

Summer Camp Program: Scouts BSA & Cub Scout Resident Camp



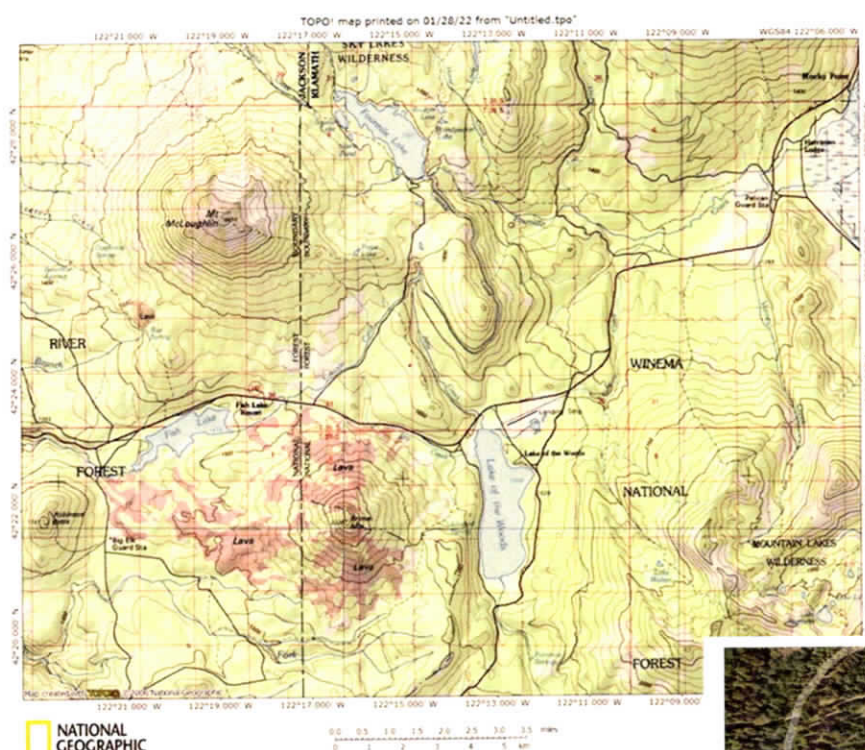
Scouts BSA Camp is self-paced and directed in choices and selections.



Cub Scout Resident Camp is more structure and schedule.

Both camps provide ample opportunity for activity and advancement

Maps – To & of Camp and Program location



Camp sites		# of campers
Cherokee	Lake Front	25
Comanche	Lake Front	30
Mazama	By Dry Creek	20
Sioux	Closest to the parade ground	35
Seminole	Western Most campsite	35
Modoc	Lake front	25
Wintun	North of Dry Creek	30



- ✓ Camp has a maximum camper capacity of 200. Some Campers/Units may need to be combined to accommodate all campers.
- ✓ Potable water is close and accessible to all camps.
- ✓ Fire pits are established and designated. Open fires are under the control of the forest service. In the past 26 years only one year has been restricted to no open fires/flames.
- ✓ Trails are clearly delineated. We use trails and avoid "free range" for conservation purposes.
- ✓ Fire Boxes are in each camp site.
- ✓ Hand washing stations are within 50 feet of each camp site.
- ✓ 2 vault toilets and pit toilets are close to each campsite.
- ✓ Picnic tables in each campsite.
- ✓ Program/announcement boards are in each site.
- ✓ Tents provided. There is room to bring and use your own tent if desired.
- ✓ Tent platforms for each tent.
- ✓ Dining hall.
- ✓ Shower house.
- ✓ Designated program areas are within easy walk and accessibility.
- ✓ Gear transport carts. No vehicles in camp. All gear is carried to your campsite.

Camp Program

Attendance -

Being there *when it's happening* matters. Proximity to good activities fosters an important sense of belonging. Self-esteem and confidence are two great hallmarks of Scouting.

