp business only. Scouts are discouraged from bringing cell phones and electronics to camp.

Mail

Mail received for Scouts and leaders will be delivered daily to the unit leader, at the next mealtime. **Please mark the envelope with the session number and take into consideration the mailing time.** Use the following address to send mail to your Scout:

Scout's Name,
Troop #, Session Number
Camp Pupukea, BSA
59-780 Pupukea Road
Haleiwa, HI 96712

Internet Service

Internet service is available at the Lodge for adults only. See the camp director for the password.



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Swim Classification Procedures

All youth and adult participants are designated as swimmer, beginner, or nonswimmer based on swimming ability confirmed by standardized BSA swim classification tests. Each group is assigned a specific swimming area with depths consistent with those abilities. The classification tests must be renewed annually, preferably at the beginning of the season even if the Scout has earned the Swimming Merit Badge.

Camp Pupukea aquatics director requires the swim classification test to be conducted at camp due to the unique water conditions and hazards in Hawaii.

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

Beginners Test: Jump feet first into water over the head in depth, level off, and swim 25 feet on the surface. Stop, turn sharply, resume swimming, and return to the starting place.

Anyone who has not completed either the beginner or swimmer tests will be classified as a nonswimmer.



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2019 Scout Resident Camp Meal Services

All meals, except Wednesday dinner, will be prepared and served in the Camp Pupukea Dining Hall. All Scouts, Leaders, and Staff are expected to adhere to the camp food service schedule. Dietary needs can be accommodated if requests are made to Camp Director by June 1, 2019.

The Camp Pupukea camp menu is developed and portioned following USDA Nutrition Guidelines and Boy Scouts of America National Camp Accreditation standards by a registered dietician. Address any concerns to the-camp director.

Wednesday night is troop cook night. Food is provided by Camp Pupukea and will be distributed Wednesday afternoon. The food distributed will be one hamburger patty with bun, one hotdog with bun, one bag of chips, carrot sticks, and condiments for each person.

Troops have the option of cooking in their campsite for their entire session of resident camp. Troops choosing this option will bring their own food and are invited to participate in the Friday-night luau if they choose.

Tuesday evening is our weekly troop leader's dinner. This is a special time for the leader of each troop to come together for fellowship. The dinner will include special guests from the Council Executive Board, including the Scout Executive or designated staff. This dinner is for the Scoutmaster or camp leader only. Other troop leaders should plan on accompanying their Scouts in the dining hall. The dinner will be held at the Aloha Pavillion

Friday evening Camp Pupukea hosts a Luau. Parents and guests are invited to attend. The cost per non-registered visitor is \$10.00. Troops are required to give a headcount of their guests by Wednesday afternoon. Meal tickets can be purchased at the Trading Post.





Medical Services and Medical Records

Medical Services

The Camp Health Lodge is staffed 24 hours a day by qualified medical personnel. For insurance purposes and for the health and safety of all participants, all accidents and illnesses, no matter how minor, must be reported to the Health Lodge and recorded. Arrangements have been made with the local rescue squads and hospitals to handle any medical emergencies. National standards require that any person staying overnight must have a valid medical form. Late arrivals should report to the camp director office and then to the Health Lodge.

Annual Health and Medical Record-Parts A,B&C

Every Scout and adult leader must submit a Personal Health and Medical Record upon arrival at camp. Leaders should provide a copy of the newest version of the medical form available online. Please understand that the BSA Annual Health and Medical Record is the only medical form recognized by Boy Scouts of America. Tips for completing this record are also located on the above website.

Prescription Medications

The Aloha Council Requires that all prescription and over the counter medications be stored under lock, except when in the controlled presence of health care staff or other adult leader responsible for the administration and/or dispensing of medications. Emergency medications such as inhalers, epipens, and nitro should be maintained on the patient's person. Refrigerated medications must be stored at the Health Lodge. All medication should be in a container issued by a pharmacist with the medication name and strength, the dose and dose frequency clearly marked on the container. Each unit must make a decision to either maintain control of its medications or turn them over to our health officers for administration.



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Medical Services and Medical Records (continued)

If your unit chooses to maintain control of its medications, one adult leader must be designated as the unit health officer and sign the waiver shown below. All participants taking medications must fill out the Prescription Medication Dosing Form prior to arrival at camp (we recommend that the unit health officer perform this task so that he or she is familiar with the medications). Please use one form for each participant and list the medication, dosage, and dosage schedule shown on the prescription. Each unit should be prepared to show these completed forms at check-in to the camp health officer, and keep them updated throughout the week at camp as medications are used. -Please leave these completed forms at camp when you depart. The forms will be maintained safely in the permanent camp medical files

Unit Health Officer Waiver Form

By signing below I acknowledge that I am responsible for keeping my troop's medications under safekeeping, as well as distributing said medications as noted by given instructions on the Prescription Medication Dosing Form. Camp Pupukeya, Aloha Council is not liable for the administration of medications not in our possession.

I also agree to document all given doses of medicine on the attached form. I agree to keep this form in an easily accessible location. I understand that this form must be turned into the Camp Pupukeya health officers on Friday night.

Additionally, I acknowledge that I attended a medication consultation with the health officers on staff.

I understand that the Aloha Council is not liable for any damages that arise from failing to comply with these instructions.

Print Name _____ Date _____

Sign Name _____ Unit Number _____



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Health and Sa fety

The Following are Prohibited:

- Fireworks.
- Alcoholic beverages or illegal drugs.
- Flames in tents.
- Pocket knives over four inches long or sheath knives
- Personal firearms.
- Bicycles.
- Pets.
- Smoking is, at best, a poor example for Scouts. Use or possession of tobacco products by anyone under the age of 21 is illegal in Hawaii. All camp buildings are smoke-free environments. Designated smoking area is the camp parking lot.

Vehicles, Trailers, and Parking

- No riding outside of a vehicle’s enclosed passenger compartments. This means no rides on hoods, trunks, fenders, tailgate, or in the bed of trucks. No Scouts in vehicles.
- Seat belts must be worn at all times.
- The camp speed limit is 5 MPH.
- Troops may take one vehicle at a time to their campsite to load/unload gear; at all other times vehicles must be in their designated parking lot
- Trailer parking at campsites is allowed, but not guaranteed. Plan accordingly.

