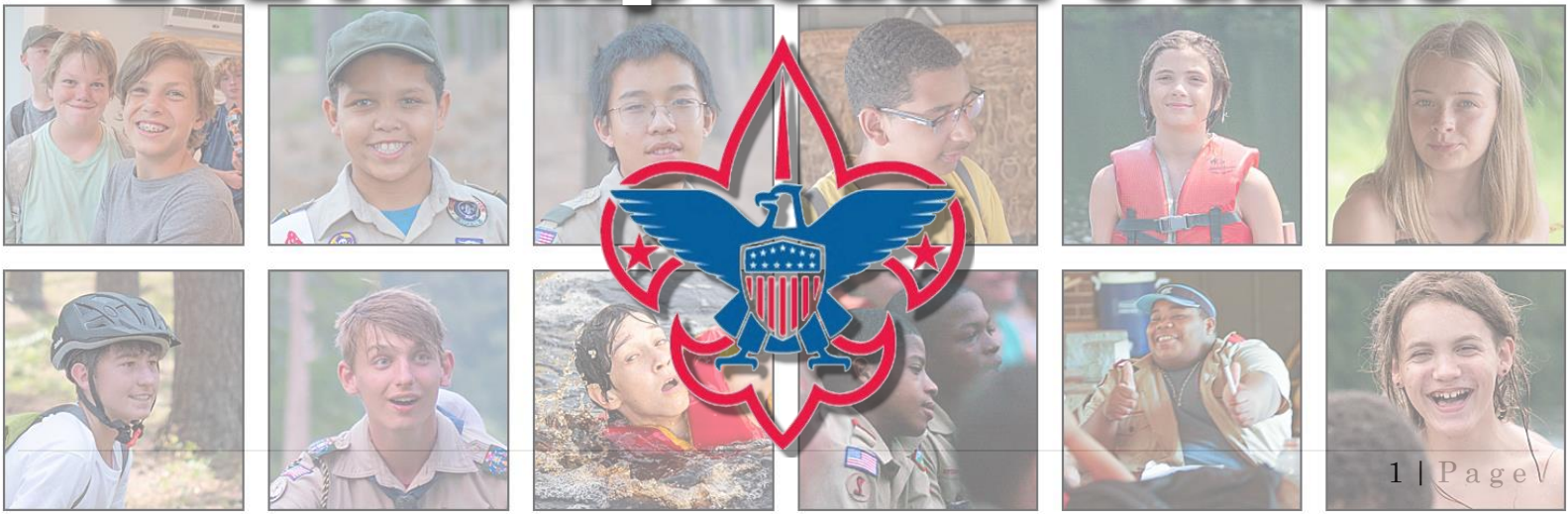


CAMP BOWERS

2025 Camp Leader's Guide







Dear Scout Leaders,

Welcome to Camp Bowers, we are excited to have you join us and thank you for choosing to do so. Our enthusiastic and knowledgeable staff are here to help you, and your units have an enjoyable and memorable experience. Over the past year we have worked hard so that the 2025 season is full of fellowship and adventure. We have updated our merit badge line up as well as our evening program offerings.

Summer camp has always been at the core of Scouting. Summer camp is where Scouts learn and test their skills to advance. Most importantly though, it is where Scouts go to be Scouts and have fun.

Thank you again for choosing Camp Bowers.

Yours in Scouting,

Michael DeRuyter

Camp Director





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Preparing for Camp Bowers

Camp Fees & Reservations

The Camp fees for this summer are listed in the table on the right side of this page. The fee includes a camp patch for each Scout and Leader and is paid in two installments.

The initial deposit of \$100 per Scout is due by March 15th along with the completed Reservation Roster form.

This important step reserves your status for the Early Bird price. It is still possible to add Scouts after this date; however, they will be charged the full camp fee. This initial deposit is refundable until June 1st. To avoid Late Registration fee, the final payment is due by June 1st with the completed Final Payment form.

Campsite Reservations

The \$100 campsite reservation fee and form reserve a space for your Troop to attend camp for a specific session. Be sure to reserve your space at Camp Bowers early to guarantee your campsite selection.

Summer Camp Fees

\$350: Early Bird Fee

\$100 deposit per Scout received prior to March 15

\$375: Camp Fee

Registrations received between March 15—June 1

\$400: Late Registration

Registrations received after June 1

Troop Leaders

All Troops are required to always have two adult leaders in Camp, in compliance with Youth Protection Guidelines. All leaders must be registered with the Scouting America and be at least 21 years of age.

Leaders are charged a \$150 fee. A leader-space includes tentage, meals, and a camp patch. Leaders may rotate as necessary throughout the week, although consistent continuous leadership is preferred. Troops that need to rotate leaders during the week can fill a leader-space with more than one individual staying at different times throughout the camp session. For example, if one leader stays the first half of the week and leaves, but another leader stays for the second half of the week in their place; that counts as one leader space.

Leaders should plan to share tents as the number of tents is limited and Camp Bowers will only provide one tent for every two leaders. Leaders who wish to stay in their own tent should plan to bring a tent from home.