Leave No Trace / Conservation & Outdoor Code of ethics –

Taking care of our environment is a one-shot deal. Being aware of our surroundings and acting responsibly effects everyone. "Waste not, want not". Our throw away culture is squandering important resources. We'll cover the environment and teach the value of "Use It Up, Wear It Out, make it do, or do without" – not sure who said it, or when, but it's been around a long time and still makes sense today – Now more than ever.

Out with the old by making it new is more than a clever slogan. It is thrifty and a fact of creativity, imagination and satisfaction – *all of which can be found in Scout Craft*

Free time –

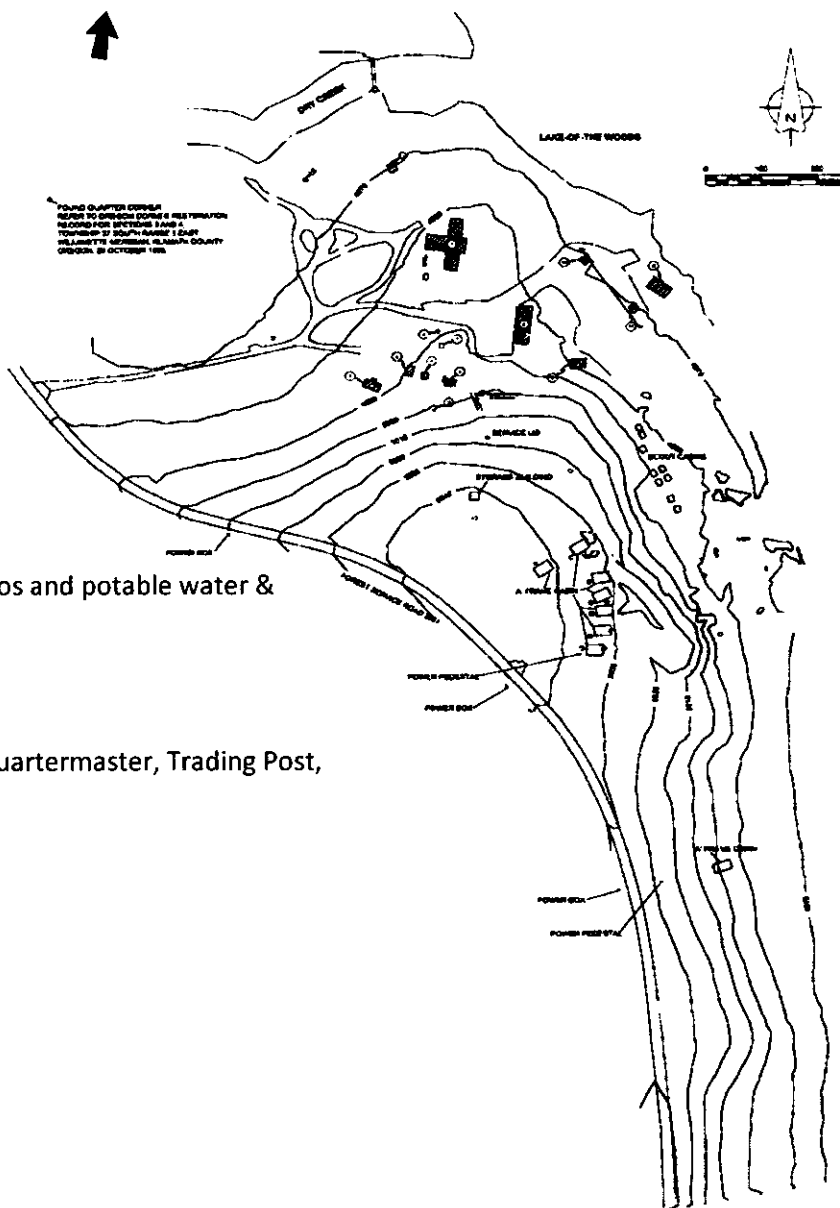
Free time will be available. In fact, necessary. Scout leaders will be provided an advanced course of "nap on safely". It's for real, check it out at –

<https://www.scouting.org/health-and-safety/safety-moments/nap-on-safely>.



