

CAMP SCOUTHAVEN

SBSA

GUIDEBOOK

Summer Camp
2025

PREHISTORIC EXPEDITION



THE MISSION OF SCOUTING AMERICA

To prepare young people to make ethical and moral choices over their lifetimes by instilling in them the values of the Scout Oath and Law.

AIMS AND METHODS OF SCOUTS BSA

The Aims of Scouting are Character Development, Leadership Development, Citizenship Training, and Personal Fitness.

The methods used to achieve those aims are Ideals, Patrols, Outdoor Programs, Advancement, Association with Adults, Personal Growth, Leadership Development, and Uniform.

THE MISSION OF CAMP SCOUTHAVEN

To deliver the promise of Scouting by instilling a spirit of adventure, fun, and discovery in all Scouts, using the outdoors as a classroom.

NYS DEPARTMENT OF HEALTH

In New York State, summer camps must have a state, city, or, county health department permit to operate legally. These permits are issued only if the camp complies with the state's health regulations. More Information about these requirements is available at <https://www.health.ny.gov/publications/3601.pdf>

SPECIAL REQUESTS

Please make sure to submit a Special Request Form at least two weeks prior to your stay at camp. A request needs to be completed for any Food Allergies / Dietary Needs, Electric Needs for CPAP / Medical Reasons, and to bring a trailer. The Special Request Form will be available at GFCscouting.org in May or it can be completed online during the registration process. A \$25 late fee (per person) will be charged to each participant who fails to request Dietary Accommodations at least two weeks before their camp session.

CAMP SCOUTHAVEN

Camp Scouthaven is a Scouting America Nationally Accredited Camp that is owned and operated by the Great Falls Council. The camp is inspected by the New York State Health Department and the National Council of Scouting America. Copies of our most recent inspections are available at the Council Service Center- Buffalo Office. Camp Scouthaven is operated for all registered scouts without regard to race, age, disability, religion, or national origin.

SBSA SESSIONS

Week 1 - 7/6 to 7/11

Week 2 - 7/13 to 7/18

2025 PRICING

\$550 - Scouts BSA

\$230 - Scouts BSA Additional Adult

2025 PAYMENT SCHEDULE

12/1/24 - \$100 Site Deposit per Unit

3/15/24 - \$100 Bunk Deposit per Participant Due

05/01/24 - Final Payments Due

A \$25 late fee (per person) is applied to the final payment of each participant who does not complete the payment schedule on time.

ADULT LEADERSHIP IN CAMP

All adults attending and staying overnight at Summer Camp **MUST** be registered (Paid Adult Registration) in the BSA with the Unit they are attending camp with and have valid Youth Protection Training. Any adult that arrives at Camp that does not have a current paid BSA registration and Youth Protection Training will not be permitted to stay overnight. Units must turn in a Roster showing Paid Adults (Merit Badge Counselor, Lion Partner, or Tiger Adult are not Paid Adult Positions) that are registered with their Unit by June 15, 2025.

Two-deep leadership is required in camp at all times. Two adults must be at least 21 years of age or older. For co-ed or female units, one adult over 21 must be female.

SCOUTS, BSA ADULT FEES

During our Scouts, BSA sessions units receive free leaders to provide supervision of their unit. Units with fewer than 6 scouts receive one free leader, units with 6 or more scouts receive two free leaders, and units with 20 or more scouts receive three free leaders. Additional adults are encouraged to attend!

CAMPERSHIPS

Families in need of financial assistance are encouraged to apply for a Campership. No camperships are available for adults.

Camperships can contribute up to 50% of a camper's fee. To apply for a Campership you do so during the registration process on GFCscouting.org.

It is strongly recommended that Unit Leaders enable parent portal. When this is done you will have log-in cards to print and give to your parents.

They can then log in and access their Scouts registration, fill out forms and make payments.

Camperships are due by April 1st. Award notifications will go out in late April.

Join us for a Prehistoric Expedition – Explore the connections between modern Scouting and Prehistoric life

Speaking on behalf of our staff, volunteers, and council, Welcome Home Again! Planning helps to ensure everyone gets the most out of summer camp. Please share this Guidebook with those in your unit attending camp. Our staff, volunteers, and committees have been working hard to get the program guide ready to help with your unit's planning.