Provisional Scouts

Scouts that are unable to attend Camp Bowers with their own Troops or wish to attend an additional week of camp should consider attending camp with another unit from their local area. The Scout will likely know other Scouts from the Troop which will help to avoid any anxiety and lead to a more enjoyable Summer Camp experience. The Scoutmaster of the Troop attending camp will be responsible for the Provisional Scout's paperwork.

A provisional camper would register on our Council website. The provisional camper fee is \$375 as indicated on the application. Full payment is due at the time of submitting the application to the Council Service Center. Since provisional space is limited, please call ahead. Provisional Scouts should bring a completed medical form with them to camp.

Camp Bowers 2025 Summer Sessions

Week 1	June 15-21
Week 2	June 22-28
Week 3	June 29-July 5
Week 4	July 6-12



Refund Policy

Months before Summer Camp opens, extensive planning, purchasing, and staff contractual agreements among other things are all set in place. Due to these types of commitments, it is not practical to give full refunds.

Refunds will only be made in the case of illness, injury, or family emergency. Refund requests must be made in writing to the Cape Fear Council Service Center. All refunds will be assessed a minimum of \$150 for fixed costs already incurred.

Scouts, not the Troop, should cover all camp costs. This prevents the Troop from losing money if a Scout cannot attend camp and has not yet paid. Please note that we cannot offer refunds for Scouts who leave camp early, and under no circumstances may any refunds be carried over to the following summer.

Online Registration

Our goal at Camp Bowers is to make the registration process as easy as possible for all involved.

If you have any questions at all during the registration process, please visit our registration website where all forms are available and last-minute updates are posted. You can also contact the Cape Fear Council Service Center.

We are continuing our online registration with Black Pug this year. To register, go to the website: <https://scoutingevent.com/425-bowers2025>

Once a leader activates their account, they will be able to register boys for merit badge sessions, special programs, sign up for Scoutmaster Merit Badge, and more. Changes to your registration can be made up to 7 days before your arrival at camp.

While we try to accommodate all schedule requests, we do reserve the right to limit the size of any program to ensure the safety of Scouts and quality of instruction. Please also note that some badges or activities may be cancelled due to weather or supply availability beyond our control.

Medical Forms & Insurance

All Scouts and Leaders attending camp must have a physical examination before coming to camp and must have all parts of the proper medical form completed. The examination must be performed by a licensed health care provider. Be sure to use the official Scouting America Annual Health and Medical Form.

Each Scout and Leader will have a medical screening upon their arrival at Camp Bowers as part of the Check-in process. The medical forms for each Scout and leader will be kept on file for the week with the Health Officer. They will be returned to the Troop Leader as part of the Check-out process.

Please plan to have medical examinations completed prior to camp. Any Leader or Scout who does not have a completed health form – including examination – will be restricted from camp activities until an examination has been given. There are no provisions for conducting examinations at camp. Proof of insurance is also required, and it must be attached to each medical form. https://filestore.scouting.org/filestore/HealthSafety/pdf/680-001_ABC.pdf

To protect privacy please do not fax or email forms. All participants must go through Health recheck as per National Standards on the day of their arrival.

Privacy Notice

By participating in Cape Fear Council activities, you agree to allow the Cape Fear Council to use your image in camp and council promotional materials.



Packing List

Other than some basic items, different people and Troops will bring different items with them. A good exercise is to think about your perfect week at camp and bring the items you see in your mental picture. If you want to spend the afternoons fishing on the edge of the lake, don't forget to bring your fishing rod and tackle box.

Below is a list of those all-important items to help you with your packing:

Personal Equipment

- ☐ Complete Scout Uniform
- ☐ T-shirts
- ☐ Shorts or long pants
- ☐ Swim trunks
(One piece swimsuit for females)
- ☐ Underwear
- ☐ Socks
- ☐ Hat
- ☐ Extra shoes
- ☐ Rain gear
- ☐ Notebook, pencil, pen
- ☐ Scout handbook
- ☐ Merit badge pamphlets
- ☐ Watch (very important)
- ☐ Washcloth and towel
- ☐ Toiletries (soap, shampoo, toothpaste, etc. No glass bottles)

- ☐ Flashlight and extra batteries
- ☐ Sleeping bag or sheets & blanket
- ☐ Pocketknife
- ☐ Footlocker or suitcase or backpack
- ☐ Laundry bag
- ☐ Hand sanitizer

Unit Equipment

- ☐ Troop Flag
- ☐ First aid kit
- ☐ Patrol Flags
- ☐ Bow saws
- ☐ Lanterns
- ☐ Rope
- ☐ Extra plastic sheeting
- ☐ Brooms
- ☐ Water hose

What Not to Bring to Camp

Personal rifles or other firearms, ammunition, and bows, including paintball guns, are not allowed in camp; only those supplied by the Shooting Sports area are to be used. Sheath knives are also not allowed at camp. Any such equipment brought to camp must be delivered to the Camp Director when the unit checks in; it will be returned when the Troops checks out.