Initiations

Older Scouts sometimes feel that new Scouts should be “initiated into the troop with a physical activity or other embarrassing stunt”. Behavior such as snipe hunts, running the gauntlet, belt line, or similar punishment has no place in Scouting and is not permitted. Leaders should be alert to this possibility and direct the youth efforts into meaningful programs.

Liquid Fuels

The use of liquid fuel stoves and lanterns in a campsite is permitted under the supervision of an adult leader. Under no circumstances are liquid fuels or lanterns allowed in tents.



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Health and Sa fety (continued)

Infectious Disease

Camp is a tight community where pathogens can spread rapidly. It is extremely important that units immediately report all illness to our health officers. If a participant is sick with nausea, vomiting, diarrhea, or fever prior to camp, please leave that person at home to recuperate.

Recipe for a Safe, Enjoyable Week at Camp

- Drink lots of water
- Take a shower every day
- Get plenty of sleep
- Wear sunscreen
- Wash your hands
- Be careful



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Emergency Procedures

Minor Accidents and Emergencies

Minor accidents may be treated with first aid in campsite, but must be reported to the camp health officer. When in doubt, check with the camp health officer.

Major Accidents and Emergencies

Please notify the camp health officer and/or camp director immediately of all major accidents and emergencies. An incident report is required to be filled out by camp staff. Present all known facts. Do not make statements to any outsider and refer any inquiries from the press to the Aloha Council Office.

Lost Camper

Unit leaders should be aware of the approximate locations of all Scouts at all times. Periodic head counts are suggested. If a Scout is missing following a search of the camp site, notify the camp director immediately.

Emergencies Requiring Camp Mobilization

Upon hearing sirens the entire camp assembles in unit formation at the camp parking lot. A fire drill will be conducted at noon on Monday and the assembly will occur at the assembly yard. Adults must bring their car keys to help expedite evacuating the camp in an emergency.



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2019 Scout Resident Camp Daily Schedule

Time	SUN	MON	TUE	WED	THU	FRI	SAT	
6:00 AM		Mile Swim					Free Time	
7:45 AM		Flag Ceremony						
8:00 AM		Breakfast						
9:00 AM - 9:55 AM		Merit Badge Session 1				Open Merit Badge Areas	Check-out Departure	
10:05 AM - 11:00 AM		Merit Badge Session 2						
11:10 AM - 12:05 PM		Merit Badge Session 3						
12:15 PM		Lunch						
1:00 PM		Arrival	Troop Free Time					
2:30 PM - 3:25 PM		Check-in	Merit Badge Session 4					Camp Wide Event
3:35 PM - 4:30 PM		Swim Test	Merit Badge Session 5					
4:40 PM - 5:30 PM	SM/SPL Meeting at 4:00 PM	Merit Badge Session 6						
5:45 PM	Flag Ceremony							
6:00 PM	Dinner							
7:00 pm	Opening Campfire	Do you know SM	Open Program	Free Time	Dance dance	Closing Campfire		
8:00 PM – 9:00 PM		Free Time	Free Time		Free Time			
10:00 PM	Lights Out							

- Scoutmaster Huddle with Camp Director Daily 8:45 AM at Dining Hall
- Senior Patrol Leader/ Scoutmaster Meeting Daily 1:30 PM at Dining Hall



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Evening Program

Sunday

Opening Campfire

The opening campfire is put on by the camp staff to start week off with fun and excitement.

Monday

Do you Know your scoutmaster?

Troops will compete to see how well they know their scoutmaster. The scoutmasters will be on a panel. The troops will be asked a question about the scoutmasters.

Tuesday

Open Program

We will have the pool and handicraft open. We will also have a variety of indoor and outdoor games Available as well.

Wednesday

Troop night

This is the night the troops have to themselves to enjoy.

Thursday

Dance Dance Revolution sponsored by Order of the Arrow (OA)

We will have the music playing and Air band contest going followed by a cookie social sponsored by the Na moku puni o Lawelawe Lodge. The Air band contest is open to all campers both youth and adults.

Friday

Closing Campfire

This is where the scouts can show case their talent and close the week with a bang. We will also do a closing ceremony





General Program

Gaga ball tournament

We will be running our first Gaga ball tournament this summer. The tournament will be a free for all style. Each round will consist of 10 competitors. The winner of each round will advance to the next round. The times of the tournament will be determined by number of competitors. The rules and guidelines are available in the appendix.

Find the critter

We will have a special item hidden in camp the first person to find it will receive a prize. The location of the item will change daily. The hint will be given out at the morning assembly and posted on the message board. Rules and guidelines are available in the appendix.

Honor troop

This is a chance for all troops to show their scout spirit. All troops are eligible to earn this award. Points are earned by doing things such as building a camp gadget, participating in program and doing things as a troop. A troop will need to earn a score of 200 points to earn the Award. The score sheet is available in the appendix.

Field equipment

We have a whole host of Athletic equipment for the scouts to use during their free time. These items are for all to use and enjoy.

Available Equipment:

- Disc golf
- Gaga ball
- Badminton
- Bean bag toss
- Soccer
- Frisbee's
- Lawn darts
- And more

Open shoot

The rifle and archery ranges will be open during the 6th Period for open shoot Monday-Thursday. Both open shoots are limited by the number of lanes that are opened. There is a cost associated with both ranges these costs help to cover the cost for ammo and maintenance. The cost for rifle is \$1 for 10 rounds. The cost for Archery is \$0.50 for unlimited arrows.





Scoutmaster Program

Scout master Build your own club Golf

We will be continuing the annual Camp Pupukea scoutmaster golf tournament. the highlights of this tournament include the designs of the scout master club and ball. The only rule is that the club and ball are made with materials found in camp. All leaders are welcome to join. The rules for this tournament will be covered in the scout master meeting on Sunday.

Scoutmaster disc golf

This will be the second year we will hold this event. The course will be set up around camp. All the discs are provided. All leaders are welcome to join.

Scoutmaster award

This award is available for all leaders to earn. Like the Honor troop leaders will have to earn a certain amount of points to earn the award. The score sheet is available in the appendix.

Scout master news reel

We will have a news report sponsor by the scout masters at each evening flag. The camp will have a newspaper available in the scout master area. This is one of the ways to earn points for the scout master award.





Merit Badge Class Registration

Camp Pupukea uses web based software application called GreenBar HQ to schedule Merit Badge and program activities. The software was designed and developed by an Eagle Scout with Scout camps in mind. Troops will be able to go online and select the classes for their Scouts and receive immediate feedback on class enrollment.