This spring expect to see the last pieces of the puzzle come together as we finalize the special program schedules, awards, and more.

This summer we are working to embrace more technology around camp to better supplement our time spent outdoors. Blue Cards are no longer required for Merit Badge classes.

Each unit will receive a Completion Report detailing what requirements were met at camp within two weeks following the session.

We can't run camp without our volunteers, friends, and families. As we work through the winter into another year of camp, I hope everyone will join in on the fun. Whether coming to our Beaver

Weekend to help with service projects, or spending some time with us out at summer camp leading programs and projects, either on your own or when you attend with your unit.

If you have any area of interest please let me know! Specifically, I am trying to enhance the Friday program offerings. If you have a badge that you would like to offer in a 3.5-4 hour timeslot, please reach out so we can discuss and fit you in!

Please feel free to contact us anytime if I can help prepare your unit in any way for camp.
Damon Beiter - Program Director

Follow us on Facebook and visit <https://gfcscouting.org/camping/camp-scouthaven/> to stay up to date on all things Camp Scouthaven!

MEET THE 2025 LEADERSHIP TEAM

Brandon Blatz

Camp Director
716-512-6214

Brandon.Blatz@scouting.org

Brandon returns to Camp Scouthaven for his second summer as the Camp Director.

Brandon has both Professional Scouting & Camp Staff experience working full time for the Council since 2018 after staffing a few summers at Camp Schoellkopf.

Contact Brandon to apply for Camp Staff, for Trading Post Information and General Pre-Camp Questions.

Damon Beiter

Program Director
damon@Scouthaven.org

Damon is joining our Camp Staff this year after a few years away, having served as Camp Director in 2017 and 2018, and Scout skills area director/ AOL director in 2019.

He has many years as a Scoutmaster and Cubmaster in the area and comes from an education background

He is excited to be working with this dynamic team to bring you the best programming we can in 2025

Bob Blatz

WNYSO Operations Manager
716-512-6210

Bob.Blatz@scouting.org

Bob supports our Camp Scouthaven Summer Camp operations as our registrar.

Before working in the Operations Office, Bob served as a Senior District Executive and the Camp Scouthaven Summer Camp Commissioner.

Contact Bob if your unit has any registration needs or questions prior to Summer Camp.

ARRIVAL DAY

Check-In Day Schedule

Time	Sunday
11:00 AM	Unit Check, Tours, Swim Tests, and Orientation
12:00 PM	
1:00 PM	
2:00 PM	Scoutmaster SPL meeting at Rotary Pavilion
3:00 PM	Staff v Scouts Games in the Parade Field
4:00 PM	
5:00 PM	In Site Time
5:45 PM	Flags
6:00 PM	Dinner
7:30 PM	Religious Services
8:30 PM	Opening Campfire (meet in front of Dining Hall)

UNIT CHECK-IN

Check-In will be between 11AM and 1PM on Sunday at the camp parking lot. Once all vehicles in your party have arrived, check in with your roster at the shelter.

CAMP ORIENTATION

You will be assigned a Unit Guide to aid your unit in the following tasks. The order will depend on wait time at each station: Medical Recheck, Aquatics Orientation & Swim Tests, Camp Site Gear Drop & Camp Tour.

Gear will primarily be transported to each campsite on foot. Wheelbarrows are available for use in the parking lot.

On a per-case basis personal vehicles may be permitted to move gear. Advanced notice is required for unit trailers. Please Submit these requests via the special request form on the website

Every participant (youth and adult) is required to complete the Medical Re-Check and Aquatics Orientation. Have your Medical Form & OTC Form completed and in hand during check-in.

Make sure you have swim attire ready to put on shortly after arrival at camp. After a brief orientation, each camper will complete a swim test.

Below are the requirements for each swimming ability level.

Swimmer's Test (Blue)

- Jump feet first into water over your head and surface; Swim 75 yards in a strong manner using one or more of the following strokes: sidestroke, breaststroke, trudgen, or crawl.
- Swim 25 yards on your back, using an easy, resting stroke.
- Rest by floating

Beginner's Test (Red)

- Jump feet first into water over your head, come the surface, level off, swim 25 feet, turn sharply
- Swim back to the starting point.

Non-Swimmer (White)

- Bop and splash in water up to your waist.
- Anyone who was either unable or does not wish to complete the other ability levels.

