

2022 Resolute Summer Camp Leader's/Parent's Guide

Dear Scouter,

Welcome home to Camp Resolute! If this is your first year here at Camp Resolute, we're confident that you'll find plenty of great activities for you and your Scouts to enjoy. If you're returning to us for another great season, we hope you'll create some great new memories that will last for many years. Either way, you're sure to have a great time. Although the program has changed quite a bit since our last residential camp sessions, we believe this will be one of the best seasons that Camp Resolute has ever seen!

So why is this season going to be so great?

There are many reasons, but first and foremost is our new program.

The Camp Resolute program for 2022 will be a residential model format as has been the tradition since 1920. Our goal is to provide a Summer camp experience that allows advancement for younger Scouts, opportunities to earn merit badges, chances to learn new skills and experiences and adventures that are outside of an advancement focus, and a unique camp experience for older Scouts (Resolute "Veterans"). However—first and foremost—our most crucial goal is for all participants to have FUN and to make LIFETIME MEMORIES.

There are a great many changes and challenges this year. Resolute is currently investing in new facilities and programs that will make it a year-round destination. The Resolute Summer Camp program will take advantage of those new facilities and programs and incorporate them into our daily program. Merit badge sessions will still be a major focus but they will now be held in 3-hour blocks rather than the daily 45-minute sessions to which you might be accustomed. The waterfront activities will be in full swing, as will all of the range options.

We expect a lot of ourselves this summer. Feel free to come to us with any questions or concerns you have, so that we can continue to make Resolute a better place and prepare for your return to residential camp in 2022. We hope that you and your Scouts have a great summer!

This is the 102nd Anniversary of Camp Resolute and we are glad you are here with us!

Yours in Scouting,

Resolute Base Camp
Scouts BSA Summer Experience Committee

Table of Contents

Camp Resolute History 3-5	Leader's Coffee and Tea 12
Your Troop's Arrival & Departure 6	Keeping the Whole Camp Clean 12
Unit Leader Arrival 6	Off-Limits Areas 12
Camper Arrival 6	Retreat Ceremonies 12
Parking 6	Quartermaster Store 12
Departure from Camp 6	Conservation 12
Unit Leader Check-Out 6	Trading Post 12
Health Safety & Sanitation 6-7	Are you tired of camp laundry? 12
Medical Forms 6	The Buddy System 12
Illness and Accident 6	Religious Services 12
Latrines 7	Know Your Parents 12
Personal Hygiene 7	Merit Badge Partials 12
Camp Safety 7	Adult Opportunities in Camp 12
Banned Items 7	Unit Accounts 13
Smoking 7	Advancement Awards 13
Youth Protection Policy 7-8	Order of Taunkacoo 13
Emergencies 8	Discipline in Program Areas 13
Camp Emergency Telephone Number 8	New Program Idea? 13
Camp Roads 9	Leader's Lounge 13
Camper's Bill of Rights 9	Flag Ceremonies in Your Campsite 13
Camper Security Policy 9	Campsite Equipment 13
Intrusion of Unauthorized Persons 9	Oh-No! Whoops! 13
Camper Release Policy 9	Planning the Troop Program 13
Verification of "No Show" Policy 9	Program Areas 14
Coming and Going During the Week 10	Older Scout Activities 14
Food Allergies 10	Special Programs 14
Visitors in Camp 10	Advancement & Merit Badges 14-15
Camp Resolute Alumni Association 10	Pre-Camp Merit Badge Requirements 16-17
George W. P. Magee Foundation 10	Sample Daily Schedule 18
Program Related Information 11-15	Apache Relay Rules 19-20
Uniforms 11	Apache Relay Form 21
Mail 11	Order of Taunkacoo form 22
Radio Communication 11	
Camp Pranks 11	
Senior Patrol Leaders Council 11	
Senior Patrol Leader's Role at Camp 11	

Camp Resolute History

Ralph Whitman, one of Camp Resolute's founders remembers:

"In the first three years of the Council, it had grown from two towns-- Framingham and Marlborough--to nineteen towns. We had had makeshift camps the first three summers, so the Executive Board decided it was time to search for a permanent campsite. Two committees were appointed led by the President, Hon. Edward F. Brown and Ralph Whitman to search the northern area and John M. Merian and Joseph Mundy of Framingham to search the southern area.

Ed Brown and I were lucky to look over what is now Camp Virginia on West Pond, Bolton, but we told the owner, Mrs. Hamilton; "This is not large enough for our needs." She responded, "My sister, Mrs. Townsend owns 150 acres across the way on Little Pond." We made an appointment to see it, and it was a case of love at first sight. On the following Sunday afternoon, the Executive Board met on the plateau in the rain, looked out on the pond and voted unanimously to purchase it.

If my memory serves me right, the price was \$60 per acre, or \$9,000 for the 150 acres. In the present market one shoreline lot would be worth more than that.

This was about April 1st, and it gave us a challenge to get a building ready for the camp opening on July 1st. I sent to National Headquarters, then in New York City, and they sent me a plan for a 40-foot x 48-foot dining hall with a big stone fireplace on one end. It so happened that, while in high school, I had studied architecture at the Marlboro Public Library, so I automatically became the architect of the hall.

Two years before, while I was at church in Northboro with the Scouts, Hugh Smith came to me at the close of the service and offered to build a stone fireplace in honor of his school mate in England, Lord Baden Powell, the founder of Scouting. I asked him if his offer was still good and he said, "Yes, absolutely." Within a few days, he was camping out at Little Pond, and the Scouts (mostly Troop 4, of Marlboro) aided by an army mule and a stone drag were bringing from our own

walls the 50 tons of stone needed. As the fireplace progressed, the men of this Council, including President Brown, Russell Frye, President of the Marlboro Peoples National Bank, Henry Warren of Ashland, inventor of the Telechron clock, and many others put in the rest of the foundation.

Gar Bason, District Governor of the Kiwanis Club and our first Council Commissioner laid the floor. He then got the Framingham Kiwanis Club to send up Jern Howards a carpenter to frame the building and tie it into the fireplace. This done, the leaders, Scouts, and I boarded it in and roofed it. Most of the shutters came from the Mount Waith Camp meeting grounds in Framingham, the gift of Rev. Henry Bray.

On the day that we were to top the big fireplace, it was 100 degrees in the shade and speaking both for Mr. Smith and myself, I suggested that we postpone the topper. "Nothing doing," was Mr. Smith's reply. "This is the perfect day to top the chimney." So it was completed, and at the Dedication it worked beautifully.

Waldo B. Fay, a member of the Executive Board from Southboro, called and said they were rebuilding their kitchen at Fay School, and offered us a large hotel range and a huge refrigerator. These we installed in the basement kitchen, the food went up in a dumb waiter or small elevator.

The Charlestown Navy Yard sent out notices of the sale of surplus navy tables and benches. We bought the whole lot and sold one-third to the Greater Lynn Council, and one-third to the Greater Worcester Council (now Mohegan), and our third cost us very little.