In addition, no pets of any kind are allowed at camp; this is the policy of Scouting America and includes visitors.

Finally, we strongly recommend that items such as mp3 players, electronic games and other electronic devices not to be brought to camp. Camp Bowers is not responsible for personal or Troop items that are damaged, lost or stolen.

Electric bikes are not allowed.

Vehicles in Camp

Upon arrival at the camp all vehicles must park in the designated parking lots in front of the Administration Building. Vehicles are not to be parked at the campsite or behind the Dining Hall during the week.

Troops are permitted to keep a trailer parked in their assigned campsite to store gear. Troops are permitted to drive a troop vehicle to their campsite to unload and load all of the troop gear during check-in and check-out.

No vehicles will be allowed to operate in camp or be parked in the campsite after check-in on Sunday.

All campsites must be cleared of vehicles by breakfast on Monday morning, unless granted permission by the Camp Administration. Approved vehicles will be granted a special tag. To keep vehicle traffic to a minimum in camp, only camp vehicles are permitted past the gate at the Administration Building during the week. Please plan on parking all troop vehicles in the parking lot for the entire camp week.

Camp Bowers Living

Check-in Procedures

Troops must meet all registration deadlines, confirm their merit badge schedules in advance, provide names of leaders coming to camp, and make payment in full prior to arrival.

Troops will still have to complete medical screening upon arrival.

Troops should plan on arriving at Camp Bowers between 1:00pm and 3:00pm on Sunday. Troops that wish to arrive early to unload gear may do so with prior approval from the Camp Director.

Upon arrival at Camp, immediately park all vehicles in the designated parking lots. Please do not drive directly to your campsite as all roads need to be open to handle camp logistics.

A Staff Troop Guide will be assigned to assist the Troop through the check in process. At that time, the Scoutmaster should have a final count of Scouts and Leaders, registration changes, and make any final payments at the Administration Building with the Camp Director.

An Assistant Troop Leader should stay with the Troop and have copies of the Troop's medical forms and written explanation regarding any Scout who needs special medical treatment.

The Troop Guide and the Assistant Leader will take the Troop to the Health Lodge for medical screening, dining hall orientation, and waterfront for swim checks. Everyone – youth and adult – must have a current completed health form.

The screening is to make sure that no significant changes have occurred since the physical examination was given. A buddy tag will be issued for each person with a completed health form. To best facilitate this process, all members of the Troop are asked to arrive at camp at the same time.

The Troop Leader should inform a member of the health staff if any Scouts plan to arrive late.



Check In Overview

1:00-3:00 p.m. – Arrive in Camp

Paperwork – The Troop Leader and SPL should report to the Administration Building with all the Troops registration forms, money, and medical forms. Here you will meet your Guide who will guide you through the check-in procedure.

Medical Screening – Your guide and Assistant leader will take your unit to the Health Lodge to start medical screening while the Troop Leader finishes paperwork.

Campsite – Your Guide will take you to your campsite where you can unload gear and prepare for the camp tour.

Camp Tour & Swim Checks – All Scouts will go on a tour followed by swim checks if not completed prior to camp.

5:45 p.m. Flag Assembly

6:00 p.m. Dinner – Scouts should wear Class A to Dinner

7:00 p.m. Leader's Meeting – The Scoutmaster and SPL need to attend the Leaders' Meeting in the Dining Hall

8:15 p.m. Campfire

10:00 p.m. Taps





Week at a Glance

Camp Tour

Your Troop Guide will meet your unit in the parking lot upon your arrival at camp. From the parking lot, your Troop Guide will give you a tour of camp as you make your check-in stops. This will help orient new and returning scouts to the layout of camp and introduce them to new camp features. This tour includes locations of various program areas, the trading post, dining hall, and other areas of interest. Your Troop Guide can also further assist by pointing out time-saving shortcuts for getting to and from your campsite. Be sure to pick up a camp map and follow along.

Swim Checks

Beginner Test

Jump feet first into water over your head. Level off and swim 50 yards and turn at least once.

Swimmer Test

Jump into water over your head and level off. Swim 75 yards on stomach or side in a strong, forward manner. Swim 25 yards on your back and demonstrate the ability to float on your back.

Previous Swim Checks

For Troops that participate in multiple aquatic activities throughout the year and have had swim checks within the last six months, a pre-camp swim check form is included in the Registration Packet. *Please note that these swim checks must be authorized by a certified American Red Cross or SCOUTING AMERICA lifeguard. A copy of the certification card must be attached to the completed pre-camp swim check form.*

All other Troops will take the swim test upon arrival at camp. It is important to note that all Aquatics activities will be held in Lake Katharine, which has very different characteristics from a pool.

All boating activities require closed-toed footwear. Swimsuits should be comfortable, functional, and modest. For males, swim trunks or board shorts are appropriate. Tight fitting swim briefs or swim bottoms short enough to allow exposure are not allowed.

For females, bikinis are not allowed. Modest tankinis or one-piece swimsuits are appropriate.