LEADERS MEETING

A brief SPL & Leaders Meeting will take place at The Rotary Pavilion (by the Trading Post) at 2PM.

CAMPWIDE GAMES

At 3 PM Join us on the Parade Field for some troop vs Staff Games. Leaders Be prepared for The Adult Vs Staff Games mixed in!

DINNER & FLAGS

Dinner will take place at 6PM as normal. All units will line up at the Parade Field at 5:45PM.

RELIGIOUS SERVICES

Services are offered Sunday Evening at 7:30PM. A Roman Catholic Mass and an Interfaith Service will be offered.

Field Uniforms are worn during services.

OPENING CAMPFIRE

Units will meet wearing the BSA Field Uniform in front of the Dining Hall at 8:30PM for the opening campfire. Once all units are accounted for, staff will guide units to the Lakeside Amphitheatre.



CAMP WIDE EVENTS

FLAG FORMATIONS

At 7:45am and 5:30pm each day, the camp assembles to raise and lower the colors. Troops should arrive as a group. BSA Field uniforms are expected at Breakfast and Dinner Formations. All troops are highly encouraged to serve as the camp color guard once during the week. Sign up at an SPL meeting if your Troop is interested in participating. Units will report directly to the front of the Dining Hall for lunch daily.

CAMPFIRES

On Sunday night, the camp staff hosts an opening campfire in the Lakeside Amphitheater. Patrols are encouraged to contribute a skit, song, run-on, or cheer for use at the closing campfire on Friday afternoon. If your patrol would like to participate in the closing campfire, please sign up at an SPL meeting. All troops should plan to stay for the closing campfire. Between skits, many of the award winners will be recognized.

FELLOWSHIP FIRES

Every Troop is encouraged to participate in a fellowship fire on Tuesday night. You may invite another troop, or several troops, to your campsite for food, fun, fellowship, songs, skits, and games. Make sure to invite any staff members you want to attend. Host troops that sign up at the Tuesday leader's meeting will receive a watermelon delivered to their campsite for the fire!

LEADERS MEETING

A brief adult leader's meeting will take place each day after breakfast and SPLs and a buddy for each unit will meet daily following lunch. Both meetings will take place on the back porch of Lakeside Lodge.

DAILY TROOP THEMED CHALLENGE

Each day at the Leaders' meetings We will provide materials and instructions for the daily challenge. That evening Troops will gather in front of Safari Lodge to compete in that day's challenge. Points will be awarded and accrued throughout the week and the winning troop will receive an award at the closing campfire.

SBSA Daily Schedule

Time	Monday-Thursday	Friday
6:30 AM	Sunrise Programs	
7:45 AM	Flag Formation	
8:00 AM	Breakfast	
9:00 AM	Period A	Special Programs and Merit Badge Make-ups
10:00 AM	Period B	
11:00 AM	Period C	
12:15 PM	Lunch	12:30 - Family Picnic 2:00 - Campfire 4:00 Camp Adjourned
1:00 PM	Siesta	
2:00 PM	Period D	
3:00 PM	Period E	
4:00 PM	Period F	
5:00 PM	In-Site Time	
5:45 PM	Flag Formation	
6:00 PM	Dinner	
7:15 PM	Evening Program	
8:30 PM	Late Night Program	
* period ends 10 minutes before the hour		
After Breakfast - Leaders' Meeting at Rotary Pavilion		
After Lunch - SPL/ASPL Meeting at Rotary Pavilion		

SERVICE AT CAMP

All units are encouraged to perform service projects while at camp. Adults are also encouraged to volunteer in areas around camp during their free time. Ask the Commissioner how you can get involved.

RECOGNITION

Troops are encouraged to hold Scoutmaster's Conferences, Boards of Review, and Courts of Honor while at camp. Let us know how we can be of assistance. We also offer numerous awards scouts and leaders can complete during their stay at camp.

UNIT ACTIVITIES

Each troop should plan to include several troop and patrol activities during their week at Scouthaven. Troop hikes, service projects, campfires, Courts of Honor, and family visits are all great ways to add to your camp experience. Let us know how we can help you to customize your troop's summer camp program.

GAGA TOURNAMENT

Tuesday Evening, each patrol is invited to compete in the camp-wide Gaga Tournament. Patrol will sign up at the SPL meetings Monday and Tuesday.