Range and additional programs – north end of camp

Locations for service projects



Trustworthy	Friendly	Obedient	Brave
Loyal	Courteous	Cheerful	Clean
Helpful	Kind	Thrifty	Reverent

VISION STATEMENT

The Boy Scouts of America will prepare every eligible youth in America to become a responsible, participating citizen and leader who is guided by the Scout Oath and Law.

THE AIMS AND METHODS OF SCOUTING *(the how and why of Scouting)*

The Scouting program has specific objectives, commonly referred to as the “**Aims** of Scouting.” They are:

character development,
leadership development,
citizenship training,
personal fitness.

Leadership development is also one of Scouting’s eight methods contributing to both good character and good citizenship. The **methods** by which the aims are achieved are listed below in random order to emphasize the equal importance of each.



Ideals – The ideals of Scouting are spelled out in the Scout Oath, the Scout Law, the Scout motto, and the Scout slogan. The Scout measures themselves against these ideals and continually tries to improve. The goals are high, and, as they reach for them, they have some control over what and who they become.



Patrols – The patrol method gives Scouts an experience in group living and participating citizenship. It places responsibility on young shoulders and teaches Scouts how to accept it. The patrol method allows Scouts to interact in small groups where they can easily relate to each other. These small groups determine troop activities through their elected representatives.



Outdoor Programs – Scouting is designed to take place outdoors. It is in the outdoor setting that Scouts share responsibilities and learn to live with one another. It is here that the skills and activities practiced at troop meetings come alive with purpose. Being close to nature helps Scouts gain an appreciation for God’s handiwork and humankind’s place in it. The outdoors is the laboratory for Scouts to learn ecology and practice conservation of nature’s resources.



Advancement – Scouting provides a series of surmountable obstacles and steps in overcoming them through the advancement method. The Scout plans their advancement and progresses at their own pace as they meet each challenge. The Scout is rewarded for each achievement, which helps them gain self-confidence. The steps in the advancement system help a Scout grow in self-reliance and in the ability to help others.



Association with Adults – Scouts learn a great deal by watching how adults conduct themselves. Scout leaders can be positive role models for the members of their troops. In many cases a Scoutmaster who is willing to listen to the Scouts, encourage them, and take a sincere interest in them can make a profound difference in their lives.



Personal Growth – As Scouts plan their activities and progress toward their goals, they experience personal growth. The Good Turn concept is a major part of the personal growth method of Scouting. Young people grow as they participate in community service projects and do Good Turns for others. Probably no device is so successful in developing a basis for personal growth as the daily Good Turn. The religious emblems program also is a large part of the personal growth method. Frequent personal conferences with their Scoutmaster help each Scout to determine their growth toward Scouting’s aims.





Leadership Development – The Scouting program encourages Scouts to learn and practice leadership skills. Every Scout has the opportunity to participate in both shared and total leadership situations. Understanding the concepts of leadership and becoming a servant leader helps a Scout accept the leadership role of others and guides them towards participating citizenship and character development.



Uniform – The uniform makes the Scout troop visible as a force for good and creates a positive youth image in the community. Scouting is an action program, and wearing the uniform is an action that shows each Scout's commitment to the aims and purposes of Scouting. The uniform gives the Scout identity in a world brotherhood of youth who believe in the same ideals. The uniform is practical attire for Scout activities and provides a way for Scouts to wear the badges that show what they have accomplished.

Camp Activities

Scout Camp provides an opportunity to be active or enjoy learning and engagement at a more relaxed pace. Fast is not better, likewise not being engaged in some activity or event is not ideal either.