Troop leaders will be given a link, user name, and password to sign in to the registration system. Leaders will need to input each Scout with their rank and birthdate. Please be accurate, ranks and ages will be verified in advance of resident camp. Some merit badges have age and/or rank restrictions. If the age and/or rank requirements are not met, you will not be able to register them for that merit badge(s)

Watch for more information on this process via email or on the <http://scoutinghawaii.org> website.

Please refer to merit badge program schedule in this Leader's Guidebook on page 31 and merit badge Prerequisites on pages 33-49



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Merit Badge Application Procedures

- After Scouts have been registered for their classes, the adult leader may begin to fill in their respective Merit Badge applications. If Scouts choose to use their own, Camp Pupukeya will replace them with blank ones upon arrival at camp.
- Be sure to hold onto the troop's Merit Badge applications until arrival at camp.
- For troops that did not fill them out ahead of time, Merit Badge applications may be purchased upon arrival to camp. These will need to be completed and you will receive further instruction at the SM/SPL meeting on Sunday.
- Do not give the Merit Badge applications to the Scouts or to the Merit Badge instructors.
- At the conclusion of camp, on Saturday morning, the adult leader will receive an envelope with all of the Merit Badge applications. Please audit them prior to leaving camp.
- For troops departing camp early, Merit Badge applications will not be ready prior to Saturday morning. Council units can pick up their unit's Merit Badge applications from the Oahu Service Center during the week of August 5, 2019. Out of Council unit's Merit Badge applications will be mailed to the unit.



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Role of the Adult Leader

All Adult Leaders should expect to assist the camp staff in providing a safe, fun experience for the Scouts. Leaders are:

- Responsible for maintaining unit safety and discipline at all times. This includes safe travel to and from camp.
- Responsible for coordinating all unit and individual activities to ensure maximum benefit to participants.
- To be aware of each youth's personal goals and objectives in order to promote Scouting's Advancement Program. **For the Boy Scout Merit Badge program, please refer to the Merit Badge schedule and prerequisites.**
- To participate in camp activities on a daily basis. This includes program area visits, punctual attendance at designated meetings, and the collection of progress reports on each youth's activities.
- To be prepared to help and assist others, specifically other camping units and staff personnel as needed. Assistance should be given in a spirit of mutual cooperation and support but not at the expense of one's own unit.
- To monitor and evaluate unit and individual progress in camp and to provide counseling, guidance, and encouragement.
- To review the daily schedule of unit activities with fellow leaders before departure of campsite.
- To be sure that each adult leader and the Senior Patrol Leader complete and turn in camp evaluations. These forms are the primary means of evaluating the program and staff for each week of resident camp by the camp and program directors to determine if there is a problem that should be addressed immediately. In addition, they are studied in great detail by members of the Outdoor Program Committee of the Aloha Council to recommend improvements for the next year.



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Role of the Adult Leader (continued)

- Expected to serve as a positive role model for the youth. This includes language, attitude, and behavior.
- Be an active participant in all emergency drills.
- Knowledgeable of all camp rules, policies, and procedures.

General Discipline

Discipline and conduct of all youth and leaders is the responsibility of the unit leaders in camp. The camp leadership team is ready and willing to assist at any time with problems that might arise. Unit committees should be sure that the camp leaders are trained and they understand their responsibilities while at resident camp.

Standards of Conduct for Adult Leaders

Boy Scouts of America Policy Preventing Child Abuse has been adopted as a critical objective of the Boy Scouts of America. The assistance of every adult leader is essential to success of the camping experience. The guidelines listed on the next page are designed to protect Scouts against child abuse and adult leaders against misinterpretation of their intentions. Anyone who has questions should consult with the camp director. If faced with difficulty in complying with the guidelines and no advice is available, use common sense and the principles of the Scout Oath and Scout Law.





Role of the Adult Leader (continued)

Guidelines for Adult Leaders and Parents

All Adult Leaders in camp must endeavor to protect Scouts from physical abuse, which is understood to mean the sustaining of physical injury as the result of cruel and inhumane treatment or as the result of a malicious act and, sexual abuse, i.e., any act involving sexual molestation or exploitation of a Scout, by any person who has permanent or temporary care, custody or responsibility for the supervision of Scouts or a Scout.

- All adults in camp must understand their responsibilities and the limitations placed on their relationship with Scouts. Care in selection, training, and supervision is critical.
- Adult leaders and Scouts never sleep in the same tent, unless the adult is the parent or guardian of the Scout.
- Adult leaders must always shower separately from Scouts.
- Adult leaders and junior leaders must not permit activities involving group nudity, such as skinny-dipping.
- Adult Leaders must avoid unnecessary contact with Scouts, such as placing hands on the legs and patting back sides.
- Scouts must always have at least one tent mate.
- In accordance with National Council policy, a minimum of two adult leaders must be present on camping trips and other group activities.
- Adult Leaders must never tell off-color stories to boys. A Scouter, as well as a Scout, is clean in mind and body.
- Adult Leaders must hold conferences with Scouts in open settings where they may be seen (but not heard, if discussion is confidential) by others. Avoid rooms with closed doors, closed tents, or other secluded locations.



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Role of the Adult Leader (continued)

- If a Scout complains or comments about an experience with an adult that may suggest physical abuse or sexual molestation or an invitation to molestation, take him or her seriously. Remember that the Scout is not likely to articulate his or her complaint in an adult manner. It may take the form of declining to associate with a particular adult leader for no apparent reason or abruptly leaving the unit.
- An adult leader who observes another adult relate to a Scout in a manner that is not clearly objectionable, but which might be misconstrued as leading to child abuse, should warn the person so observed to avoid conduct that may be misunderstood.

Reporting Child Abuse

Our camp staff has received training to deal with potential victims of any kind of child abuse. If you suspect that a Scout in camp is a victim, report this to the camp director immediately.