THE ORDER OF THE ARROW AT CAMP

The purpose of the OA is to recognize those campers who best exemplify the Scout Oath and Law in their daily lives. The OA Lodge is a central part of Camp Scouthaven. Celebrate Order of the Arrow Day with the staff and The Eternal Flame Lodge on Tuesdays. Lodge Members are invited to wear their OA sash to breakfast and dinner.

GATEWAY COMPETITION

We are challenging you all to decorate your campsites. The campsite that is determined to be the most impressive while excelling in the uses of your scout skills will receive recognition at the closing campfire.

FAMILY BBQ

Troop family members are invited to the Family BBQ on Friday Afternoons at 12:30PM.

BBQ Tickets can be pre-ordered online at GFCscouting.org beginning May 1st. Orders can be placed at camp as well by Monday Night at the Trading Post.

CHAPLAINCY

Religious Services: A Roman Catholic Mass and an Interfaith Service will be offered Sunday Evening following dinner.

BSA Field Uniforms are worn during services.

Chaplain's Aides: Aides have a unique opportunity to become involved during their time at camp and contribute to Scouts' and Scouters' spiritual welfare. There will be a meeting on Monday 5:00PM at the Dining Hall Chaplain's Aides.

THE BUDDY SYSTEM

No Scout is allowed to travel anywhere in camp alone. Buddies do not need to be from the same troop but should be within 2 years of age. A Scout found without a buddy will be escorted to their destination and their name will be submitted to the Camp Director. A second offense will initiate a conference with the scout, troop leadership, and the Camp Director. A third offense will lead to the dismissal of the Scout from camp.

PRE-CAMP EVENTS

SCOUTHAVEN BEAVER DAYS

Many hands make light work!
Join us at Camp on 6/21/25 from 10am-4pm.

Earn service hours while working side by side with our dedicated camp staff.

For our beaver days, you will be helping ready Camp Scouthaven for Campers.

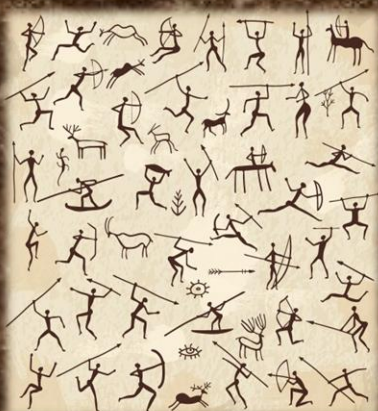
Moving program materials, Setting up carports, putting up tents, as well as general cleaning, trimming and staining. It takes a lot of hard work to get Camp Scouthaven ready to welcome you all home!

Any Scouts BSA youth, or adult can come help! Lunch will be provided.

LEADERS & SPL PRE-CAMP MEETING

All leaders and SPLs are invited to join our pre-camp meeting. We will be presenting updates, reviewing any changes, and answering your questions.

The meeting will be held in a hybrid format on 6/12/25 at the Buffalo office from 7pm - 8pm.



PROGRAM AREAS

Trained adult staff members oversee camp program areas. In addition to merit badges, they offer many open programs. Encourage each other to visit each area during your week at camp

AQUATICS

There are three different areas for swimmers of different abilities—white (Non-Swimmer), red (Beginner), and blue (Swimmer). Ability checks will be assessed for all campers as part of the Sunday check-in process. The Great Falls Council will not offering Pre-tests this year. The opportunity always exists to improve one's level with individual instruction. Adult Leaders are always encouraged to volunteer their time as lookouts when possible. An Introduction to SCUBA class is also offered each week.

Activities at Crystal Lake include:

- Diving Platform
- Polar Bear Swim
- Open Swimming
- Instructional Swimming Lessons
- Power Tower
- Mile Swim Award
- Kayaking
- Rowing
- Canoeing
- Stand up paddle boarding
- Paddleboats



Blue level swimmers or a blue and red level swimmer may operate rowboats and paddleboats. Blue level swimmers are the only people allowed to operate canoes, kayaks, and stand-up paddleboards.



ACTIVITIES

The Activities Area is where you can find many of the camp-wide events, Gaga, Biking, Basketball, and much more. This area is also home to some additional merit badge offerings targeted at older scouts. The Activities Area is primarily located at the William Mattar Center.