Daily Activities can be self-paced and productive. Activities include

- Campsite games
- Slack line
- Climbing wall
- Chalk ball shooting
- Challenge course – not a cope course
- Leisure bike riding (as available)
- Hiking and nature work
- Canoeing and row boats
- Swimming
- Open crafts/projects are available through purchase from the trading post
- Service project & camp maintenance – Camp Ranger has some projects you can help out with.
- Adult training and leadership workshop and discussions. Best practices and sharing of ideas to solve problems and strengthen unit program will be covered.



Character building is the core of Scouting. Aims and method are the measurements we use to build successful Scouting.



CUB SCOUT PROGRAM - 2022

Theme:

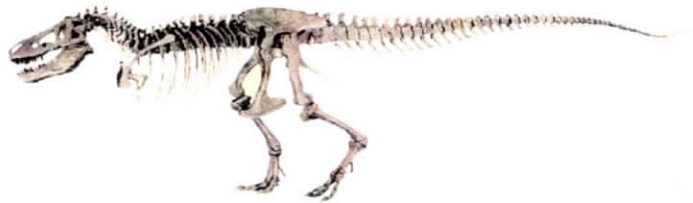
Camp Cretaceous !

Keep an open eye, sharp intellect, keen senses, and be prepared to do your best

The Cretaceous Period

Camp McLoughlin has gone back in time, all the way to the Mesozoic era. We have Dinosaurs in the campsites, pterosaurs in Handicrafts and swimming plesiosaurs in

Aquatics. So join us while we jump, shoot, swim and learn all about these *Giant Lizards of the Cretaceous period.*



When you go outside in the summer, you can probably see lots of different kinds of flowers. Maybe you even have a garden full of different flowers. But did you know when the very first flowers appeared on earth? That was in the **Cretaceous Period**. The Cretaceous Period started around 145.5 million years ago and ended around 65.5 million years ago. The very first flowers lived during the Cretaceous, and so did the very last dinosaurs. The earth was changing a lot during the Cretaceous.

there was only one big continent. North America, Asia, Europe, Africa, South America, and Antarctica were all smushed together into Pangea. Just before the Cretaceous Period, Pangea started to break up into all the different continents. During the Cretaceous, Pangea was still separating into the different continents we have today. By the end of the Cretaceous, most of the continents that we have today were separate from each other.



During the Cretaceous, the level of water in the oceans was higher than it is today. So, in some places where there's land today, there was water in the Cretaceous. the seas reached their highest levels during the Cretaceous Period, resulting in vast shallow continental seas. Huge deposits of chalk left from the skeletal remains of marine organisms, give the period its name.

Lots of different kinds of birds also started living on earth during the Cretaceous. Because the continents were slowly moving apart from each other, there were a lot of new coastlines. Animals that lived along the coast had a great time in the Cretaceous because there was so much new space for them to live in.

Dinosaurs

The Cretaceous was the last time dinosaurs lived on earth. Dinosaurs that lived during the Cretaceous Period included some that you might already know, like *Tyrannosaurus rex* and *Triceratops*. But there were other dinosaurs as well, and some new dinosaurs appeared for the first time during the Cretaceous Period.





SCOUTS BSA PROGRAM - 2022

Trail to First Class: *The Baden-Powell Trail*

Camp McLoughlin's trail to first class has been redesigned to provide a strong measure of consistency.

Trail to First Class is a solid start to Scouts BSA. A Scout's longevity is directly connected to TTFC.

A new or just starting out Scout, on this Trail to first class, can step into a carefully planned program that aims to return great solid scouts to your patrol/troop.

The Scout Oath and Law will be integrated throughout this program. "Character counts" is a sub theme in the initial teaching of a Scout. Learning to live it throughout the Scout's experience and into life is the aim.

Teaching, reviewing, practicing, and overcoming challenges is the core of our program. We want your Scout to be a solid member of the troop. An outstanding first-class scout can lead younger scouts along the scout, tenderfoot, and second-class trail. Teaching younger scouts throughout the program year in your unit meetings will be a foundation of leadership and satisfaction. In fact, the influence of an older scout on a younger scout can be a friendship, bonding and mentoring experience. The teacher and the student both learn equally valuable lessons.