We were fortunate in our water supply, because we could drive a well point at most any spot and come up with nice spring water.

For the latrines, the gritty section of sandy gravel made wonderful cement.

Scoutmaster O'Connell, of Marlboro, a lineman for the Marlboro Electric Company got his pals to help him run the line from Route 85 to the dining hall. The only cost being for the pole, wire, and fittings.

The Council did not have to pay one cent for labor for the whole camp project except the \$50 a week I was receiving as Scout Executive.

With the water front layout completed and the boats coming from Maine, we were ready to open camp. Kiwanian, Arthur Young, head of the Framingham Coal Co. (in the quiet season) sent up men, horses, plows, and harrows and they laid out and seeded an athletic field.

The Camp Committee decided to have the Scouts compete in naming the Camp, and to give a free week at Camp to the winner. The yacht "Resolute" had just won America's Cup, and Kenneth Post of Troop 2, Marlboro, entered that name. "Resolute" it was and Post had his free week, and "Resolute" opened its first session, a successful one."

Running the whole width of the property is an abandoned embankment, which was supposed to carry the Hudson and Lancaster Steam Railroad.

In 1924, Normand Lindsay, Scoutmaster of Troop 1 of Marlboro, built a building for the washing of mess kits, with plenty of running hot water.

The Council purchased 6 1/3 acres of the Ordway land along the road heading into Camp, and had a public beach for the people of Bolton and Hudson, and on the other end (nearest camp) a large bunk house for the subdivision. This is now the site of the caretaker's cabin.

When it was rumored that a dance hall was to be built on the end of the pond nearest to Route 85, the Executive Board voted to buy a 40 to 50 foot strip along that section.

Later, when the 20 or more acres of the Sargent property came on the market, the Council was not in a position to finance it, so the Scout Executive got a group of interested men to take one or more shares and formed the Little Pond Associates. This formed part of the southeast section of the shoreline, and contained about six cottages. One end was reforested by the Scouts with white pine seedlings, which are now large trees. This section was soon taken over by

the Council. This purchase left only one small section of the shoreline owned by the Persons family.

At the Camp, a large wing was added to the dining hall, which contains a modern kitchen, with a walk-in refrigerator, and underneath are garages.

Also, a very fine Administration Building was dedicated to one of our finest presidents, Andy Maish of Framingham. In 1971, the large dining hall was dedicated to Ralph H. Whitman, founder and builder of Camp Resolute.

A new open air pavilion, Buster's Place, was constructed in 2005 to house the handicraft program of the camp.

The summer of 2006 saw the debut of a brand new waterfront feature - AquaLaunch which proved very popular with campers and leaders alike.

The summer of 2008 saw the completion of Magee Village comprised of four staff cabins behind the Administration Building. The waterfront also received new boat docks and the dining hall floor was replaced.

In 2009 the dining hall tables and benches were replaced and bulletin boards dedicated to Bob Clausen, long time staff member, were erected in each campsite. The summers of 2009 and 2010 were highlighted with the complete renovation of our two shower houses into state-of-the-art facilities complete with individual stalls. Camp Resolute was honored to be the only New England Boy Scout Camp to feature the Rock It! water amusement in 2010 and it instantly became a camper favorite.

The summer of 2011 was the camp's eight's summer receiving a perfect score on the Boy Scouts of America National Visitation. A new waterfront feature the Iceberg was added to our water amusements and our AquaLaunch was moved to the Cub Adventure Day Camp and repurposed as an AquaSlide. This summer also saw a 6.5% increase in the size of Camp Resolute with the dedication of the Haskins Preserve at Camp Resolute. This 20 acre parcel was made possible through a bequest left to the Knox Trail Council by Joyce Haskins.

During the 2012 season Camp Resolute became the 8th Boy Scout Camp in the nation to be accredited by the American Camping Association. The summer also saw the start of the latrine replacement program with all-new latrine facilities in the Mitapo and Smokey Pines campsites. New latrines were added to Apache and Charmur in 2013, Nomolos will be updated in 2014. New row boats, kayaks, standup paddle boards will also be added as well as a fishing dock for Resolute.

In 2021, the Mayflower Council will install a large new pavilion in a wooded area behind the Maish Cottage to serve as the new cooking station for Resolute Base Camp. A new pavilion was built near the rifle range--called TOSA Station--to accommodate several new activities, with funds provided by Troop One Stow Alumni.

Also this year is the addition of the tomahawk throwing area and the new camping station, which will be using the area formerly known as Algonquin Heights. The new orienteering course was created on the parade field with markers flush in the ground.

Unit Leader Arrival

Unit Leaders may arrive with their troop or earlier if they wish. Check in will begin at 1pm on Sunday. Units wishing to bring a vehicle to camp must do so Sunday morning between the hours of 9-11am. No vehicles will be allowed in camp at any time after that. Vehicles must be removed on Saturday afternoon during lunch, between 12-1 pm.

Camper Arrival

Sunday, Begins at 1pm

Units will be allowed into camp at 1pm on Sunday of each week. The Unit's Resolute Host will greet the unit and when everyone is together, the troop, accompanied by their Host may proceed to their campsite. Your host will direct you to the health lodge for your health check, to the waterfront for swim check, and to the dining hall for orientation.

In-depth waterfront and range orientation will be held immediately after dinner on Sunday evening. The opening campfire will be held at 8:30 Sunday night.

Beginning on Monday morning, Scouts will have the option to pursue any program activity being offered that day. They may choose a merit badge session, any of the other camp activities being offered that day, such as Res-O-Lympics events, an advancement path using their Resolute Passports, the Waterfront, any of the ranges, or to begin the Resolute Pursuit. Not all program areas will be open all the time, so pay attention to the posted schedule each morning and afternoon.

Breakfast will be held from 7-8am.

Lunch will be served at 12:15

Dinner will be served at 6:00

On Sunday and Wednesday of each week, formal parade and retreat will be conducted at 5:45pm.

Parking...being fair to all

ALL vehicles must be parked in the Camp's parking lot. Vehicles are not allowed inside the camp. Please observe all parking restrictions and listen to parking personnel.

Departure from Camp

Scouts must have permission from their unit Scoutmaster to be allowed to depart camp. Only authorized adults will be allowed to remove Scouts from camp. All Scouts departing camp must sign out at the Administration Building and sign back in upon arrival.

Unit Leader Check-Out

You're responsible for your Scouts departure...

Remember to inform your parents when to pick up their Scouts. It is important from both the unit leader's and camp's liability standpoint that unit leaders not leave camp until all Scouts have departed.

Health, Safety & Sanitation

Medical Forms

Every adult and Scout in camp MUST have a completely filled out medical form on file in the Health Lodge in order to stay at Camp Resolute.

All participants must have a physical exam every year. All medical forms must be retained by camp, so please make any copies you might need for other activities. Your physician must sign the camp medical form – no signed attachments will be accepted. Make certain that both the parent's signature and physician's signature sections are filled out and a copy of the health insurance card is attached to the form. Every person, youth and adult, attending camp must also complete the immunization history. Scouts and leaders requiring an immunization exemption, located at campresolute.org, will need to include that with their medical record. All medical records will be processed digitally through CampDoc.