Leader's Meetings

A meeting of all Troop Leaders and Senior Patrol Leaders will be held on Sunday after dinner in the Dining Hall. At this meeting, members of the Camp Staff will give an overview of camp policies and procedures, and special program activities that will be offered during the week. This meeting will also provide an opportunity to answer any questions about your week at summer camp. Members of the Administrative Staff will also be on hand to process last-minute session adjustments.

Dining Hall

The waiter system and cafeteria style dining are used in the Dining Hall for Breakfast (8:00 a.m.) and Dinner (6:00 p.m.). Lunch is open between 12:00 p.m. and 1:30 p.m. for Scouts and Leaders to eat as you please. The waiter system and cafeteria style dining will be explained in more detail during the Check In process. Our Dining Hall staff provides a balanced diet for young Scouts at all meals. If you have a Scout or Leader with special dietary concerns or restrictions, please let the Camp Administration Staff know well in advance. Each year, we have individuals who have Diabetes, Celiac Disease, Peanut Butter or Nut allergies, Gluten allergies, as well as many Dairy and Egg allergies. These individuals are encouraged to bring any specialty foods they may need to supplement our regular menu with them. Such foods should be labeled with the individual's name, Troop Number, and any specific instructions. We will make every effort to prepare these foods as required and have them at each meal.

Note: Thursday evening, there is no dinner served in the Dining Hall. Troops should plan to turn in the Cook-out Request Form to the Dining Hall Staff prior to Breakfast on Thursday to ensure your meal provisions can be picked up in the Dining Hall by 4:00 pm on Thursday afternoon.

Daily Schedule

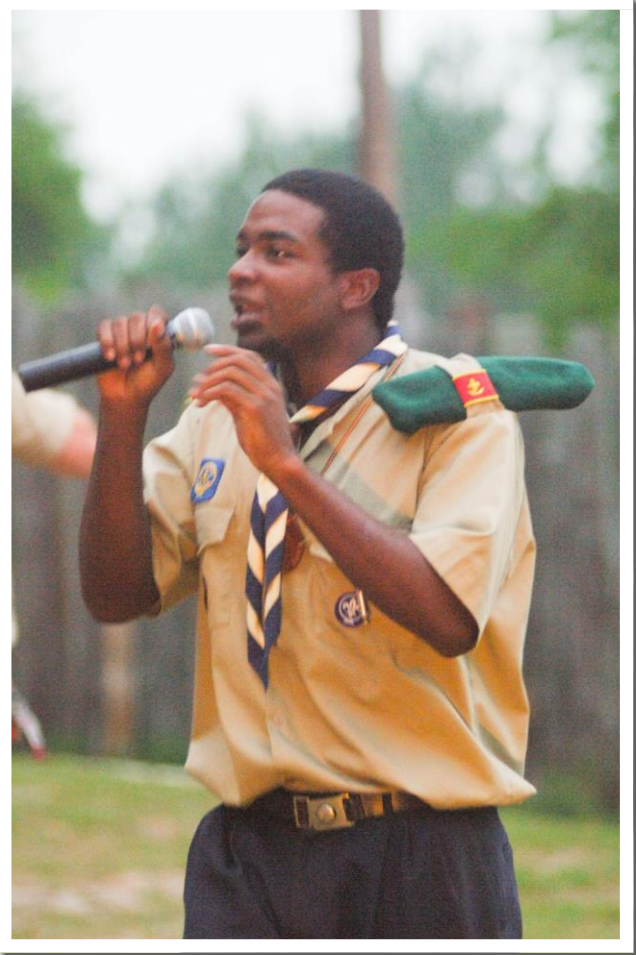
7:00 a.m..... REVEILLE
 7:45 a.m. Morning Flags
 8:00 a.m..... Breakfast
 9:00 – 11:50 a.m. Merit Badges
 12:00 - 1:30 p.m. Lunch
 2:00 – 4:50 p.m. Merit Badges
 5:45 p.m. Evening Flags
 6:00 p.m..... Dinner
 7:00 p.m..... Evening Program
 11:00 p.m..... Taps

Commissioner Service

Visiting your site each day will be our Camp Commissioner. Their full-time job is to take care of your needs during the week. The Commissioner will stop by each morning to visit with the Leaders in the site and make sure you have all the supplies and equipment you need to carry out your Campsite Program.

If there is something broken or missing in your site, they will work to see that it is fixed or replaced. During their visit, they will also inspect the campsite for safety and cleanliness using the Campsite Inspection Form found in this guide. The Troop with the highest score at the end of the week will be recognized at the closing campfire on Friday evening.

You can also meet with your commissioner at the morning Leaders' Meeting. In addition, Commissioners are knowledgeable about the program and can answer questions or help you to plan Troop activities.