These young scouts will learn skills pertaining to:

- Hiking – gear, type, manners, podiatric care
- Basic first aid
- Sleeping outdoors – types of sleeping gear
- Hygiene – It does matter!
- Tenting – types and purposes of
- Inclement weather
- Knots
- Fire safety
- Backpacking equipment
- Campsite equipment
- Leave no Trace & Outdoor code
- Patrol method - Cooperation and supporting one another.
- Diet, nourishment & hydration.
- Taking care of the necessities.



Scouts will enter a "class". Either Scout, Tenderfoot, or 2nd Class. Each will have an agenda and receive guidance along the path.

The plan for activity and advancement in Camp McLoughlin's Trail to First Class will be a mix of working with their peers and older staff to teach and guide on the trail to First Class. Peers have great influence.

Pairing youth into teams and working together to achieve similar interests is an important development and learning experience. All while developing a sense of 'self' and 'place' as a Scout. Interactions will and should be supportive, thereby building trust, confidence and knowledge.

So –

A beginning “**Scout**” rank is a buckskin –



Wear a token at the beginning with pride and determination. Expect to learn the purpose of Scouting. What it means and how it affects future learning and confidence. The Oath and Law will be applied as this joining rank is explored and achieved.

The **Tenderfoot** will forge ahead as a pathfinder -



Increasing sensitivity to the ‘*knowns*’ that surround you. What do they mean? How do things influence us? Understand the environment and how to interact meaningfully. What limits are, and what those limits are! Learn to control and interact within your world.

Second class scout follows the **trailblazer** activities –



Proficiency, skill and the ability to “size up the challenge” really matters. Just as a diver is able to enhance the experience by using a springboard to position him or herself to a better outcome. Leading, guiding, and directing are equally important

The activities and instruction will be age appropriate and **follow the scout handbook**. At the conclusion of the week each boy will receive an emblem of their final achievement and be a proud member of Camp McLoughlin’s Trail to First Class team. Giving them a sharper *EDGE*.

The overnight event in trail to first-class is a ‘finishing moment’. Each Scout will be recognized for their level of achievement and proficiency.

First Class Scouts show that a Scout is able to point the right way in life as truly as the compass points it in the field.

The purpose of the first-class rank:



- ✓ Inspire perpetual accomplishment.
- ✓ Basic level of mastery. Competent & skilled.
- ✓ Can begin making a positive contribution to the troop with positive energy.
- ✓ The starting gate for merit badge earning.
- ✓ Understands the Scouting mission.
- ✓ Assimilates the Scout more easily into the troop.
- ✓ Contributes to a unit’s sense of camaraderie and scout spirit.










Thereby unifying the troop and enhancing the experience of a youth led unit.

Merit Badges

With more than 135 merit badges in the Scouting system, choosing those badges to teach at camp is a matter of providing those that are more readily practical at camp. The purpose of Scouting is to assist each scout in achieving the First-Class rank. Advancement and more individually specialized badges are best achieved through weekly troop meetings or close to the specific counselor.

A good plan for quality instruction and learning is to work toward efficiency. The following will be offered at camp.

	<u>Merit Badge</u>	<u>Description /Requirements</u>	<u>/Activities</u>
	- Nature		
	- First Aid	Partial (5 & 7 done at home)	
	- Cooking	Partial (4 & 6 done at home)	
	- Swimming	Complete	
	- Life Saving	Complete	
	- Canoeing		
	- Rowboat		
	- Rifle shooting	Complete – Ammunition Fee Applies	
	- Wilderness Survival	Complete	
	- Pioneering		
	- Hiking	Partial	
	- Forestry	Partial (5 & 8 done at home)	
	- Environmental Science	Complete	
	- Archery	Complete – arrow kit purchase required	
	- Kayaking		
	- Basketry		
	- Orienteering		
	- Leatherwork		
	- Astronomy		
	- Chess	Complete	
	- Scouting Heritage	Pre-requisite (req. 5 & 6 done at home)	
	- Fingerprinting	Complete	

Note: As we review the requirements for these merit badges, some requirement fulfillment/completion will be adjusted. We are constantly working on achieving a fuller level of meeting 'completion' for your scouts at camp.