Upon arrival in camp, the Health Officer will perform a medical recheck and collect all prescribed medications. (Bee sting kits and asthma inhalers may be kept at the site or with the Scout if necessary.) Medications must be in their original containers with a valid/current prescription label that bears the name of the drug, the dosage, the name of the prescribing physician, and the name of the individual for whom the drug was prescribed. This information must also be on the camp physical form. Containers with more than one drug, or improper labeling, will NOT be accepted. The health officer will then dispense medications as prescribed.

These requirements are mandated by law for camps. This applies to all youth AND adults.

Illness and Accidents

Report ALL accidents and illnesses to the Health Officer, who is responsible for the welfare of all and advises the Reservation Director on these issues:

- At the first sign of illness or injury, bring the Scout to the Health Lodge.
- When a serious accident or illness occurs, parents of the Scout will be notified immediately by the camp director or his designee.
- In case of emergency, Scouts will be taken to UMass Marlborough Medical Center. Unit leaders may be requested to drive the Scouts to the hospital.
- When a Scout is confined to bed in the Health Lodge, his parents will be notified and advised that if his condition persists for more than 24 hours, he should be returned home to recuperate.

Latrines

Campsites have latrine and sink facilities centrally located. Troops are responsible for the daily cleaning of their latrine and sink. Latrine cleaning supplies and toilet paper will be available each morning after breakfast at the Quartermaster Store.

Personal Hygiene

A Scout is Clean

Unit leaders are asked to assure that your Scouts take frequent showers for personal hygiene and out of respect for others. For the same reasons, plus to teach by example, leaders should follow the same practice. A Scout is Clean!

Showers and Bathrooms - Scouts

Scout showers are located on the left fork near Smoky Pines campsite and on King's Highway near the Sassamon campsite and should only be used by Scouts between reveille and taps. As previously stated, out of consideration, respect and for reasons of hygiene, Scouts should be encouraged to shower often.

Showers and Bathrooms - Adult

Adult showers are opposite the Dining Hall. These showers are for adult leaders and camp staff only. Scouts are not permitted to use them. Adults are permitted to use the Scout showers (located on the left fork near Smoky Pines and on King's Highway near Sassamon) as well. We also recommend that campers and leaders wash their hands before each meal.

Camp Safety...

Use common sense

Barefoot Walking in camp is dangerous and therefore is not allowed! Scouts may only be without their shoes in the immediate waterfront area, camp showers and in their own tents.

Saws and axes must be used only in the ax yard. They must be stored in either the ax yard or the equipment tent.

The Buddy system must be used by all campers wherever they go in camp. This is a basic safety precaution even for experienced campers.

Liquid Fuel stoves or lanterns can only be used after permission is obtained from the Reservation Director. National B.S.A. regulations state that all bulk liquid fuel containers must be stored by the Ranger. A shed has been made available for that purpose, near the main storage sheds. Propane may be used when underwriter approved

cylinders are used. DO NOT place empty cylinders in the trash; take them home. **Remember: No flames in tents!**

No flames in tents...the only safe way to illuminate the inside of a tent is by flashlight. No burning flames or enclosed lanterns in tents.

Pocket knives with blades 4" or longer are prohibited in camp.

Vehicles will not be permitted beyond the camp parking lot. (With the exception of the camp truck and necessary camp vehicles approved by the camp director.) The preservation of a sound camp environment is most important in this regard. Under no circumstances will passengers ride on the beds of trucks. In addition all riders must be wearing seatbelts.

Personal Firearms, ammunition, archery equipment and projectile equipment are not allowed in camp.

Banned Items...

For a secure camp

The camp leadership reserves the right to confiscate any prohibited items from either campers or adults. Prohibited items include:

- Alcoholic beverages
- Narcotics or prescription drugs in unmarked or improperly marked containers
- Fireworks
- Bow or arrows, guns or ammunition, or any other kind of weapon
- Sheath knives
- Double bit axes
- Aerosol cans of ANY type
- Traps
- Televisions
- Any item determined by the camp leadership to be unsafe or used in an unsafe manner.

Unit leaders responsible for the supervision of their unit's youth are not to leave camp for the purpose of consuming alcoholic beverages nor return to camp after consuming alcoholic beverages.

Smoking...not near Scouts

Cigarette smoking by Scouts is prohibited. Adults are required to use the designated smoking area located outside the camp gate. Smoking is not permitted in tents or any camp building. For those adults who smoke, please make sure you pick-up your butts.

Youth Protection Policy

Camp Resolute has a responsibility to provide a safe and healthy environment for all who camp there. Camp leaders

and staff must be alert to several types of abuse: physical, emotional, sexual, and neglect.

A BSA statement on this matter can be found at the council service center. Massachusetts state laws require that suspected incidents of child abuse must be reported to local law enforcement authorities. All suspicions should be brought to the attention of the Reservation Director.

A close examination of this matter could identify some troops' "initiations" or hazing of new campers as child abuse. Please be aware that hazing and initiations will not be permitted or tolerated. Troops or individuals engaging in such activities may be asked to leave camp without the advantage of a refund.

Emergencies...

Stay Calm, Act Quickly but Safely

Camp Resolute has a written Emergency Plan that will be reviewed in detail with each leader upon arrival. ANY EMERGENCY (lost Scout, fire, injury, etc.) MUST be reported to the Camp Administration Building IMMEDIATELY. In the event of a home emergency and a parent wishes to contact his/her Scout at camp, they may do so by contacting the camp office. All Massachusetts General Law for Children's Camps and the policies of the BSA are in force whether listed within this guide or not. You may reference the Guide to Safe Scouting for answers to many common questions.

Fire: Send two runners immediately to the camp office with the following information:

1. The location of the fire.
2. The type of fire.
3. The severity of the fire.
4. And, what type of personal injury has occurred if any.

When fire call is sounded on the loudspeaker system, all Scouts, leaders, and visitors should report immediately to the Parade Field and await instructions from a staff member. A runner will be sent to the camp office with a head count as soon as it is safe to do so. DO NOT GATHER ON THE BLACKTOP IN FRONT OF THE DINING HALL AS EMERGENCY VEHICLES WILL BE TRAVELING THROUGH THAT LOCATION - STAY BACK FROM THE CAMP ROAD AFTER REACHING THE PARADE FIELD UNLESS DIRECTED OTHERWISE BY A STAFF MEMBER. **Lost Swimmer:** The waterfront will be cleared immediately. Some adults may be requested to assist. At the sound of the LBD (Lost Bathers Drill) alarm, all Scouts, and unit leaders will report to their campsite where attendance will be taken by the unit leader. The unit leader will notify the camp office immediately, by runner or cell phone, of any missing personnel. The camp office will continue the LBD alarm until such time as the missing swimmer is located.

Lost Camper: The unit leader will report any suspected lost camper to the camp office. The camp staff will then institute the appropriate search procedures.

