

RE: Basic Adult Leader Outdoor Orientation (BALOO) Training

Dear Scouter:

We are so glad you will be joining us for a fun-filled and memorable outdoor learning experience.

We ask that you arrive by no later than 7:30am for registration. Please arrive as early as possible to be able to effectively check in a timely manner. Your weekend will begin with the opening ceremony at 8:15am on Saturday, and end at 11:30 am on Sunday.

Please plan to attend the entire course during this time frame.

Our schedule is expected to be full, and you won't want to miss any of the activities.

Please park in the main parking lot as you enter camp then check in at the Admin Building when you arrive on Saturday.

Once registered you will be placed into a den and given a campsite. Once your den is assembled one vehicle will be allowed to take your equipment to your campsite. When unloaded the vehicle must return to the parking lot. The same vehicle will be allowed back into your campsite on Sunday morning to transport your equipment to the parking lot.

Remember the BALOO Prerequisites

- Prior to taking the practical component, you must have completed the online component.
- Both components, the online and the practical, must be completed in order to fulfill the "BALOO Trained" status.
- In the event the online component is not completed prior to the practical, the trained status is withheld until both components are successfully completed.
- Log onto [my.scouting.org](http://my.scouting.org) The online portion is available through the drop down menu on the landing page> my training>expanded learning>BALOO.

Once you have completed the prerequisite part of BALOO, take a screenshot of your completion notification. **PRINT** it, and bring it with you to camp in your three ring binder, along with YPT cert.

The attached BALOO Training gear list covers the equipment you will need to bring to camp. If you do not personally own any of the items listed, you may want to contact other leaders or friends to borrow them for the course. While we want you to be comfortable, we want to ensure you make the most of this training without shouldering too many expenses. In addition, please let us know if you have any physical limitations or special dietary or medical needs so we can be prepared before the course begins.

Don't forget your BSA medical form Part A & B. This form must be completed and presented to the medical office at check in. They will be returned at the end of the course. (All vaccination and inoculation dates must be completed).

The staff looks forward to working with you and seeing you in camp.

As always thank you for your time and dedication to the program.

## What to Expect

Yes, we will be camping in tents! The weather can be chilly this time of year, so please pack and dress accordingly. Camp Resolute has running water. (the main restroom hopefully will be open, however campsite latrines are available) We can run electricity to the tenting area if you inform the course director of a medical need in advance.

## Suggested BALOO Training Gear List

- Tent (Covid concerns) One person per tent unless family members. No sharing
- Sleeping bag + Extra Blanket
- Sleeping pad or mattress
- Sturdy shoes
- Warm hat
- Change of clothes, extra socks
- Sleeping attire
- Mess kit (plate, knife, fork & spoon)
- Personnel Gear (Soap, washcloth, towel etc.)
- Sunglasses
- Field Uniform (Class A) If you have one.
- Camp chair
- Notebook, pen, pencil
- Warm coat jacket, cap, and gloves (Rain gear)
- Cub Scout Six Essentials (in a day pack)
  1. First-aid kit: adhesive bandages, moleskin, gauze, antibiotic ointment, etc.
  2. Water bottle: filled and large enough to last until it can be filled again
  3. Flashlight: for emergency use only
  4. Trail food: (personnel)
  5. Sun protection: sunscreen of SPF 30 or greater and a hat
  6. Whistle: also, for emergency use only
- 1" 3 ring binder (optional)
- 6'x1/4" rope (we will provide rope, though you may want to practice before you go to sleep)
- Teddy Bear (optional)
- Masks (your discretion)