Damage to Equipment Charges

Cot Replacement \$100

Tents

Rips and tears per inch.....\$2
 Writing on canvas per panel.....\$15
 Tent Replacement.....\$400
 Frame Damage.....\$100

Permanent Structures

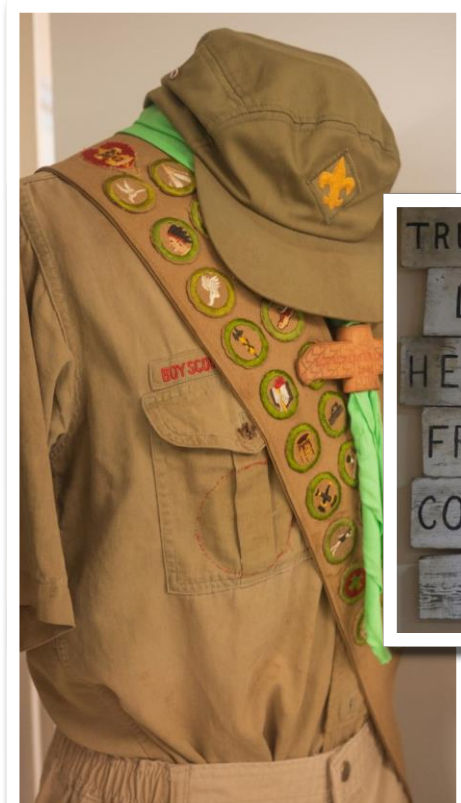
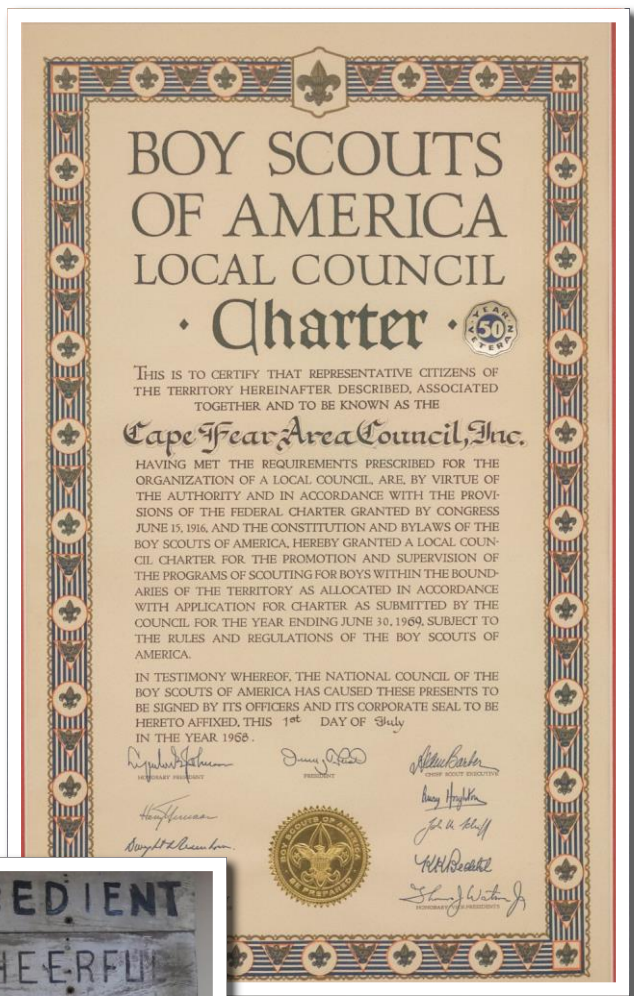
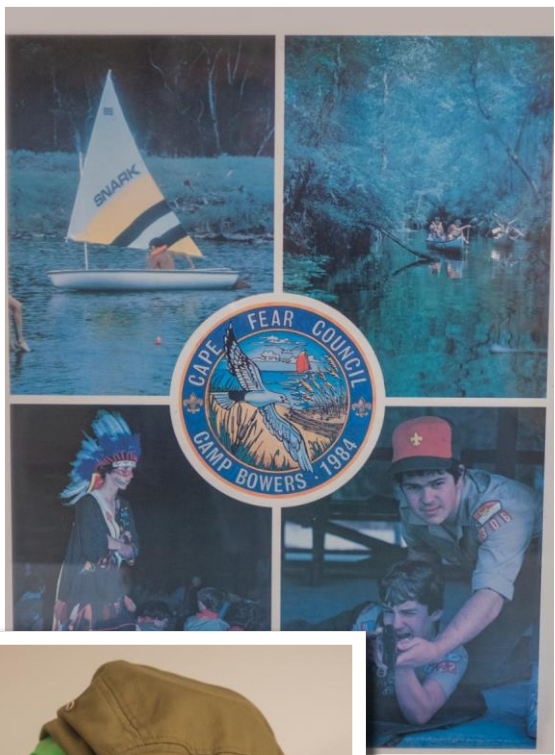
Damage assessed on an individual basis.

Environmental Damage

Damage to live trees\$25
 Improper disposal of trash..... \$10

Program Equipment

Damage assessed on an individual basis.



Camp Bowers Museum

The Cape Fear Council SCOUTING AMERICA Historical Association works to preserve Scouting's history and to draw attention to the SCOUTING AMERICA's rich and exciting history in Southeastern North Carolina.