Extreme Heat: In the case of extreme heat, the camp administration will declare a heat alert and program activities will be adjusted accordingly. Unit leaders and Scouts are reminded to watch for symptoms of heat exhaustion and sunstroke. Watch especially for Scouts wearing inappropriate clothing and/or not taking adequate amounts of fluid.

Lightning or Severe Storms: The waterfront will be cleared immediately. All watercraft will return to shore. Scouts will report to their campsites unless otherwise instructed by a staff member. Avoid open fields. Any other needed instructions will be issued by the camp office.

Natural Disaster (Earthquake, Flood, Etc.): In the event of a natural disaster all Scouts and adults should remain in the activity area they are in or go to the nearest campsite and await instructions from a staff member. If this is the area that is affected then all personnel should move to the nearest safe area and await instructions.

Wildlife: Campers, staff and visitors are cautioned to avoid contact with wildlife on the reservation at all times. Any injury caused by contact with wildlife must be reported to the Camp Health Officer as soon as possible. The Camp Health Officer will notify the Camp Office and the necessary local authorities as required.

Major Accidents & Death: In the event of a major accident or death, the camp administrative team is to be notified by reporting the accident to the camp office by runner or cell phone.

Child Abuse: The Reservation Director must be notified of any incidence of child abuse. The report must include as much supporting information as possible. The report is to be kept confidential. Tell only those who have a need to know. Above all, protect the dignity and privacy of the victim.

Chemical Spill: In the event of a chemical or hazardous waste spill, a person should be stationed to keep all campers or visitors away from the spill and the camp office must be notified by runners or cell phone.

Camp Office/Emergency Number: (978) 779-2777

All serious medical emergencies will be treated at the UMass Marlborough Medical Center and parents/guardians will immediately be notified by the Reservation Director or his representative of all details as they become available. In order to reduce miscommunication of information, we ask that leaders carrying cellular phones do not notify parents of accidents without authorization from the Reservation Director or his designee. It is of great importance that each camp leader understands this and passes this information

along, not only to the parents, but also to the Scouts as well.

Latrine: Pick up trash, sweep floor, wash seats with brush and disinfectant, clean sink with disinfectant, rinse seats, sink and floor. Hang tools and hose when done. **DO NOT POUR DISINFECTANT INTO THE LATRINE!**

Camp Roads

The camp roads are not thoroughfares. All vehicles must remain parked in the main parking lot. No vehicles will be allowed in or around campsites or program areas. Please discuss special needs with the Reservation Director.

Campers' Bill of Rights

Dear Camper:

We want to make sure that your stay at camp is a pleasant one, and that you will carry home lots of great memories of your time at Resolute. Your troop's camp leader and resident staff will help you in every way they can to make this a great experience. But we need your help, too. Therefore, we have written up a few rules which you should follow while in camp.

1. The Scout Law is the law of the Camp. We mean it!
2. Wherever you go or whatever you do, go with a buddy...never go by yourself.
3. Obey the instructions given by adult leaders and staff at all times, providing they are not in conflict with your own values and beliefs.
4. Be polite and courteous to other Scouts, leaders, and staff at all times. Say "Hi" when passing them on the trail.
5. Respect your body. Only Camp Medical Personnel are allowed to touch you when an illness or medical problem requires treatment.
6. When caught breaking a rule, you have the right to a fair hearing. But once your leaders have heard you, you are to accept disciplinary action without argument.
7. When participating in certain activities, always wear protective or safety equipment prescribed for that activity.
8. If you feel abused or misused by an adult, report this immediately at the Administration Building.
9. The Scout Law is the law of the Camp. We mean it!

Camper Security Policy

The security and safety of the youth in our charge is an extremely heavy responsibility. We must ensure that they are protected from unauthorized and unwarranted exposures, at the same time providing the freedom that is so essential to their maturing process. With this as our goal the following procedures apply:

1. At no time will youth be allowed alone beyond reasonable jurisdiction of staff members. When going from one area to another they shall travel in groups of no less than two.

2. Campers will be briefed to report all sightings of strangers to a staff member who will immediately report that information to the Reservation Director.
3. All activities beyond parameters of the main camp will be furnished with means of communication to the Administration Building.
4. Campers will be released only to those individual(s) listed on the registration form or the Scoutmaster who will assure responsibility for the same.

Intrusion of Unauthorized Persons

Any Scout, leader, or staff member suspecting intrusion of an unauthorized person shall be instructed to report immediately to their leader or staff member of the area they are currently working. Leaders and staff shall be instructed to give a brief salutation if possible and direct them to sign-in at the administration office. If you are uneasy about approaching the individual or are given an inappropriate response, they will be instructed to notify the Reservation Director of his/her designee immediately. The Reservation Director shall assess the situation and ask the person to leave camp or notify authorities if appropriate.

Camper Release Policy

Unit leaders are asked to inform the Reservation Director in advance of any Scout who intends to leave camp during the week. The safety of our campers is a shared responsibility. Please ensure the Reservation Director is informed of any situation which could result in a Scout being released to someone other than an authorized adult.

Child custody disputes are especially sensitive and should be relayed to the Reservation Director.

Before a Scout can leave camp the adult escort must be identified by the unit leader. If the escort is not the Scout's parent, a letter from the parent authorizing release of the Scout is required. The adult taking a Scout out of camp must first sign-in at the Administration Building and be identified, a picture ID is required. The Scout and a unit leader should meet the visitor at the Administration Building.

When identity or authorization to pick up a Scout cannot be determined, the camper's family will be called to get authorization to release their son to the person at camp.

Verification of "No Show" Policy

In the event of a no-show at check-in, the following procedures shall be followed:

1. The unit leader should verify why the Scout did not arrive at camp and inform the camp director.
2. The Reservation Director or Business Manager will call the Scout's family to verify the reason(s) of his absence from camp.

3. If you know a Scout will not be going to camp, please cancel his registration before check-in.

Coming and Going During the Week...Sign In & Out

Adult leaders arriving or departing from camp during the week are required to sign in and sign out using the in/out book in the camp office. During regular office hours the book will be located inside the Camp Administration Building. Should an emergency situation occur, camp administration must know who is in camp at any time. Leaders leaving camp should make sure that proper coverage is provided during their absence.

Food Allergies

It is important that the Camp Health Officer and Program Director be made aware of any food allergies.

Visitors in Camp

All visitors to camp must sign-in and sign-out at the Administration Building. Please remind all visitors to sign in immediately upon their arrival at camp and before proceeding to campsites or program areas. All visitors must clearly display the appropriate visitor pass.

Camp Resolute Alumni Association

The purpose of the Camp Resolute Alumni Association (CRAA), as part of the Knox Trail Council, is to establish a social and professional network of past and current staff and adult leadership from all areas of the reservation, as well as friends of the camp, to support current camp staff, assist camp and council leadership with capital programs on the reservation, and to support promotion of E. Paul Robsham Jr. Scout Reservation – Camp Resolute Base Camp and the Cub Adventure Day Camp. The Camp Resolute Alumni Association (CRAA) was founded in 2009 and is open to staff, leaders, and campers 18 years of age and older. The CRAA is credited with providing Wi-Fi to the dining hall, picnic tables, the camp map at the gate, LCD projector in the dining hall, waterfront lighting and flagpole illumination. The CRAA has also pledged funds to future construction and signage projects at camp.