Leader Help

We recognize that unit adult leadership brings a wealth of knowledge and diversity of skill to camp. Many leaders have honed and refined their scout skills over years and are generous with sharing their knowledge. We all benefit from the best teachers and practitioners. If you have a desire to share your knowledge and perhaps offer it to camp by teaching a particular badge or skill of interest – let us know. An important part of camp involves what you would like to see available. We want to work together and provide the opportunity for the Scouts to benefit from your experience. If you have materials or supplies that would help you teach or support your instruction – let us know. If you need aids or other essentials to engage the camp merit badge program in your teaching – we can make it happen.

The merit badge schedule is referenced in the daily schedule found in the appendix. We have expanded times and resources to make the merit badge a total value.

“ The Merit Badge Process - (from the BSA Guide to Advancement – 2021 revision / section 7.0.0.3)

The image shows two forms side-by-side. The left form is titled 'Information for Applicants' and contains several sections of text and a barcode at the bottom. The right form is titled 'APPLICATION FOR MERIT BADGE' and is a grid-like form with various fields for personal information, unit details, and counselor information.

The Scout and the unit leader: Any registered Scout, or qualified Venturer or Sea Scout, may work on the requirements for any merit badge at any time. However, before working with a counselor or attending a group or virtual merit badge opportunity, a Scout should meet with his or her unit leader. This is the leader’s opportunity to

give guidance on the wisdom of pursuing a selected badge, to advise the Scout on how work might be approached and what may be encountered along the way. It is also the time to provide the names and contact information for one or more approved counselors. The best outcome, however, is that a growth-oriented, positive dialog occurs that provides inspiration and direction in a Scout’s life and even leads to conversations about talents and interests, goal setting, and the concept of “challenge by choice.” The benefits can be much like those of a well-done Scoutmaster conference. It must be noted that this visit is sufficiently important that it should be documented either by the unit leader’s signature on the Application for Merit Badge (blue card) or by other means.

Even though a leader may voice concerns about a particular Scout pursuing a particular merit badge, it is the Scout’s decision whether or not to proceed.

The Scout may want to take advantage of opportunities at merit badge fairs or midways, or at rock-climbing gyms or whitewater rafting trips and so forth. This is acceptable but should be a part of the discussion with the unit leader. Group instruction has both advantages and disadvantages (see “Group Instruction,” 7.0.3.2 and related topics 7.0.4.9 and 7.0.4.10). Another discussion with the unit leader should take place if a Scout wants to change counselors. Regardless how they come to work with a Scout, all merit badge counselors must be registered and approved. See topics 7.0.1.2, 7.0.1.3, and 7.0.1.4.

Because of the counseling opportunity presented, it is the unit leader’s responsibility to sign blue cards, or to otherwise document the visit that takes place before a Scout meets with a merit badge counselor. In the role of giving leadership to the delivery of the troop program, a Scoutmaster, for example, has a better opportunity than other leaders to get to know the youth. This background with the Scouts allows a unit leader to add greater value in the discussion and counseling intended to take place. However, in circumstances when this may be impractical—for example, in large units or when the unit leader may be absent—the unit leader may delegate authority to conduct and document the discussions. This authority should be entrusted to a knowledgeable assistant unit leader

➤ The Scout and the merit badge counselor.



Although it is the unit leader’s responsibility to see that at least one merit badge counselor is identified from those approved and available, the Scout may already have one in mind. The unit leader and Scout should agree on the selection of the counselor. Lacking agreement, the Scout must be allowed to work with the registered and approved counselor of his or her choice.