Packing List Example

Required Documents

- Medical form (parts A,B, and C)
- Copy of family insurance card
- Medications
- Please label everything with your Scout's name and troop number

Personal Equipment

- Sleeping bag with liner or sheet inside
- Field uniform (Class A, shorts, socks)
- Activity uniform (Troop t-shirt, camp t-shirt)
- Rain jacket or poncho
- Hat
- (10) Pairs of socks
- (7) Underwear
- (6) Sets of clothing
- (1) Swimming suit
- (2) Long pants
- (1) Long sleeve shirt
- (1) Pair tennis shoes
- (1) Pair boots
- (1) Pair sandals (for shower only)
- (3) Old towels
- Toiletries (soap, toothbrush & toothpaste, deodorant, shampoo, etc)
- Sunscreen
- Bug spray
- Water bottle (at least 1 liter)
- Spending money (for the trading post)
- Flashlight & extra batteries
- Handkerchief
- Scout handbook
- Paper and writing items

Troop Equipment

- Troop flag
- American flag
- Clothing markers
- Stapler and thumbtacks
- Magic markers
- Extra tarps
- Props for favorite stunts and skits
- Assorted hand tools for camp projects
- Matches
- Knot ropes
- Water cooler
- Lantern
- Sewing kit
- Duct tape

Suggested Items for Unit to Bring

- Camp Leaders' Guide
- Emergency numbers for all parents (home & vacation)
- Cash box
- The Scoutmaster Handbook
- Alarm clock

Optional Equipment

- Small bible/scriptures
- Folding pocket knife
- Camera
- Card games
- Compass
- Pillow
- Musical instrument
- Spare rope or cordage
- Extra shoe laces



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Camp Program and Advancement

Advancement

Scout resident camp has traditionally been viewed as a convenient place where Scouts can earn several Merit Badges in a short amount of time. At Camp Pupukea, however, we offer much more than Merit Badges. During their week at camp, Scouts will grow mentally, physically, and spiritually as they interact with their peers in a safe and positive environment that revolves around recreational swimming, hiking, shooting, campfires, sports, and games. Though advancement is still integral to our camp experience, Camp Pupukea encourages and offers opportunities for much more than organized lessons encouraging all our units to take advantage of these opportunities.

Merit Badges

All badges will be taught based on the requirements found in the most recent edition of the Merit Badge pamphlet. It is the responsibility of each Scout to choose and prepare for each Merit Badge that they wish to take in advance of their week at camp.

Prerequisites exist for many of the badges and are outlined in this guide. To prevent partials, please make sure the Scouts come to camp with these prerequisites completed and appropriate proof of completion (i.e. examples of their work or a note from their Scoutmaster).

Merit Badge and Program Difficulty Scale

Advanced: Program in this category are the most difficult to complete at summer camp due to the course content, number of prerequisites, and expected ability level of the Scouts. Advanced badges are highly recommended for your oldest Scouts who are First Class and above.

Moderate: Program in this category can be easily earned at camp by experienced Scouts but have a few prerequisites to complete at home.























Basic: Program in this category have few, if any, prerequisites. These courses are excellent for Scouts of all ages and ability levels.



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Merit Badge and Program Schedule















Handicraft Program	Class Period					
	1	2	3	4	5	6
Art Merit Badge 	9:00 - 9:55		11:10 - 12:05			
Basketry Merit Badge 		10:05 - 11:00		2:20-3:25		
Leatherwork Merit Badge 	9:00 - 9:55			2:20-3:25		
Woodcarving Merit Badge 		10:05 - 11:00			3:35 - 4:30	
Outdoor Skills Program	Class Period					
	1	2	3	4	5	6
Camping Merit Badge  	9:00 - 11:00			2:20 - 4:30		
Geocaching Merit Badge 			11:10 - 12:05		3:35 - 4:30	
Orienteering Merit Badge 	9:00 - 11:00			2:20 - 4:30		
Pioneering Merit Badge 		10:05 - 12:05		2:20 - 4:30		
Wilderness Survival Merit Badge 	9:00 - 9:55		11:10 - 12:05			
Shooting Sports Program	Class Period					
	1	2	3	4	5	6
Archery Merit Badge 	9:00 - 11:00			2:20 - 4:30		
Rifle Shooting Merit Badge 	9:00 - 11:00			2:20 - 4:30		
Health and Safety Program	Class Period					
	1	2	3	4	5	6
First Aid Merit Badge  	9:00 - 9:55			2:20-3:25		
Emergency Preparedness Merit Badge  		10:05 - 11:00			3:35 - 4:30	
Cycling Merit Badge  		10:05 - 11:00			3:35 - 4:30	
Legend  Eagle Scout Required  Basic  Moderate  Advanced						



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Merit Badge and Program Schedule (continued)

Aquatics Program	Class Period					
	1	2	3	4	5	6
Beginner Swimming 	9:00 - 9:55					
Swimming Merit Badge 	9:00 - 9:55	10:05 - 11:00	11:10 - 12:05			
BSA Lifeguard 		10:05 - 5:30				
Canoeing Merit Badge 	9:00 - 12:05			2:30 - 5:30		
Kayaking Merit Badge 	9:00 - 12:05			2:30 - 5:30		
Lifesaving Merit Badge 			11:10 - 12:05		3:35 - 4:30	
Snorkeling BSA 	9:00 - 12:05			2:30 - 5:30		
Ecology and Conservation Program	Class Period					
	1	2	3	4	5	6
Astronomy Merit Badge 						4:40 - 5:30
Bird Study Merit Badge 	9:00 - 9:55			2:30 - 3:25		
Environmental Science Merit Badge 		10:05 - 11:00			3:35 - 4:30	
Nature Merit Badge 		10:05 - 11:00		2:30 - 3:25		
Oceanography Merit Badge 			11:10 - 12:05		3:35 - 4:30	
Soil & Water Conservation Merit Badge 	9:00 - 9:55			2:30 - 3:25		
Space Exploration Merit Badge 			11:10 - 12:05		3:35 - 4:30	
Hawaiiana Award Program	Class Period					
	1	2	3	4	5	6
Hawaiiana	TBA					
Brownsea Island Adventure Program	Class Period					
	1	2	3	4	5	6
Brownsea Island	9:00 - 5:30					



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Handicraft

The Handicraft area offers an excellent opportunity for Scouts to develop and demonstrate their artistic abilities while gaining more historical and cultural awareness. Many badges require kits that have a cost and can be purchased directly at camp.