If you care about the future improvement of Camp Resolute and the Cub Adventure Day Camp, consider joining the CRAA today! Visit us on www.campresolute.org/alumni to join. Follow us on Facebook – Camp Resolute Campfire, and look for information about our 2014 family reunion this summer!

George W. P. Magee Memorial Trust

Have you ever noticed how many of our facilities have “Magee Foundation” signs and wonder “who is Magee”? George W. P. Magee was a theatrical agent and manager who most notably managed Boston's Grand Opera House from the 1890s through 1916. Being very involved in the community, he saw Scouting as a program making a

significant positive impact on the lives of young men. He turned this belief into a permanent commitment to Scouting, by establishing a trust upon his death. The trust benefits Massachusetts Boy Scout Councils only, and distributes over \$210,000 annually for the improvement of camp programs and infrastructure. In honor of his contribution to our camp, Aquatics Meet is dedicated to Mr. Magee and all that he and his foundation have done in support of our camp. Cake served during week 5 will be in celebration of George Magee's birthday on August 6th.

Program Related Information

Uniforms

Looking the part

The official B.S.A. Field uniform is to be worn by all Scouts and adults during the evening meal, flag ceremonies, formal retreats and Troop photographs. This consists of a Scout shirt (long or short sleeved), pants or shorts, BSA socks, a belt, a buckle, shoes, and proper insignias in proper locations. Neckerchiefs are optional.

Telephone Use

Personal calls are discouraged. If a call is absolutely necessary, it should be kept short. Please use good judgment and make only vital calls. Ask the person in charge at the Administration Building before calling. Campers are strongly discouraged from making calls, as they can easily heighten homesickness. All outgoing calls made from the Administration Building should be collect or credit card calls. Scouts are required to have a unit leader present to make a call.

Mail

Outgoing mail should be placed in the mailbox outside the Trading Post or in the Administration Building. Incoming mail arrives in the late afternoon and may be picked up by an adult leader at the Administration Building. Parents should send mail early in the week or even prior to the week to make sure it arrives in camp prior to the Scout's departure on Friday.

Send mail to:

Your Scout's Name
Troop # and Campsite
Camp Resolute
75 Hudson Road
Bolton, MA 01740

Radio Communication

Key camp staff use two-way radio communication to avoid disturbing the camp on the PA. If you happen to come across the Staff Radio code, please change your signal.

Camp Pranks

It is the policy of the camp and council that camp pranks are not part of the Scouting program. In the past some troops have conducted and condoned pranks. Due to the inherent liability and risk to Scouts, staff, leaders, camp and personal property we ask that troops refrain from any and all pranks in camp. Once again, the main reason for this rule is the safety of everyone in camp. Camp Resolute is dedicated to the safety and security of every person within its premises.

Daily Morning Meetings...

Keeping you informed, listening to your comments

Each morning Camp Leadership will hold an informal meeting with Unit Leaders, starting at 10am. It is strongly recommended that at least one adult leader from each unit attend. The purpose of these meetings is to communicate important information and to address the immediate needs of our campers, leaders, and program. We ask that you bring reasonable items of concern to our attention at these meetings. We cannot solve issues of which we are unaware. Note: the SPL meeting's purpose will be to exchange information between the troop and the camp. Patrol leader's councils as well as direct meetings with the adult leadership will transfer this information back to the troop developing the troop's boy leadership.

Senior Patrol Leaders' Council

Stay informed!

Each unit's SPL is a part of the camp SPL's Council, which meets daily immediately following lunch on the back deck. At this meeting, camp-wide events are organized and other concerns will be addressed. SPLs should listen carefully to members of their Troop prior to attending the SPL's Council meeting in order to share his troop's experiences. He should pay particular attention to how merit badge classes are going. He should also listen for any additional activities his unit may want and report these as well. The SPL is the spokesperson for his unit's activities.

Senior Patrol Leader's Role at Camp

The SPL, along with the Troop Guide, should be working with the new Scouts, helping them to determine what merit badges to take and what activities will help them have a good experience. The SPL should be a role model for all Scouts in his unit, and can advise the uninitiated on what to expect from camp. The SPL should be encouraging his patrols to be involved in and plan for the camp wide games, res-O-Lympics, Resolute Pursuit and the Apache Relay Race. He should be available to coach the Scouts on their roles in

each of these meets during the week so that they will all know their respective roles the day of the event.

The SPL should be involved in the planning for evening activities that is done during the SPL Council meeting each day. He should be sure that his Unit is represented at campfires with a song and/or a skit. The SPL should be the first to arrive at camp, along with the Scoutmaster. The SPL is a vital link between the Units and Camp Staff. It is an important position within the unit. If the unit's SPL is not attending camp, care should be taken to elect a camp SPL who can fulfill the requirements of the position and take a leadership role during his week at camp. The SPL should be listened to by Scoutmasters and by the Camp Staff. By the same measure, the SPL should be the first Scout of his Unit to support the directions given by his Scoutmaster and/or Camp Staff.

Leaders' Coffee and Tea

We'll keep you going!

The coffee is always hot and fresh for you and your adult leaders at the Dining Hall. Feel free to enjoy it anytime.

Keeping the Whole Camp Clean

We're known for a clean camp!

A Scout is clean and it is expected that he keeps the whole camp neat and clean. Each Scout is expected to clean up after themselves after lunch or during trips to the Trading Post and dispose of rubbish appropriately. Scoutmasters are urged to remind Scouts that they are responsible for keeping Camp Resolute the cleanest camp around!

Off-Limits Areas

The following areas are considered to be off limits to Scouts and Leaders during the following times:

- Bolton Beach at all times
- Staff sites including Magee Village at all times
- Aquatics areas when closed
- Project C.O.P.E. when closed
- Kitchen at all times - please contact Steward with needs
- Rifle range when closed

Retreat Ceremonies

Formal Parade and Retreat will be conducted this year on Sunday and Wednesday beginning at 5:45pm, and Saturday evenings, with that time still to be determined. Units are required to attend in full Field Uniform.

Conservation

Please take care of the natural resources at Camp Resolute. Scouts are not to cut any living tree, shrub or bush. Be careful with fires in your area. Make sure that they are attended until out and that the ground has been cleared the proper distance around it. Do not clear away the pine needles other than around your fire ring. The needles help

protect against the effects of erosion and should be left as they are. All sites should be “naturalized” each morning before the unit starts their schedule. These details will contribute to a favorable inspection score when the Commissioners check your site, so be sure to mention these procedures to Scouts in charge of the campsite each day.