CRAFT LODGE

The Craft Lodge Staff is available to help Scouts learn new skills. There are many tools and supplies available for your craft or art projects. The Craft Lodge is located at Safari Lodge. Programs at the Craft Lodge include: Silk Screening, Boondoggle, Woodcarving, Pottery Wheel & Kiln, Basketry, Leatherworking, Patrol Flag Construction, Sculpture, Tie-Dye and so much more. The Craft Lodge is located at Safari Lodge.

ECOLOGY

The Ecology area aims to make Scouts more aware of the natural world. The staff encourages Scouts to stop by with questions about any natural features they find at camp and in the stars. Ecology is located at the Loegler 2 Cabin.

Open program highlights include: Nature Scavenger Hunt, Leave No Trace Training, & Stargazing.



OUTDOOR SKILLS

Outdoor Skills helps to foster a connection to the land. At camp, the Outdoor Skills area is full of traditional scout skills and games. The staff is also available to work on Totin' Chip, Firem'n Chit, and many Scout through First Class rank requirements.

Other activities include:

- Flint Knapping
- Fishing Derby
- Pioneering Projects
- Cooking Demonstrations
- Orienteering
- Wilderness Survival Overnighter

Outdoor Skills is located at the Loegler 1 Cabin and Boss Lean-to.



SHOOTING SPORTS

Come down to the Shooting Sports Ranges to shoot archery, Shot gun and rifle during open shooting time. Learn about shooting techniques from our extraordinary staff. New York State Penal Code requires rifle users to be 12 years of age. Camp policy is that shotgun users to be age 13 and older.

There is no minimum age for archery. Be sure to check out our Shotgun and Rifles Ranges built during 2021!

Our many special activities include:

- Chalkball Shooting
- Black Powder Rifles
- NRA Postal Matches
- Hatchet and Knife Throwing
- Open Shooting

Personal firearms and bows are strictly prohibited.

STEM CENTER

Our STEM Center hosts activities aimed at our experienced and older scouts. The STEM Center, located at Lakeside Lodge seeks to expand Science, Technology, Engineering, and Mathematics topics and concepts throughout Camp Scouthaven, using the outdoors as a classroom.

Program Highlights Include:

- 3D Printer & Pens
- Programming
- Engineering Challenge and more

Personal laptops, tablets, and other electronics besides cameras should be left at home.

CAMP THUNDER ROCK



We're excited to for the return of our new First Year Camper Program, Camp Thunder Rock.

Our 1/2 day program brings us back to the roots of scouting. This area features rank requirements and activities best suited for first-year campers and provides a focus on skill mastery with fun, hands-on instruction.

Participants will attend periods A, B, & C daily. Camp Thunder Rock is located at Boss Lean Too.

On Thursday Afternoon (5PM), Scouts will hike from the Boss Lean Too area up Council Hill to start their ultimate overnight experience. There they will eat dinner with their patrols and participate in a series of challenges to culminate everything they have learned in the program. Following a snack and spirited campfire, they may choose to sleep out under the stars, in a tarp shelter, or a tent provided by their troop. Each troop with Scouts attending the overnighiter is required to send an adult leader for the night. If this creates a hardship for your unit, please contact Camp Management.

A list of requirements covered will be issued at the end of each week. However, it is each troop's responsibility to verify that the skills have been mastered by the Scouts before signing off on their rank requirements.

TRAINING OPPORTUNITIES

Fuels Safety Orientation

This training is recommended for any troop that will be using liquid fuels in Scouting. This course uses instruction and hands-on training to safely handle and use liquid fuel stoves and lanterns. This training is meant for adult leaders and SPLs.

Leave No Trace Awareness Workshop

This workshop details the seven Leave No Trace principles and how they are applied to the Scouting program. This course is for both youth and adults.

Life to Eagle Seminar

Members of the Council Advancement Committee conduct the Life to Eagle seminar. This training is recommended for Life Scouts to attend before starting their Eagle Project.

Safe Swim Defense & Safety Afloat

These courses detail the BSA procedures for swimming and boating safety. Every troop that uses aquatics as part of its program must have at least one adult who holds a current training certificate. Safe Swim Defense/Safety Afloat training must be renewed every two years. These courses are also available year-round online.