Handicraft Program	Class Period					
	1	2	3	4	5	6
Art Merit Badge	Yellow		Yellow			
Basketry Merit Badge		Yellow		Yellow		
Leatherwork Merit Badge	Yellow			Yellow		
Woodcarving Merit Badge		Yellow			Yellow	



Art
(Basic)

Scouts will learn to express their ideas and tell a story using pictures. **Prerequisite: requirement 6.**



Basketry
(Moderate)

This is an excellent badge for young Scouts. Scouts will use weaving skills to make two baskets and a wooden stool. **Cost: Up to \$20.00 for required kits.**



Leatherwork
(Basic)

This is a great badge for younger Scouts, allowing them to demonstrate their skills in making their own knife pouch. **Cost: Up to \$20.00 for required kits.**



Woodcarving
(Moderate)

Not recommended for Scouts with little knife experience. Participants should bring a sharp, lockblade pocketknife. **Prerequisite and cost: must have Totin' Chip. Up to \$15.00 for material.**



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Outdoor Skills

The purpose of the Outdoor Skills Program is to help Scouts develop the basic skills of hiking and camping. To teach Scouts to appreciate and understand the outdoors by making the best use of their own faculties and their natural surroundings. To train units in the skills of campcraft and woodcraft so that they will be proficient campers.

Outdoor Skills Program	Class Period					
	1	2	3	4	5	6
Camping Merit Badge	■	■		■	■	
Geocaching Merit Badge			■		■	
Orienteering Merit Badge	■	■		■	■	
Pioneering Merit Badge		■	■	■	■	
Wilderness Survival Merit Badge	■		■			

	<p>Camping (Advanced)</p>	<p>This Eagle Required badge requires a lot of written work and previous camping experience. Prerequisites: requirements 5e, 7, 8d, and 9.</p>
	<p>Geocaching (Moderate)</p>	<p>This badge has Scouts use a GPS unit to locate and find geocaches around the camp. GPS units are provided. Prerequisites: requirements 7, 8, and 9.</p>
	<p>Orienteering (Advanced)</p>	<p>Scouts in this badge will setup and run an orienteering course. Scouts will need basic knowledge of map and compass.</p>
	<p>Pioneering (Advanced)</p>	<p>Scouts in this course must have a basic knowledge of knots and lashings.</p>
	<p>Wilderness Survival (Moderate)</p>	<p>This badge requires an overnight trip. Scouts should bring a backpack, sleeping bag, wet weather gear and ground cloth. Bring items to complete requirement 5.</p>



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Shooting Sports

Our Shooting Range provide Scouts with the opportunity to safely learn from expert instructors in the fields of rifle, shotgun, and archery. Each Night, Scouts can enjoy open shooting with a minimal cost.

Shooting Sports Program	Class Period					
	1	2	3	4	5	6
Archery Merit Badge						
Rifle Shooting Merit Badge						



Archery
(Advanced)

This is a difficult badge to master. It is highly recommended that Scouts taking archery have some prior experience. Scouts will likely need to take time out of class to qualify.



Rifle Shooting
(Moderate)

This is a time consuming and challenging badge. Scouts will likely need to take time out of class to qualify. **\$30.00 per person, 14 years old and older.**



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Health and Sa fety

In addition to providing quality care, the health officers also teach Merit Badges to enrich Scouts' knowledge of medicine, first aid, and careers in the medical industry.

Being involved in an athletic endeavor is not only a way to have fun, but also one of the best ways to maintain a healthy and strong body. Our Fitness area aims to promote a healthy and active lifestyle as part of the ScoutStrong initiative.

Health and Safety Program	Class Period					
	1	2	3	4	5	6
First Aide Merit Badge						
Emergency Preparedness Merit Badge						
Cycling Merit Badge						



First Aid
(Moderate)

This badge equips a Scout with the knowledge needed to save lives. **Scouts must bring a first aid kit they assembled at home.**



Emergency Preparedness
(Moderate)

Scouts complete written material and master many skills. **Prerequisites: 1 (First Aid Merit Badge), 2c, 6c, 8b**



Cycling
(Advanced)

Physical strength and endurance required.



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Aquatics

The purpose of the Aquatics Program is to instruct youth in self-preservation, methods of aiding others when necessary, and properly using and caring for aquatic equipment. To give youth an experience fun in and on the water, and promote activities that will have recreational value in later life. To help units carry on a year-round aquatic program that is safe.

Participation in all Camp Pupukeya Aquatic Programs require Swimmer classification. This test is conducted at the Camp Pupukeya Pool.

Aquatics Program	Class Period					
	1	2	3	4	5	6
Beginner Swimming	■					
Swimming Merit Badge	■	■	■			
BSA Lifeguard		■				
Canoeing Merit Badge	■			■		
Kayaking BSA	■			■		
Lifesaving Merit Badge			■		■	
Mile Swim						
Snorkeling BSA	■			■		

	Beginner Swimming (Basic)	Focused on passing the beginner and swimmer swim tests. This course involves one-on-one instruction to help Scouts become comfortable with the water.
	Swimming (Advanced)	Physical strength and endurance required.
	BSA Lifeguard (Advanced)	This course is extremely physically demanding and recommended for older Scouts and adults only.
	Canoeing (Moderate)	Physical strength and endurance required. Beachfront Program, taken together with Kayaking and Snorkeling BSA.
	Kayaking (Moderate)	Physical strength and endurance required. Beachfront Program, taken together with Canoeing and Snorkeling BSA.



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Aquatics (continued)

The purpose of the Aquatics Program is to instruct youth in self-preservation, methods of aiding others when necessary, and properly using and caring for aquatic equipment. To give youth an experience fun in and on the water, and promote activities that will have recreational value in later life. To help units carry on a year-round aquatic program that is safe.

Participation in all Camp Pupukea Aquatic Programs require Swimmer classification. This test is conducted at the Camp Pupukea Pool.

Aquatics Program	Class Period					
	1	2	3	4	5	6
Beginner Swimming						
Swimming Merit Badge						
BSA Lifeguard						
Canoeing Merit Badge						
Kayaking BSA						
Lifesaving Merit Badge						
Mile Swim						
Snorkeling BSA						



Lifesaving
(Advanced)

Physical strength and endurance required.



Mile Swim
(Advanced)

This BSA award recognizes advanced swimmers. **The mile swim is achieved over several days at 6:00 AM.**



Snorkeling BSA
(Advanced)

Physical strength and endurance required. **Beachfront Program, taken together with Canoeing and Kayaking.**



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Ecology and Conservation

The purpose of the Ecology and Conservation Program is to help Scouts develop the right attitudes regarding the importance and wise use of natural resources. To carry out such activities as erosion control, and wildlife habitat improvement so that Scouts learn some of the techniques necessary for continued productivity of these resources.