Trading Post

Camp Resolute runs a well-maintained “general store” called a Trading Post. For sale are items from the exclusive Resolute Line of custom camp merchandise such as: T-shirts, hats, mugs, and patches. In addition we stock handicraft supplies, Scout supplies, merit badge pamphlets, toilet articles, stamps, postcards, candy, ice cold Pepsi, Blue Bunny Ice Cream, refreshing slush, and other goodies. The amount of money your Scouts bring to camp is an individual matter between the Scout and his parents.

The Buddy System

24 hours a day, seven days a week

The buddy system is used at all times at Camp Resolute. No Scout should be outside of his campsite without another Scout as his buddy. Scoutmasters are asked to enforce this important rule.

Know Your Parents

The camp assumes that all campers are in camp for the entire week. If a camper is to depart at any time during the week, please identify the adult removing the Scout from camp to the Reservation Director as the Scout’s parent and the one who has legal custody.

When Scouts are being picked-up, be certain that you know the person picking up the Scout as the one who is legally able to and will likely provide safe transportation home.

Merit Badge Partial

If a boy has completed only part of the requirements for a merit badge, he may be given a “partial” stating which requirements have been met as well as those which have not been met. This “partial” will be valid until the Scout is 18 years old. Merit badge counselors may, however, reserve the right to review material with the Scout when they have completed the remainder of the requirements.

Adult Opportunities in Camp

No summer camp program could be successful without the assistance and cooperation of the Unit Leaders. Adult Volunteers are always welcome to help with any aspect of the program. If you or an adult in your unit has some unique skill or is willing to counsel a Merit Badge outside of the standard offerings or are willing to help out please contact the Program Director. Your assistance is a welcome and important part of the summer camp program.

Training Courses: We will be offering a variety of supplemental training opportunities for adult leaders during their stay at camp. These include Climb on Safely, Trek Safely, Safety Afloat, Safe Swim Defense, Swimming and Water Rescue, and Paddle Craft Safety. Additional courses may be available upon request or may be offered. This is a great opportunity to get some additional training without any additional nights out.

Hikes: Leaders are asked to assist the staff with supervision.

Merit Badges: We invite and encourage Scout Leaders to visit program areas and talk with the Merit Badge Counselors about the progress of their Scouts. Past experience has shown that Units with the best advancement records have had leaders who have visited all programs to make sure that their Scouts are where they are supposed to be. Progress tracking sheets are available to check in the Administration building.

Unit Accounts

Unit accounts are not available at camp.

Advancement Awards

Advancement awards, badges of rank, Resolute awards, merit badges that have been offered at camp, etc., will be available from the Trading Post. The Trading Post will also have the mile swim and other awards for the Scouts who have earned them.

Order of Taunkacoo

At the end of the week, the Scouts in your unit should elect one honor camper through a private ballot managed by the Unit Leader. Unit Honor Campers are usually those Scouts that best exemplify the Scout Oath and Law. Unit Leaders, notify the Administration by lunch on Friday who your honor camper is, while keeping it a secret from the rest of the unit. Recipients will be honored at the closing campfire.

Discipline in Program Areas

Each Area Director has been instructed to implement discipline in their area as long as it agrees with BSA and Knox Trail Policies. Leaders will be notified of any discipline issues and together, with the Area Director and/or Assistant Camp Director Program, decide upon any discipline to be taken. If you have any problems with the decision made, please see the Reservation Director.

New Program Idea?!?!

Got an idea for a new program? Talk to the area director and Program Director and we’ll see what we can do. We’re always open to thoughtful suggestions!

Leader’s Lounge

As a special treat for the leaders in camp the Administration Building features several comfy chairs for leaders to use to relax and “get away from it all.” Complimentary beverages and wireless internet access is also provided as well as plugs to charge computer and cell phone batteries.

Oh-No! Whoops!

Each year hundreds of dollars and countless hours are required to repair damage or correct conditions caused by Scouts who probably don't realize the problems their carelessness or prankish actions are causing. The impact of one incident per week per Scout times 1,500 Scouts per year results in an overwhelming maintenance burden. Following is a list of the problems most frequently encountered:

- Slashed mattress covers and tents
- Litter dropped on trails
- Trash (cups, cans, etc.) in latrines
- Broken roof shingles or punctured roofing. Please keep off the lean-to roofs
- Pranks of all kinds usually result in lost, broken or abused property
- Cots and mattresses moved from lean-tos or lodges

Please ask your Scouts to help keep their camp clean and in good shape and correct any behaviors which may cause undue wear and tear to the camp facilities/resources. The Camp belongs to each of us. Let's keep it in great shape.

Planning the Troop Program

The basic principle of Scouting is that boys teach boys. This is the ideal in the Troop and is the ideal in camp. Your own older boys should do as much instruction in camp as possible, especially in basic Scout skills. In camp, of course, we have a trained staff who are able to do all the teaching — but think how much better off your Troop would be if you used our staff to train your trainers, rather than doing the job themselves. Remember the proverb, “If you give a man a fish, you feed him for a day. If you teach him to fish, you feed him for life.” Keep this in mind as your Troop plans its program, especially in step 5 below.

A good Scoutmaster does not run his Troop — he helps the boys run their Troop. As your Troop Leaders' Council plans the camp program, remember that it is their Troop, and they should be able to do what they want and need. Your guidance and suggestions are important, and they need them — but even if you might rather do it a different way, let them do it theirs. Help them avoid the big mistakes that would cut down on their fun at camp, but let them make little mistakes, because they will learn from them. (What we adults think are mistakes might not really be, anyway!)

There are seven simple steps to good program planning:

1. Explain to the Scouts what the camp has to offer.

Review this manual with them, and let them share their own past experiences at camp.

2. Determine what your Scouts NEED. Camporee results, recent Troop programs, and your advancement records will be your most valuable tools in finding out what they need for advancement.

3. Determine what your Scouts WANT. Have the Patrol Leaders find out what the boys in their Patrols want to do, and have them report at the Troop Leaders' Council meeting. Some things they will want to do on their own, some by Patrol, some by Troop, and some with the whole camp. A balanced mix of all 4 is best.

4. Plan what to do. In a Troop Leaders' Council meeting, list all the ideas on which they have agreed. Be sure to allow enough free time for the individual boys to meet their own needs and wants.

5. Make preliminary instructor assignments. Decide which program items you want your own boys to lead, and determine who the leaders will be. If they need training or “brush-up”, be sure to arrange to do it or to have our staff do it.

6. Just before camp, finalize your plans. After you have completed the preliminary plans, you may find that new ideas have come up or that there are changes which the boys would like to make. Hold a Troop Leaders' Council meeting a week or so before leaving to review the program and to make any last-minute changes. Schedule your program day-by-day, but not minute-by-minute. Adjustments in schedule will probably be desirable when you get to camp, anyway.

A GOOD PROGRAM IS A FLEXIBLE PROGRAM.

Don't miss out on a good opportunity because it crops up at a time that you are too tightly scheduled to take advantage of it!!