PRIMITIVE SKILLS CHALLENGES

Each day at the leaders' meeting and SPL/ASPL meeting we will introduce a new challenge and hand out the needed materials for each troop/patrol to practice the skill in their site to participate in the challenge later in the week. These challenges will be an opportunity to learn some new skills and reflect on the way our ancestors thrived in all kinds of environments with little resources. Each time a challenge is met, the patrol will earn a piece of a keepsake themed patrol award to assemble throughout the week at camp.



CAMP SCOUTHAVEN STAFF DEVELOPMENT PROGRAM

Our Staff Development Program is split into 2 levels.
14 Year old Camp Staff Apprentices are Volunteer Staff who will assist experienced staff members in their areas of interest at camp.
15 Year old Camp staff Apprentices are paid a small salary and begin taking charge of lessons under the observation of experienced staff members.

Both can expect to gain leadership-focused camp experience. Participants will learn skills to prepare to become full-time staff members in the future and to develop skills to bring back to leadership positions in their units. In addition to training alongside our staff, participants will be teaching assistants during instruction, be den chiefs during Cub Scout sessions, and have the opportunity to earn Merit Badges.

APPLY TODAY: EMAIL Brandon.Blatz@scouting.org

MERIT BADGES

Merit Badge Instructors are qualified members of the camp staff under the direct supervision of an adult area merit badge counselor. Counselors at camp may not necessarily be recognized counselors outside of summer camp.

All merit badge offerings have been approved by the Council Advancement Committee. Scouts will meet the most current merit badge requirements. At no time will a merit badge requirement be waived or altered by a member of the camp staff. Camp conditions may require the limitation of optional requirements for some badges.

Prerequisites

For many badges, not all requirements can be met at camp. Scouts should come prepared on the first day of class with all prerequisites completed.

In some cases, this will require a Scoutmaster's note and signature, in others it will involve bringing projects to camp. A Scout who does not complete all requirements will receive an incomplete (partial). This can be finished after camp under the supervision of a recognized merit badge counselor.

Scoutmasters must give permission before a Scout can begin work on a merit badge. Certain badges are more appropriate for more experienced Scouts. The camp provides experience level recommendations for each badge. *It is the Scoutmaster's responsibility to ensure that a Scout attempts appropriate badges and that their scouts are informed of any prerequisites and/or extra fees associated with their activities.*

Independent Study Merit Badges

Independent Study Merit Badges are not taught in a typical class setting. They require extensive individual work outside of the program area. Typically before attending camp, scouts must complete all requirements not directly involving a merit badge counselor. Scouts interested in taking Independent Study merit badges need to meet with the Area Director early in the week to schedule meeting times. We will do our best to honor any requests and offer any merit badges for which we have the supplies, staff, and time.

Registration

Merit Badge Registrations are only accepted online. Registration opens 5/5 at 8pm for those Troops that are paid in full. Merit Badge selections should be made by 6/1/2025. Camp Coordinators should register their entire troop as a whole. All classes have size limits. Every effort will be made to accommodate a troop's preference, but first choices cannot be guaranteed. Please contact us if you need assistance.

Friday Sessions

Built into our schedule is time for scouts to complete requirements for badges they do not finish during the week. Friday morning from 9:00 to 11:45AM every program area will be open for scouts to finish merit badge requirements. For those scouts who are caught up a list of special activities and badges will be announced this Spring.

Any scouts who wish to work on existing partial merit badges should contact the appropriate Area Director by Monday night to schedule time to work on requirements. Be sure to bring the incomplete blue card / record.

One Stop Merit Badges

Throughout the week one stop merit badges which meet for an hour or two outside of normal class times will be available. A detailed list will be announced this spring. Registration for these classes will be at the Camp Office during your session.

Paperwork Pick Up

Completed paperwork, patches, etc. will be available for pick up from the camp office following the closing campfire. Unclaimed items will be forwarded to the Council Service Center. Please check your mailbox often during your stay.

Blue Cards are no longer required. Each unit will receive an Electronic Completion Report detailing what requirements were met at camp with 2 weeks following the session.