Ecology and Conservation Program	Class Period					
	1	2	3	4	5	6
Astronomy Merit Badge						■
Bird Study Merit Badge	■			■		
Environmental Science Merit Badge		■			■	
Nature Merit Badge		■		■		
Oceanography Merit Badge			■		■	
Soil & Water Conservation Merit Badge	■			■		
Space Exploration Merit Badge			■		■	



**Astronomy
(Basic)**

Scouts will learn about the constellations, planetary bodies, and finding their way using the stars.



**Bird Study
(Moderate)**

Scouts will learn what makes birds so unique among nature's creatures. The course will include the building of a bird feeder or bath to enhance bird watching for others.



**Environmental
Science
(Advanced)**

Scouts will need to spend time outside of class observing, writing, and experimenting.



**Nature
(Basic)**

This badge is an excellent survey of all the ecological fields.



**Oceanography
(Advanced)**

Scouts will learn how the oceans influence the weather, the soil, the air, and the geography of your community. To study the oceans is to study the Earth itself.



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Ecology and Conservation Program (continued)

The purpose of the Ecology and Conservation Program is to help Scouts develop the right attitudes regarding the importance and wise use of natural resources. To carry out such activities as erosion control, and wildlife habitat improvement so that Scouts learn some of the techniques necessary for continued productivity of these resources.

Ecology and Conservation Program	Class Period					
	1	2	3	4	5	6
Astronomy Merit Badge						
Bird Study Merit Badge						
Environmental Science Merit Badge						
Nature Merit Badge						
Oceanography Merit Badge						
Soil & Water Conservation Merit Badge						
Space Exploration Merit Badge						



Soil & Water Conservation (Moderate)

This badge involves a great deal of discussion on erosion, the water cycle, and best soil and water management practices.



Space Exploration (Moderate)

This is an exciting badge that explores mankind's development of rocketry and subsequent exploration of outer space. Scouts will build and launch rockets as part of the badge.



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Hawaiiana Award

The Hawaiiana Award is unique to the Aloha Council. The program is designed to educate interested Scouts on Hawaiian heritage.

Prerequisite: Write a 750-word essay on pre-European history of the Hawaiians. It is suggested to use the library or online resources. This essay must be brought to camp. Course, medal and book require additional fees.

Program is held: TBA



Ideals of Scouting in Hawaiian
Translated into the Hawaiian Language
(Courtesy of Mrs. Mary Kawena Pukui)

Ho'ohiki a na Scout
(Scout Oath)

"Ke ho'ohiki nei au e hana ma ka mea hiki i Ko'u kuleana hana i ke Akua,
(On my honor I will do my best to do my duty to God)

i ko'u'aupuni, a e malama i na kanawai o ka Hui Scout:
(and my country, and to obey the Scout Law)

E kokua i kou hoa kanaka i na wa a pau;
(To help other people at all times)

E malama pono i ko'u ola kino, e ho'ala i ko'u waihona no'ono'o, a e ho'opono mau."
(To keep myself physically strong, mentally awake and morally straight.)

The literal translation of the above is: "I promise to do all I can in my duty to God, to my country, and to observe the Scout Law; to help my fellow man at all times; to keep myself physically fit, to keep my mind awake and to behave properly always."

Kanawai O Ka Hui Scout (Scout Law)		Ka Makua (Motto)
"E hilina'i 'ai	Trustworthy	"E ho'omakaikau" (Be Prepared)
e kupa'a	Loyal	
e kokua	Helpful	-
e laulaua	Friendly	"Olelo ho'ouenue" (Slogan) "E hana i hana maika'i i na la apau" (Do A Good Turn Daily)
e waiapahe	Courteous	
e 'olu'olu	Kind	
e ho'olohoe	Obedient	
e hau'oli mau	Cheerful	
e ho'omakaul'i	Thrifty	
e koo	Brave	
e ho'oma'ema'e	Clean	
e haipule"	Reverent.	

Camp Pupukea offers a HAWAIIANA PROGRAM. It is thorough yet demanding and time consuming. You will be immersed in the Hawaiian Culture and spend many hours learning Hawaiian language, dance and traditional cooking methods. Pre-summer camp preparation is advised for those wishing to undertake the task!



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Brownsea Island Adventure

Background

The original Brownsea Island is located in Poole Harbor, England, and was the site of World Scouting's founding event. From August 1-8, 1907 Lt. Gen. Robert Baden-Powell and Major Kenneth McLaren took 21 boys from lower, middle, and upper-class families camping as an experiment for his book, *Scouting for Boys*. Baden-Powell's revolutionary idea was to teach camping, observation, woodcraft, chivalry, life saving, and patriotism. Fundamentally, the purpose was to teach young men to "be prepared".

Program Philosophy

Brownsea Island Adventure is designed for new Scouts. The program completes most requirements for Tenderfoot, Second Class, and First Class, but can be tailored, to an extent, to suit the needs of Scouts. This is a transitional program to help the scouts understand the patrol method, learn basic Scout skills, and experience many of the programs available at resident camp.

Program Goals

- To provide a well-organized program based upon the patrol method lead by qualified instructors.
- To maintain a ratio of 1 instructor to 12 scouts.
- To teach the basic skills necessary to succeed in Scouting and the outdoor program.
- To instill in scouts a respect for the Scouting Methods and Ideals found in the Outdoor Code and Scout Law.
- To provide an exciting and memorable resident camp experience.



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Brownsea Island Adventure (continued)

Before Participating in Brownsea Island Adventure

Help the Scouts earn the Scout rank prior to resident camp.

Ask the troop guide or an older Scout to show the new Scouts how to read and use the Scout Handbook.

If your troop has more than three Scouts participating in the program, we ask that you provide an adult leader to assist the patrol guides throughout the week. This is an excellent opportunity for the new leader in your troop to learn about Scouting. Troops may rotate the leader through the week as needed.

Host a shakedown at a troop meeting prior to resident camp to make sure that the Scouts have all the equipment they will need at camp.