Trading Post

The newly renovated Trading Post will stock a variety of items, such as camp memorabilia (patches, mugs, t-shirts, etc.), program supplies, and concession items. The Trading Post is open during the day and evening, except at mealtimes. It is a popular place for Scouts and Leaders to get a snack and relax. It is recommended for campers to bring between \$75-100. Visa, Discover, and MasterCard are accepted, as well as ATM and Debit cards.



Check Out

The safety and security of every Scout is paramount to all Leaders and Staff. To enhance our security efforts we require parents, leaders, and Scouts to sign in and sign out at the Administration Building when entering or leaving camp during the week. Scouts who are leaving camp early will need to check out at the Administration Building with our staff while being accompanied by an adult from the Troop to authorize the departure. Troop Leaders should encourage all guests and visitors to depart by 10:00 p.m. If there are concerns about an individual Scouts' well-being and protection, the Troop Leader should contact the Camp Director.

The check-out procedure begins on Saturday and should be completed before 10:00 a.m. Any Troop with special check-out considerations should make plans through the Program Director or the Camp Director. The Guide that checked you in on Sunday will check you out on Saturday along with a member of the Commissioner Staff. Vehicles will be allowed in camp to load any personal and Troop equipment. The Guide and the Unit Leader will conduct an inspection of the campsite to make sure that no equipment has been misplaced or damaged during

the week.

The cost of any damaged property or equipment will be charged to the Troop. The Troop Leader should stop by the Administration Building on the way out of camp to check out and take care of any last-minute business.

Communication

Postal Mail

Scouts may send and receive mail at camp. Please send mail addressed as follows:

Scout's Name & Troop Number
Camp Bowers
13165 N.C. Hwy. 53 West
White Oak, N.C. 28399

Please be sure to include the Scout's Troop number on all mail; this will make sure it is routed to the proper mailbox. Also include a return address in case a letter arrives at camp after the Scout has left. Mail service is dependable, but it is recommended that mail not be sent to camp later than the Wednesday that the Troop is at camp. Any letters or packages that contain currency or valuables should be insured.

Telephone

Should someone at camp need to be contacted, the camp telephone number is (910) 866-4423. This phone is in the camp office and is manned during the day. If there is no answer, please leave a detailed message with a return number and a Camp Administrator will return your call within 24 hours. Please note, however, that this is the camp business phone and parents will not be able to speak with their children. The staff will take the message and deliver it to the unit mailbox. Of course, emergency messages will be delivered as soon as possible.

Internet Use

Scoutmasters that need to stay connected are permitted to use our wireless internet available in the Scoutmaster's Lounge.

Visitors' Night

Visitors' Night at Camp Bowers is Thursday evening. At that time parents/visitors may wish to bring a picnic dinner to enjoy with their scouts and friends. The highlight of the evening's activities is the

campfire program and the Order of the Arrow ceremony.

Visitors should not plan to arrive at Camp Bowers before 5:00 p.m., as the Scouts will be in merit badge sessions until then and will need time to take a shower and change clothes.

The ceremony will last until approximately 9:30 p.m., so visitors should plan to leave shortly afterward so Scouts and Leaders can get a good night's sleep. In the event of inclement weather, the campfire and ceremony will be held in the Dining Hall.

Vehicles for disabled people and food drop-off are allowed into camp on Thursday evenings. All other visitors are asked to park in the parking lot at the Administration Building.

Please note that the camp wide speed limit is 12 mph.

Visitors at any time other than Thursday should make prior arrangements with the Camp Director and check in at the Administration Building. There are no facilities at Camp Bowers to allow visitors to stay overnight.

Camp Safety & Emergency Procedures

Safety

While we want every Scout to have a fun and exciting week, safety is a top priority in our program, in the campsite, and around camp. Please take note of the policies and procedures to ensure a fun and safe experience.

In Case of Accident or Emergency

The Camp Bowers Health Lodge is open 24 hours a day and is run by staff trained in handling minor accidents and illnesses.

In addition, Camp Bowers has a working arrangement with physicians in the Elizabethtown, N.C. area for the treatment of more serious cases. If this kind of treatment is required, the Scout's parents will be notified.

and their wishes during treatment will be respected. If such a trip is required, we ask that one of the Scout's leaders drive the Scout to the hospital.

During medical screening at check in, the camp reserves the right to refuse admittance to any

person who, in the opinion of the Camp Director and

Health Officer has any physical or medical condition that might present a hazard to self or others.

In the event of an emergency, it is important that camp

policies and emergency procedures are always

followed. Camp

Staff will provide direction as required.

In the event of an

emergency at Camp

Bowers, you will hear

one long, continuous siren signal, which means everyone needs.

to assemble at the Dining Hall in parade formation.



Scoutmaster Merit Badge

Camp Bowers needs the help and involvement of the Adult Leaders in Camp which is why the Scoutmaster Merit Badge was created. To earn the Scoutmaster Merit Badge, select from the list below. The Camp Director will serve as your merit badge counselor and approve substitutions/alternates as appropriate.