Program Areas

2022 Program at Camp Resolute

- Many Merit Badges will be offered in 2022. Merit badge sessions will be 3-hour blocks of time during which Scouts will be able to complete most of the badges offered. Camp Resolute will focus specifically on those badges which are difficult to obtain outside of a camp setting. Some “elective” merit badges may be offered based on the availability of volunteer instructors. Please check the morning activity posting for additional badges offered during your week.
- Program Areas will offer core instruction and activities every morning and afternoon unless those areas are closed for a merit badge session.

- Older Scout opportunities such as the Res-O-Lympics, shooting ranges, and the Iceberg!
- The Resolute Passport is a good way to track a young Scout's advancement from Scout to First Class. The passports contain all of the information they need to achieve various rank requirements at our program areas.
- And much, much more!

How It Works

Each area in camp offers a different program. Each morning and afternoon, program areas will be open for Scouts to explore any area-related activity. Scouts choose their own program and agenda every day. They can choose the orienteering area for 3 hours or pioneering and then orienteering. For each session, there will be one or two areas dedicated to instructing a merit badge. Check the schedule in the morning to see which badges are being offered for that day. Scouts can also choose to participate in any of the 30 Res-O-Lympic events which will be taking place all day every day.

Older Scout Activities

Res-O-Lympics

Scouts of all ages can participate in any of the Res-O-Lympics events. These events will be taking place all over camp during the week, and will mostly be unscheduled. Scouts simply show up in the event area, receive some training and advice, and have their scores recorded. Some events will necessarily be scheduled ahead of time. These will be indicated on your schedule. Please see the RSE Res-O-Lympics Guide for descriptions of events and scoring information.

Shotgun Shooting

Scouts must be 14 years old to participate in shotgun shooting.

Cowboy Action Shooting

This program is still being developed. More to come on this when you arrive at camp.

Special Programs

Resolute Pursuit



Scouts can again try their hand at the Resolute Pursuit, a series of tricky puzzles related to both Scouting and Camp Resolute history, geography, and general knowledge. Scouts must solve one clue before moving to the next clue. Solve all the clues and get the prize. Nobody successfully

completed the Resolute Pursuit in 2021. There is no time limit, and there are no restrictions on how to solve the clues. Talk to an old-timer, look up the answer on the internet, it is all fair game.

Advancement & Merit Badges

Advancement Steps

All advancement at Camp Resolute is accomplished by the same methods that are standard in the BSA. Advancement is accomplished through 4 distinct steps:

1. Learning:

A Scout learns by doing. He learns outdoor skills by hiking and camping. He learns Scout skills in Patrol and Troop sessions. He advances naturally by doing things with his fellow Scouts.

2. Testing:

A Scout demonstrates his ability to members of the Patrol Leaders' Council or other Troop staff members.

3. Reviewing:

The board of review is conducted by the Patrol Leaders' Council or by three or more members of the Troop Committee. The board of review for Star, Life and Eagle will usually occur when a troop returns home. If there are enough bona fide members of a Troop Committee in camp, then this step may be accomplished in an outdoor setting.

4. Awarding:

The Scout is "recognized" in front of his fellow members for his accomplishments. Merit badges and Badges of Rank should be awarded as soon as possible after a Scout is reviewed. Merit Badges will be available at camp for purchase in the Trading Post. Advancement forms are required.

Advancement can and should be a big part of your troop's program. By taking "inventory" of your troop's advancement needs and building the troop and patrol programs around these needs, advancement will be a natural result of a Scout's participation in that program. Special help is available for training - not examination - on advancement skills through the various camp program activity areas and personnel. Be sure that each Scout takes his Handbook to camp. Scouts seeking to pursue their advancement needs from the Scout rank through First Class can use the Resolute Passport booklet to guide them through the various program areas that can help them learn their required skills. Obtain the Resolute Passport at the administration building.

Skills

Scouts will have many opportunities to work on skill requirements. Scouts can be assisted with the "learning" phase of Scout advancement by members of the camp staff. The primary responsibility for reviewing these skills belong to the troop leadership.

The Resolute Merit Badge Program

Once more, Camp Resolute is adding to our wide array of Merit Badges. All of the “Core” merit badges will be offered with the focus on badges that are otherwise difficult to obtain outside of a camp environment. Other “elective” badges will be offered by volunteers on an ad-hoc basis according to the counselor’s availability from week to week. Please check which elective badges are being offered during your week at check in.

Every merit badge counselor in camp has gone through a week of training in his or her area. They are using the National Camp School Syllabi or their own enhanced syllabi approved for use by the Program Director and the Resolute Summer Experience Committee. Occasionally, you as a leader may be of assistance to the merit badge if it is in your area of expertise. We invite you to help (we’re never one to refuse help!). Please see the Area Director of the merit badge if you feel you may be of assistance and are willing to lend a helping hand. Any questions about the merit badge or its instruction should go through the following channels: Merit Badge counselor, Area Director, and Camp Director.

Merit badge sessions are now in “block” time. Each session will be 3 hours and most badges can be earned in one session. In theory, Scouts can earn as many as 9 or 10 badges in a single week. However, please remember the focus of our camp is for Scouts to participate in a wide variety of program elements. We want them to enjoy themselves, so we advise limiting merit badge participation to no more than 3 or 4 badges.

We cannot guarantee that a Scout will complete all of the requirements for a badge. In particular, certain badges requiring an overnight requirement such as camping or wilderness survival cannot be completed solely during a day program.. If for any reason it appears that a Scout will not be able to complete a merit badge the counselor may contact you so that there are no surprises for the Scout. If you have a question as to why a Scout is not being signed off on a requirement please see the Merit Badge Counselor. If you are not satisfied please see the area director or program director and we will meet and discuss the requirements. You will be notified of any disciplinary action by the counselor at their earliest convenience.

Pre-Camp Merit Badge Requirements

Please note that the merit badge schedule and pre-requisites are currently posted as a separate file on the Mayflower Council website.

Sample Schedule

The following is a sample schedule only. Your weekly schedule will be finalized the week prior to your arrival.