MERIT BADGE SCHEDULE 2025

		Period A	Period B	Period C	Period D	Period E	Period F
Aquaatics	Canoeing		X				
	Kayaking	X				X	
	Lifesaving				X		
	First Aid	X					
	Small Boat Sailing				X		
	Instructional Swim						X
	Swimming			X	X		
Activities/Other	Sports		X				
	Multisport						X
	Communications			X			
	Indian Lore			X			
	Emergency Preparedness				X		
	Theatre	X					
	Salesmanship					X	
Craft/Lodge	Inventing	X				X	
	Basketry/Art			X			X
	Leatherworking		X				
	Painting		X				
	Pottery			X			
	Pulp and Paper				X		
	Textiles				X		
	Wood Carving	X					
Ecology	Astronomy		X				
	Sustainability		X				
	Forestry			X			
	Insect Study					X	
	Environmental Science				X		
	Reptile and Amphibian Study				X		
	Nature	X					X
	Weather			X			
Outdoor Skills	Camp Thunder Rock		X				
	Camping	X					
	Cooking				X		
	Fishing				X		
	Pioneering	X					
	Orienteering					X	
	Exploration		X				X
	Signs, Signals and Codes			X			
	Wilderness Survival			X			
Shooting Sports	Archery		X		X		
	Rifle				X		
	Shotgun	X					
STEM	Surveying			X			
	Chemistry				X		
	Electricity	X					
	Engineering		X				
	Photography				X		
	Game Design		X				X
	Archealogy	X					

MERIT BADGE PREREQUISITES

Area	Merit Badge	Prerequisites	Capacity	Min. Experience
Aquatics	Canoeing	Blue Swimmer	10	E
	Kayaking	Blue Swimmer	12	E
	Lifesaving	Blue Swimmer, Swimming MB	6	E
	First Aid	First Aid Rank Requirements up to First Class	12	N/A
	Small Boat Sailing	Blue Swimmer	10	E
	Swimming	Blue Swimmer	20	E
Activities/Other	Sports	4, 5a, 5b, 5g, 5h	15	N/A
	Multisport	5, Swimming MB	20	N/A
	Communications	1a-b, 5, 7	15	O
	Indian Lore	N/A	15	N/A
	Emergency Preparedness	1, 2c, 7b, 8b, 9	15	E
	Theatre	1, 3	15	N/A
	Salesmanship	Time outside of class	6	N/A
Craft/Lodge	Inventing	6	12	N/A
	Basketry/Art	Art 6, 7, Class Fee \$10	15	N/A
	Leatherworking	Class Fee \$10	15	E
	Painting	6	20	N/A
	Pottery	7, 8	10	N/A
	Pulp and Paper	N/A	15	N/A
	Textiles	N/A	15	N/A
	Wood Carving	2a, Totem' Chip, Class Fee \$10	15	E
Ecology	Astronomy	5b, 6b, 9, Time outside class	15	N/A
	Sustainability	3	15	E
	Forestry	1, 5, 8, Time outside of class	15	N/A
	Insect Study	9, 10, Time outside of class	15	N/A
	Environmental Science	1, 3e, 6	15	E
	Reptile and Amphibian Study	6, Time outside of class	15	N/A
	Nature	4a	15	N/A
	Weather	4, 2	15	N/A
Outdoor Skills	Camp Thunder Rock	Small tent, backpack with 10 essentials, leader for overnighter on Thursday	25	First Year Camper
	Camping	4, 5a, 5e, 7b, 8c-d, 9a-b	20	E
	Cooking	2, 4, Class Fee \$25	15	E
	Fishing	7	10	N/A
	Pioneering	2, Time outside of class	10	E
	Orienteering	7	15	N/A
	Exploration	4	15	N/A
	Signs, Signals and Codes	N/A	15	N/A
	Wilderness Survival	5 (bring kit to camp) attend overnighter on Thursday	15	O
Shooting Sports	Archery	1c	16	N/A
	Rifle	1d, 1f, 1i, 12 y/o or older, Class Fee \$10	20	E
	Shotgun	1f, 13 y/o or older, Class Fee \$10	10	E
STEM	Surveying	N/A	15	N/A
	Chemistry	7	15	O
	Electricity	2, Class Fee \$10	10	N/A
	Engineering	1 (bring the item), 2, 4, 9	15	E
	Photography	1b, Time outside of class	10	N/A
	Game Design	1	15	N/A
	Archeology	7	10	E
			Experience level	
			(Recommended)	
			N/A - New Scout/Anyone	
			E - Experienced (13 and older)	
			O - Older (14 and older)	

TRADING POST



The camp store is stocked with souvenirs, crafts, t-shirts, Scouting merchandise, pocketknives, personal hygiene items, and, of course, snacks and drinks. Leaders may additionally purchase program supplies for their unit. Cash, checks, and credit cards are accepted. Leaders and parents may pre-pay into debit accounts for session-long usage.