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Bro wns ea Island Adventur e Schedule

	Time	Wolves	Bulls	Curlews	Ravens
Monday	9:00 AM - 9:15 AM	Welcome/Orientation			
	9:15 AM - 10:00 AM	Outdoor Ethics			
	10:00 AM - 12:00 PM	Totin' Chip		Firem'n Chit	
	12:15 PM - 2:30 PM	Lunch/Free Time			
	2:30 PM - 4:30 PM	Firem'n Chit		Totin' Chip	
	4:40 PM - 5:30 PM	Swimming Merit Badge Part I OR First Aid Merit Badge Part I			
Tuesday	9:00 AM - 10:00 AM	Fire Building Competition			
	10:00 AM - 12:00 PM	Map and Compass Skills		Ropework	
	12:15 PM - 2:30 PM	Lunch/Free Time			
	2:30 PM - 4:30 PM	Ropework		Map and Compass Skills	
	4:40 PM - 5:30 PM	Swimming Merit Badge Part II OR First Aid Merit Badge Part II			
Wednesday	9:00 AM - 10:00 AM	Knot Tying Competition			
	10:00 AM - 12:00 PM	Hike with Compass		First Aid Skills	
	12:15 PM - 2:30 PM	Lunch/Free Time			
	2:30 PM - 4:30 PM	First Aid Skills		Hike with Compass	
	4:40 PM - 5:30 PM	First Aid Merit Badge Part III			
Thursday	9:00 AM - 10:00 AM	Weather Hazards			
	10:00 AM - 12:00 PM	Hike with GPS		Nature Skills	
	2:30 PM - 4:30 PM	Nature Skills		Hike with GPS	
	4:40 PM - 5:30 PM	Make-up Modules/Open Program			



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Brownsea Island Adventure Tenderfoot Requirements

Participants in Brownsea Adventure will complete the following rank requirements:

- 1c. Tell how you practiced the Outdoor Code on a campout or outing.
- 2c. Explain the importance of eating together as a patrol.
- 3a. Demonstrate a practical use of the square knot.
- 3b. Demonstrate a practical use of two half-hitches.
- 3c. Demonstrate a practical use of the taut-line hitch.
- 3d. Demonstrate proper care, sharpening, and use of the knife, saw, and ax. Describe when each should be used.
- 4a. Show first aid for the following: Simple cuts and scrapes; blisters on the hand and foot; minor burns or scalds; bites or stings of insects and ticks; venomous snakebite; nosebleed; frostbite and sunburn; and choking.
- 4b. Describe common poisonous or hazardous plants; identify any that grow in your local area or campsite location. Tell how to treat for exposure to them.
- 4c. Tell what you can do while on a campout or other outdoor activity to prevent or reduce the occurrence of injuries or exposure listed in Tenderfoot requirements 4a and 4b.
- 4d. Assemble a personal first-aid kit to carry with you on future campouts and hikes. Tell how each item in the kit would be used.
- 5a. Explain the importance of the buddy system as it relates to your personal safety on outings and in your neighborhood. Use the buddy system while on a troop or patrol outing.
- 5b. Describe what to do if you become lost on a hike or campout.
- 5c. Explain the rules of safe hiking, both on the highway and cross-country, during the day and at night.
8. Describe the steps in Scouting's Teaching EDGE method. / Use the Teaching EDGE method to teach another person how to tie the square knot.



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Brownsea Island Adventure

Second Class Requirements

Participants in Brownsea Adventure will complete the following rank requirements:

- 1b. Explain the principles of Leave No Trace and tell how you practiced them on a campout or outing. This outing must be different from the one used for Tenderfoot requirement 1c.
- 2a. Explain when it is appropriate to use a fire for cooking or other purposes and when it would not be appropriate to do so.
- 2b. Use the tools listed in Tenderfoot requirement 3d to prepare tinder, kindling, and fuel wood for a cooking fire.
- 2c. At an approved outdoor location and time, use the tinder, kindling, and fuel wood from Second Class requirement 2b to demonstrate how to build a fire. Unless prohibited by local fire restrictions, light the fire. After allowing the flames to burn safely for at least two minutes, safely extinguish the flames with minimal impact to the fire site.
- 2d. Explain when it is appropriate to use a lightweight stove and when it is appropriate to use a propane stove. Set up a lightweight stove or propane stove. Light the stove, unless prohibited by local fire restrictions. Describe the safety procedures for using these types of stoves.
- 2f. Demonstrate tying the sheet bend knot. Describe a situation in which you would use this knot.
- 2g. Demonstrate tying the bowline knot. Describe a situation in which you would use this knot.
- 3a. Demonstrate how a compass works and how to orient a map. Use a map to point out and tell the meaning of five map symbols.
- 3c. Describe some hazards or injuries that you might encounter on your hike and what you can do to help prevent them.
- 3d. Demonstrate how to find directions during the day and at night without using a compass or an electronic device.



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Browse a Island Adventure Second Class Requirements (continued)

Participants in Brownsea Adventure will complete the following rank requirements:

4. Identify or show evidence of at least 10 kinds of wild animals (such as birds, mammals, reptiles, fish, or mollusks) found in your local area or camping location. You may show evidence by tracks, signs, or photographs you have taken.
- 5a. Tell what precautions must be taken for a safe swim.
- 5b. Demonstrate your ability to pass the BSA beginner test: Jump feetfirst into water over your head in depth, level off and swim 25 feet on the surface, stop, turn sharply, resume swimming, then return to your starting place.
- 5c. Demonstrate water rescue methods by reaching with your arm or leg, by reaching with a suitable object, and by throwing lines and objects.
- 5d. Explain why swimming rescues should not be attempted when a reaching or throwing rescue is possible. Explain why and how a rescue swimmer should avoid contact with the victim.
- 6a. Demonstrate first aid for the following: Object in the eye; bite of a warm-blooded animal; puncture wounds from a splinter, nail, and fishhook; serious burns (partial thickness, or second-degree); heat exhaustion; shock; heatstroke, dehydration, hypothermia, and hyperventilation.
- 6b. Show what to do for “hurry” cases of stopped breathing, stroke, severe bleeding, and ingested poisoning.
- 6c. Tell what you can do while on a campout or hike to prevent or reduce the occurrence of the injuries listed in Second Class requirements 6a and 6b.
- 6d. Explain what to do in case of accidents that require emergency response in the home and backcountry. Explain what constitutes an emergency and what information you will need to provide to a responder.
- 6e. Tell how you should respond if you come upon the scene of a vehicular accident.