Program Areas	Monday	Tuesday	Wednesday	Thursday	Friday
Morning Session 8:30 - 12:00					
Orienteering	Program Area Activities	Program Area Activities	Program Area Activities	Program Area Activities	MB Follow Up
Cooking	Program Area Activities	Scout Leader Cook-Off	Program Area Activities	Program Area Activities	MB Follow Up
Nature	Env Science MB	Program Area Activities	Program Area Activities	Nature MB	MB Follow Up
Camping	Program Area Activities	Wilderness Survival MB	Program Area Activities	Program Area Activities	MB Follow Up
Pioneering	Program Area Activities	Program Area Activities	Pioneering MB	Program Area Activities	MB Follow Up
Program Areas Afternoon Session 1:00 - 4:30					
Orienteering	Program Area Activities	Geocaching MB	Program Area Activities	Orienteering MB	MB Follow Up
Cooking	Program Area Activities	Program Area Activities	Cooking MB	Program Area Activities	MB Follow Up
Nature	Program Area Activities	Fishing MB	Program Area Activities	Env Science MB	MB Follow Up
Camping	Camping MB	Program Area Activities	Program Area Activities	Program Area Activities	MB Follow Up
Pioneering	Program Area Activities	Program Area Activities	Program Area Activities	Pioneering MB	MB Follow Up
Waterfront	Swimming MB	Lifesaving MB	Program Area Activities	Small Boat Sailing MB	Apache Relay - 2:45
Rifle	Cowboy Action Shooting	Program Area Activities	Cowboy Action Shooting	Program Area Activities	MB Follow Up
Shotgun	Program Area Activities	Program Area Activities	Program Area Activities	Program Area Activities	MB Follow Up
Archery	Archery MB	Program Area Activities	Program Area Activities	Program Area Activities	MB Follow Up
Cope	Program Area Activities	Climbing MB	Program Area Activities	Program Area Activities	MB Follow Up
Res-O-Lympics - Fowler	Tent Setup/Takedown	Card Throwing	Resolute Gauntlet	Log Lift	Res-O-Lympics Last Minute
Res-O-Lympics - Ballfield	Football Toss	Double Ball for Accuracy	Soccer Shoot-Out	Lifeline Throw	Res-O-Lympics Last Minute
Res-O-Lympics - Buster's	Woodcarving	Kim's Game	Match Light Relay	Angry Birds	Res-O-Lympics Last Minute
Axe Throwing	Axe Throwing	Axe Throwing	Axe Throwing	Axe Throwing	Axe Throwing
Campwide 3:30 - 4:30	Opening Campfire	Free Swim Free Shooting	1:00 First Aid MB - Lewis Training Room Free Swim Free Shooting	1:00 First Aid MB - Lewis Training Room Free Swim Free Shooting	0:45 Apache Relay 6:24 Using Campfire MB Follow Up

Apache Relay Rules

Section I: The Course

The course consists of 9 segments in which a baton must be passed (not thrown). Each segment must be made in the following sequence only:

1. Runner goes from the front gate of Camp Resolute to the Dining Hall entrance door.
2. Runner goes from the Dining Hall to the Trestle.
3. Runner goes from the Trestle to the Ball Field.
4. Runner goes from the Ball field to the Old Canoe Area.
5. Two canoeists go around a designated buoy to the rowboat.
6. One oarsman and one passenger go around designated buoys to the swimmer's raft (you must back in with care).
7. A swimmer goes from the raft to the dock separating the swimmers' pool from the beginners' pool.
8. A beginner swimmer crosses the beginners' pool to the dock separating the beginners and the non-swimmers' pools.
9. A non-swimmer goes from the dock to the flagpole.

Section II: The Participants

All participants must be less than 18 years of age on the day of the Apache Relay. Any Scout who has paid for a full week of camp may participate regardless of how many nights he stayed in camp. Staff members may not participant on a troop team.

Section III: Race Restrictions

Hand-off's

1. The baton must be handed to the next individual within the passing zone as designated by the official.
2. The baton must be handed, not thrown!

Runners:

1. All runners must adhere to the designated roads or paths.

Old Canoeing Area

1. The runner must adhere to the road that runs in front of the Dining Hall and around the telephone pole closest to the old canoeing area.
2. The runner must run the designated path to the canoes.
3. The runner may not toss the baton to the front of the canoe. Hand it to the Scout in the back of the canoe.
4. The individual in the back of the canoe must be handed the baton. This individual may slide it to the front.
5. The runner may push the canoe off but then must leave the area immediately.

Rowing Area

1. The individual not rowing is the passenger and must receive the baton from the canoeists.
2. The oars may not in any way be held in the row-locks. This includes, but is not exclusive of, tying, pin, and passenger holding.
3. The rowboat must be backwatered to the raft. Note: The rowboat may lightly tap the raft (advised against) but not ram the dock. The officials on site and the Head Judge will consider the decision on said ramming.
4. The Rowboat must not cut into or enter the swimming area in any way. Note: you will not be disqualified if the oar of the rowboat passes into the airspace over the swimmers area, but does not enter the water.
5. The passenger may not help in the actual rowing in any way (however bobbing is allowed) and may not change places. He may provide only verbal guidance to the oarsman.

Swimming Area

1. When checking in, each participant will obey all directives given by the Waterfront Staff. The non-swimmers will check in according to the buddy system for the safety of all.
2. The swimmers in the beginners and non-swimmers pools must jump feet first into the water.
3. The non-swimmers must check out before leaving the area. His buddy tag must not be defaced in any way.

Section IV: The Judges

1. Staff members shall be the only judges in the events.
2. The Program Director or designee shall be the Head Judge.
3. Each team will be notified of any changes (major or minor) in the rules prior to the start of the race.
4. The Head Judge's ruling is final. In the case of a dispute, then the Head Judge may assemble the appropriate officials from the dispute, as well as Scoutmasters from troops involved to discuss the dispute and come to a decision. However, the final decision is in the Head Judge's.

Section V: Miscellaneous

1. Anything that injures or causes safety hazards of a party, in the opinion of the officials, is grounds for disqualification.
2. Anything that hinders the advancement of another team in any manner, shape, or form; in the opinion of the judges, is grounds for disqualification.
3. Any infraction of the above rules is grounds for a time penalty.
4. Equipment malfunction cannot be used to change the results of the race.
5. The baton must be within reason and not create a safety hazard.
6. If a troop is unable to fill an Apache Relay race roster, they are allowed (upon permission of the Assistant Camp Director Program) to solicit other troops for participants. If this fails, or they troop decides against this course of action, they are allowed to have participants in multiple positions as long as no rules of the race are broken. (ex. No Scout could be both a canoeist and a rower. However, a Scout could run and then swim.)
7. Completed rosters are due by 4pm on Thursday.

Apache Relay Race Form
THIS FORM MUST BE USED. NO OTHER FORM WILL BE ACCEPTED.
PLEASE WRITE NEATLY AND CLEARLY

Patrol Name: _____
"A" OR "B" WILL NOT BE ACCEPTED. MUST HAVE A PATROL NAME LISTED

Troop/Unit: _____ Town: _____

1. Gate to Dining Hall _____
2. Dining Hall to Trestle _____
3. Trestle to Ball Field _____
4. Ball Field to Canoe Area _____
5. Canoe Area to Rowboat _____
6. Rowboat to Swimmers Raft _____
7. Swimmers Raft to Dock _____
8. Beginners Pool _____
9. Non-Swimmer's to flagpole _____

Camp Resolute Taunkacoo Honor Camper

At the end of the week, the Scouts in your unit should select one honor camper through a private ballot managed by the Unit Leader. Unit Honor Campers are usually those Scouts that best exemplify the Scout Oath and Law. Unit Leaders, notify the camp administration who your honor camper is, while keeping it a secret from the rest of the unit. Recipients will be honored at the Friday evening campfire.

Troop # _____ Town _____

The Scouts in our unit have selected the following Scout to receive the Honor Camper award from Camp Resolute:

Please provide a brief description for the nomination: _____

Kindly bring this completed form to the Friday Morning Leader's Meeting!