T-SHIRT PRE-SALE

Order your 2025 camp themed t-shirt on our online store starting in May. **Themed t-shirts will not be available at Camp in 2025 and must be pre-ordered.**

More information can be found online at GFCScouting.org and on our Facebook page

SUMMER CAMP STAFF



Come Work with Us!

We're looking to hire those who are ready for a summer of adventure. Staff members take on the challenge of using the outdoors as a classroom to show scouts the promise of scouting. You will be trained to have success in whatever area of camp interests you.



WE ARE HIRING

ARE YOU INTERESTED IN SPENDING YOUR SUMMER AT CAMP? JOIN OUR STAFF NOW!!!

OPEN POSITIONS:

- HEALTH OFFICER
- TRADING POST MANAGER
- ASSISTANT COOK
- ACTIVITIES DIRECTOR
- LIFEGUARD(S)
- KITCHEN AIDE(S)
- AREA INSTRUCTORS
 - STEM, ECOLOGY, OUTDOOR SKILLS



TO SCHEDULE AN INTERVIEW
OR FOR MORE INFORMATION
CONTACT BRANDON TODAY!

716-512-6214 or Brandon.Blatz@Scouting.org

SUPPLY CHECKLIST

Personal Equipment & Gear Labeled with name and unit number

Medical Form with OTC Form
Pack or footlocker
Complete uniform,
Order of the Arrow sash (if a member)
Underwear & socks
Scout t-shirts
Extra clothing (shorts, shirts)
Jacket, sweater, sweatshirt, pants
Hat
Rain gear
Mess kit, mug
Swimming Clothes and Water Shoes
Hiking boots, sneakers, shower shoes
Personal first aid kit
Sleeping bag or blankets, pillow
Toiletries
Bath towel
Notebook, pencil, pen
Scout Handbook, merit badge pamphlets
Merit badge partials, prerequisites
Flashlight or headlamp
Extra batteries
Watch
Pocketknife
Water bottle
Spending money
Fishing pole and tackle
Religious materials, if applicable
Alarm clock
Insect repellent
Blanket for Movie Night
Sunscreen
Prescription Medicine (to be turned in to the health office)

Scouts BSA Troop and Patrol Equipment

American, troop flags and poles
American flag for campsite flagpole
Lanterns, stove, fuel, liquid fuels,
lockbox
Cooking kit
Campsite decoration materials
Skit and stunt supplies
Songbook
Axe Yard tools
Rope
Clothesline
Sign in/Sign out system
Soap, hand sanitizer
First aid kit
Thumbtacks

Things to leave at home

Candles, personal electronics,
valuables,
fireworks, aerosol cans, and items of
value.



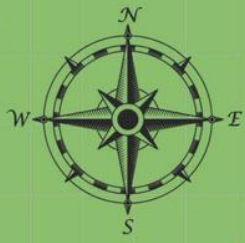


CAMP SCOUTHAVEN

10784 NY-98
Freedom, NY 14065

Rifle Range
Shotgun Range
The Hill

Nature Trail
Entrance



Site 4A

Site 4B

Site 6

Site 7

Site 5B

Site 5A

Site 3

BB Gun
Shelter

Main Parking
Lot

Site 2

Obstacle
Course

Trading Post

Gaga
Ball

Site 1B

Shower
House

Council Ring

Site 1A

Camp Office

Ranger Shop

Catholic
Chapel

Site 10

Pine Bowl

Crystal Lake

Parade Field

Dining Hall

STEM Center
Lakeside
Lodge

Aquatics

Fishing Dock

Craft Lodge
Safari Lodge

Health Lodge

Mattar
Center

Activities

Site 11

Archery
Range
Shelter

Ecology
Loegler 2

Protestant
Chapel

Outdoor Skills

Loegler 1

Thunder Rock

Boss Lean-To

End of the World