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Browsea Island Adventure First Class Requirements

Participants in Browsea Adventure will complete the following rank requirements:

- 3a. Discuss when you should and should not use lashings.
- 3b. Demonstrate tying the timber hitch and clove hitch.
- 3c. Demonstrate tying the square, shear, and diagonal lashings by joining two or more poles or staves together.
- 3d. Use lashings to make a useful camp gadget or structure.
- 4a. Using a map and compass, complete an orienteering course that covers at least one mile and requires measuring the height and/or width of designated items (tree, tower, canyon, ditch, etc.).
- 4b. Demonstrate how to use a handheld GPS unit, GPS app on a smartphone, or other electronic navigation system. Use GPS to find your current location, a destination of your choice, and the route you will take to get there. Follow that route to arrive at your destination.
- 5a. Identify or show evidence of at least 10 kinds of native plants found in your local area or campsite location. You may show evidence by identifying fallen leaves or fallen fruit that you find in the field, or as part of a collection you have made, or by photographs you have taken.
- 5b. Identify two ways to obtain a weather forecast for an upcoming activity. Explain why weather forecasts are important when planning for an event.
- 5c. Describe at least three natural indicators of impending hazardous weather, the potential dangerous events that might result from such weather conditions, and the appropriate actions to take.
- 5d. Describe extreme weather conditions you might encounter in the outdoors in your local geographic area. Discuss how you would determine ahead of time the potential risk of these types of weather dangers, alternative planning considerations to avoid such risks, and how you would prepare for and respond to those weather conditions.
- 6a. Successfully complete the BSA Swimmer Test.



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Browse a Island Adventure First Class Requirements (continued)

Participants in Brownsea Adventure will complete the following rank requirements:

- 6b. Tell what precautions must be taken for a safe trip afloat.
- 6e. With a helper and a practice victim, show a line rescue both as tender and as rescuer. (The practice victim should be approximately 30 feet from shore in deep water.)
- 7a. Demonstrate bandages for a sprained ankle and for injuries on the head, the upper arm, and the collarbone.
- 7b. By yourself and with a partner, show how to: Transport a person from a smoke-filled room and transport for at least 25 yards a person with a sprained ankle.
- 7c. Tell the five most common signals of a heart attack. Explain the steps (procedures) in cardiopulmonary resuscitation (CPR).



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Appendix 1

Gaga Ball Tournament

General Rules

1. All players start with one hand touching a wall of the pit.
2. The game begins with a referee throwing the ball into the center of the pit.
3. When the ball enters the pit, the players scream 'GA' for the first two bounces, and 'GO' on the third bounce, after which the ball is in action.
4. Once the ball is in play, any player can hit the ball with an open or closed hand.
5. If a ball touches a player below the knee (even if the player hits himself or herself) he or she is out and leaves the pit. If a player is hit above the knees, the play continues.
6. If a ball is caught on a fly, the player who hit the ball is out. the person who caught the ball will the put it back in play.
7. Using the walls of the octagon to aid in jumping is legal as long as the player does not permanently sit on the ledge of the wall.
8. Players cannot hold the ball.
9. Last player standing wins
10. Have good sportsmanship

Tournament rules

1. 10 individuals will play in a round.
2. The game is single elimination
3. The last player standing advances to the next round.
4. Rounds will be decide at random





Appendix 1

Find the critter

Guide lines

- The location will be given in a riddle at opening Flag
- The riddle or picture will be posted on the message board for all to see.

Rules

1. Treat the critter with respect.
2. Once found please bring critter to the program director to receive your prize





Appendix 2

Camp Pupukea Honor troop award

All Units are eligible to earn this award

Rules

1. It is up to the troop to keep track of their score
2. This form is turned in by the SPL to the program director by Friday Lunch.
3. The troop must score 200 points or more to receive this award

Description	Points	Check off
Have a scoutmaster or representative attend all leader meetings	30	
Have the SPL or representative attend all the Leaders meeting	30	
Pass campsite inspection with a score of 70 or better on every inspection	20	
Build a useful pioneering project in your camp site	10	
Troop conducts one Flag ceremony at an assembly or campsite	15	
Troop signs up to serve at least one meal	10	
Troop signs up to help clean the lodge	10	
Leaders sign up to do leader dish wash	15	
Troop signs up to clean shower house	15	
Troop signs up to clean bathrooms	15	
Conduct a troop service project approved by camp commissioner or appointed person	20	
Have a troop flag	10	
Each patrol has their patrol flags	10	
Have a troop or patrol yell	10	
Participate in evening program	20	
Troop holds a scout own	10	
Host or participate in a inter troop cracker barrel	10	
Have all scouts and leaders shower at least twice this week	10	
Hold a troop PLC	10	
Volunteer to do a skit a closing campfire	20	
Total		





Appendix 3

Scoutmaster Award

All leaders are eligible to earn this award

Rules

1. It is up to the leader to keep track of their score
2. This form is turned in by the leader to the program director by Friday Lunch.
3. The leader must 10 or more items to receive this award

- Attend a leaders meeting
- Take a nap
- Invite a staff member to eat a meal with you
- Introduce yourself to some one you don't know
- Talk with 10 staff members
- Take a merit badge class
- Participate in the scoutmaster golf tournament
- Sit in on a merit badge to help with crowd control
- Participate in the honor troop program
- Sign up for leaders dish wash
- Lead a song or skit in a troop or camp campfire
- Lead a song or skit at an assembly
- do a service project
- Participate in evening program
- Do a scoutmaster news reel





CAMPSITE INSPECTION

Troop _____ Campsite _____

Inspection Ratings:

- | | |
|------------------|-----------------------------|
| 5 - Excellent | 2 - Poor |
| 4 - Good | 1 - Health or Safety Hazard |
| 3 - Satisfactory | 0 - Not completed or done |

INSPECTION ITEM	Tues.	Thur.	Notes and comments
General Site			
1. Site free of litter			
2. Natural groundcover in place			
3. Troop Identified			
Tents & Living Areas			
1. Properly erected			
2. Tents litter free			
3. Dining fly neat and properly pitched			
Washbasin			
1. Washbasin clean			
2. Washbasin free of personal gear			
Safety			
1. Fire barrel covered when not in use			
2. Fireguard plan posted & USED			
3. Fire ring maintained			
4. No evidence of fire outside fire ring			
5. Ample Fire buckets around fire barrel			
Miscellaneous			
1. Troop duty rosters posted			
2. Camper's schedules posted			
3. Troop gear properly stored			
4. Personal gear all properly stored			
5. Roads & trails to campsite litter free			
6. Flags posted			
7. Camp gadgets displayed			
Daily Totals			
Commissioner's Initials			

Commissioner's Signature _____





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