Name of Leader: _____ **Unit #** _____

- Eligibility: All adult leaders (Scouters) in camp
- Requirements: Must complete **20 points** in one week
- Have the Commissioner, Camp or Program Director initial completed options.
- Turn in completed form to Headquarters Building by **10:00 a.m. Friday**.
- Patches will be distributed at Friday's Closing Campfire

1 Point
<ul style="list-style-type: none"> • ____ Visit any 3 program areas: 3=1 point, 5=2 points, 7=3 points • ____ Take a one-hour nap per day. • ____ Wear a 2024 Camp Bowers T-Shirt or hat at camp. • ____ Treat a Commissioner, Director, or Ranger to a snack from the Trading Post • ____ Lead a vesper service. • ____ Invite 2 staff members to eat with your Troop on Thursday evening for Family Night
2 Points
<ul style="list-style-type: none"> • ____ Assist at the climbing tower or the waterfront during <i>Bowers after Hours</i> • ____ Help supervise with clean-up in the Dining Hall for three meals - ____1 ____2 ____3 • ____ Assist counselors in 2 merit badge classes. • ____ Complete the Mile Swim
3 Points
<ul style="list-style-type: none"> • ____ Assist in driving scouts during field trips for classes. • ____ Complete a Ranger worklist project. • ____ Attend ALL Leader's Roundtables - ____1 ____2 ____3 ____4 ____5 ____6 • ____ Assist on a TTA or Scoutcraft outpost
20 Points
<ul style="list-style-type: none"> • ____ Be an Assistant Ranger for the week. (<i>approved by Ranger only</i>) • ____ Complete the SCOUTING AMERICA Lifeguard program (<i>approved by Aquatics Director only</i>)

Honor Troop Award

TROOP: _____ **Week:** _____

Do all the following:

- Demonstrate continuous scout spirit and participate in all events.
- Follow all posted Camp Bowers procedures, as well as all of those put forth in the Leader's Guide.
- Post your Troop program schedule and the camp schedule at the campsite.
- Review and post the needed rosters (table waiters, fireguard plans, cleanup duties, etc.).
- Keep the Troop campsite neat and free of hazards. Each Troop must maintain at least an 85 on inspections or show continuous daily improvement ending above an 85.
- Fly the flag of the United States of America proudly and properly within the Troop campsite.
- Conduct flag-raising and lowering ceremonies within the campsite.
- Sign up to clean the Scout showers (may be done with the cooperation of another Troop).

Complete ten (10) of the following:

- o Conduct a Troop or inner-Troop campfire and invite a staff member to attend.
 - o Invent a Troop yell and perform it when called to attendance at morning and evening flags.
 - o Eat with ten different staff members in the dining hall.
 - o Create or embellish a Troop flag and bring it to morning and evening flags.
 - o Perform a worthwhile good turn or conservation project with the approval of the Ranger.
 - o Have all scouts wear their Class-A Uniform to evening flags.
 - o Show that all scouts have earned and carry a Totin' Chip and Firem'n Chit.
 - o Show that wood tools are available and used safely within the Troop campsite and that there exists a marked wood yard.
 - o Have at least one scout registered for a provisional week at Camp Bowers.
 - o Construct a significant pioneering project at your campsite.
 - o Have at least 75% of Troop members complete a Handicraft project while in camp.
 - o Have at least 90% of Troop members classified as Swimmer or have advanced one level at the waterfront.
 - o Have at least one scout leader trained in Safe Swim Defense and Safety Afloat and hold either a Troop Swim or a Troop Boat.
 - o Pre-register for next year at Camp Bowers.
 - o Have one member of your Troop fill out a staff or volunteer application for next camp season.
 - o Audition and perform a skit or song for campfire.
 - o Have at least one Scout Leader attended the daily Scoutmaster Forum.
 - o Have all Scout Leaders who have stayed over 72 hours earn the Scoutmaster Merit Badge.
- The Senior Patrol Leader needs to turn this form in by Friday dinner to the Camp Office.

Senior Patrol Leader

Scoutmaster

Inspection Items	Monday	Tuesday	Wednesday	Thursday	Friday
General Site 25					
Tents 15					
Personal Gear 20					
Latrine 10					
Water Basin 5					
Rosters 10					
Fire Equipment 15					
Extra Credit 5					
Daily Total					

TROOP: _____ CAMPSITE: _____ WEEK: _____

• **General Site:** Overall appearance of campsite; No trash found on the ground; No obvious safety hazards; fire rings in good condition; Natural ground cover in place.

• **Tents:** Tent flaps properly rolled. At least the front and back flaps of all occupied tents should be rolled, weather permitting. All tents should be rolled in a consistent manner.

• **Personal Gear:** All gear neatly stowed; Sleeping bags/ blankets rolled, hung, or neatly folded.

• **Latrine:** Free of dirt, trash, and spider webs; Stocked with toilet paper; Toilet lids down; Floor relatively clean.

• **Water Basin:** Free from soap, toothpaste and personal gear.

• **Rosters:** Scout Fireguard Chart posted and properly used; Troop duty roster posted.

• **Extra Credit:** Each pioneering project can earn up to five points. Points will be awarded based on skills needed, complexity, and originality.

Tom Avent Campership Application

The maximum amount the Cape Fear Council can award to any Scout is up to 50%.

For a Scout to qualify, their Troop must have participated in the Annual Product Sale in the previous year and have total sales of \$1,000 or greater.

SCOUT'S NAME _____

TROOP _____ **Date of Application** _____

ADDRESS _____

CITY _____ **STATE** _____ **ZIP** _____

TELEPHONE _____

CHARTERED ORGANIZATION _____

This is to certify that I have talked with the above Scout regarding their attendance at Camp Bowers during the week of _____ and have interviewed his parents or guardians and present the following plan for their attendance fee.

_____ + _____ + _____ = _____
Amount Scout Will Pay Amount Troop Will Pay Amount Requested Total Fee

Remarks: _____

Scoutmaster's Signature _____ **Date** _____

Address _____ **Phone** _____

Parent/Guardian Signature _____ **Date** _____

Address _____ **Phone** _____

(A letter from the Scout Leader must be attached to this application)





Thursday Night Cook Out Request

On Thursday evening, Camp Bowers does not provide a meal in the Dining Hall. Troops can be provided with ingredients to cook their own dinner and can choose from the ingredients below.

Units must provide their own cooking equipment and prepare and eat this meal in their campsite.

Troops are also encouraged to invite staff members to their campsite to join them for this meal and share in fellowship.

Unit: _____

Campsite: _____

Week Number: _____

Number of people: _____

Meal Option (choose one):

☐ **Chili and Rice**

Includes: ground beef, kidney beans, peppers, onions, tomato paste, chili powder, rice, corn chips, salt & pepper, dessert, and drink mix

Perfect for Dutch oven or stovetop cooking.

☐ **Shepard's Pie**

Includes: ground beef, mashed potatoes, corn, peas, Worcestershire sauce, dinner rolls, butter, salt & pepper, dessert, and drink mix. **Perfect for Dutch oven cooking.**

Pre-Camp Swim Test Results

All tests must be supervised and administered by a Lifeguard with a current certification. A copy of their certification must accompany this form. Incomplete forms, or absence of certification will result in a retest at camp. The Waterfront Director may review or re-test any Scout whose skills appear to be inconsistent with his classification. All principles of Safe Swim Defense must be followed at the time of the test, including adult leadership. Please use additional forms for more Scouts.

Full Name <i>Please Print Clearly</i>	Swim Classification		
	Non-Swimmer	Beginner	Swimmer

I attest to the validity of the preceding information as a certified Lifeguard. A copy of my certification is attached. I understand that classifying an unqualified Scout as a swimmer or beginner could impact or impair the health and safety of the individual and others.

Unit #: _____ Council: _____ Camp Session: 1 2 3 4

Unit Leader: _____ Pool Name & Location _____

Lifeguard Name _____ Signature _____ Date: _____

Camp Bowers Merit Badge Schedule								
Monday - Thursday Programs		0900-0950	1000-1050	1100-1150	Lunch	1400-1450	1500-1550	1600-1650
Aquatics	Canoeing			X				X
	Instructional Swim	X				X		
	Kayaking		X				X	
	Lifesaving		X				X	
	Motorboating			X				X
	Swimming	X				X		
Range and Target Sports	Archery			X				X
	Rifle					X		
	Shotgun	X						
COPE and Climbing	Climbing	X				X		
Trail to Adventure	Morning Session	X						
	Afternoon Session					X		
Health and Fitness	Emergency Prep			X				X
	First Aid		X				X	
	Personal Fitness	X				X		
Handicraft	Animation	X				X		
	Basketry	X				X		
	Leatherwork		X				X	
	Model Design and Building			X				X
	Photography		X				X	
	Space Exploration	X				X		
	Woodcarving			X				X
Scoutcraft	Camping	X				X		
	Cooking		X				X	
	Orienteering		X				X	
	Pioneering	X				X		
	Wilderness Survival			X				X
Leadership	Citizenship in the Nation	X				X		
	Citizenship in the World		X				X	
	Communication			X				X
	Game Design	X				X		
	Inventing		X				X	
	Personal Management			X				X
Ecology	Astronomy							X
	Bird Study	X						
	Environmental Science		X				X	
	Fishing/Fish and Wildlife	X				X		
	Forestry			X				
	Mammal Study					X		
	Oceanography		X					
	Geocaching			X			X	
	Reptile and Amphibian							X

Friday Merit Badges		0900-1150	1400-1650
Aquatics	Small Boat Sailing	x	x
	Rowing	x	x
Handicraft	Art	x	x
	Indian Lore	x	x
	Music	x	x
Leadership	Chess	x	x
	Safety	x	x
	Salesmanship	x	x
Scoutcraft	Signs, Signals & Codes	x	x
	Fire Safety	x	x
Ecology	Nature	x	x
	Weather	x	x



CAPE FEAR COUNCIL SCOUT RESERVATION CAMP BOWERS BOY SCOUT CAMP Cape Fear Council Boy Scouts of America

NOT TO SCALE