Even though Scouts may benefit from reviewing requirements with a merit badge counselor before getting to work, a Scout may begin the effort on any badge at any time after registering in Scouts BSA or becoming a qualified Venturer or Sea Scout. It is the counselor’s decision whether to accept work or activities completed prior to any meeting with the unit leader or the merit badge counselor. Common sense should prevail . . . “

High Adventure / Outbound

Activities are subject to registration minimum/maximums. And may be cancelled or modified based on participation levels. Every effort will be exercised to fulfill these offerings. Fees for transportation may apply. Updates to any fee schedule will be communicated through email and added to section C (communications/revisions/updates) of this guide.



- A. Rock climbing \$35.00 (half day activity)
Climb and learn the process of safe climbing with proper gear and technique . . . Experience a new and exciting adventure.



- B. Rafting/white water \$98.00 (all day activity, transportation necessary)
White water rafting on the Klamath river, one of the top-rated rafting rivers in the West!
A 12-mile combination of float and white water in 6-man boats.



- C. Kayaking in the Wilderness \$45.00 (afternoon activity)
Paddle through lake marshes and wetlands – Wood River. Learn or improve your kayaking skills while enjoying the Enjoy the Upper Klamath Lake National Wildlife Refuge. Pelicans, Eagles, otters, and beavers are just a part of this unique experience.



- D. Bike Packing \$ (morning activity)
Mountain bike through towering forests. Don't miss your chance to ride from camp to remote high mountain lakes, work your way through lava flows, and experience beautiful vistas on hiking/biking trails and single track. Beginner or expert, we have the ride for you!



- E. Sky Lakes Wilderness Adventure \$35.00 (overnight)
Two day one night hike and campout in the stunning Sky Lakes Wilderness area. This is perfect for new and experienced Scouts. Swim in alpine lakes and see the stars as you have never seen them before!



- F. Mount McLoughlin- a day long hike (all sunup to sunset) \$ -
Climb Mt McLoughlin. Our camp namesake, McLoughlin is a dormant volcano with a 9500 ft elevation. It last erupted between 30,000 and 20,000 years ago so there is nothing to worry about there! A 12-mile round trip day hike, challenge yourself- the view from the top is fantastic!



- G. 10/10/10 Challenge - Canoe/Cycle/Hike \$95.00 (3 days, 2 nights)
Paddle 10 miles on remote wilderness lakes, cycle 10 miles on biking and hiking trails, then hike away 10 miles through vast forests. This is a 3-day event. "Do you feel me"? Challenge yourself! You can do it!



- H. Lava Beds and the Modoc war of 1872 \$37.00 (Day activity)
Explore lava tube caves created by volcanic activity more than 10,000 years ago. Spelunk on your own or with a guide through dozens of caves. Visit Captain Jacks Stronghold where in the winter of 1872-1873 a small band of Modoc people endured an assault from the US Army in a virtual fortress of lava rock.



- I. Hike the Pacific Coast Trail (Crater Lake National Park to Camp McLoughlin) \$ -
Backpacking delight. This trip will take 50 miles and 5-6 days. This is one of the most beautiful sections of the Pacific Crest Trail as it meanders through forests and meadows. Trek by multitudes of high mountain lakes at the top of the Cascade Range.



J. Zip Line

\$130.00 (day activity)

Crater Zip line. Just hanging around. 9 lines, 2 rappels – in the canopy, above and through towering old growth forest.



K. Crater Lake National Park Day trip/hike

\$30.00 (most of the day)

Mt. Mazama blew its top 12,000 years ago creating Crater Lake. We'll get to the base; you get to hike three miles to rim. It's an amazing view and the deepest lake in the United States at nearly 2000 feet deep. See the Phantom Ship and Wizard Island and maybe even get a peek at the Old Man of the Lake. The 6th National Park was set aside in 1902 by President Theodore Roosevelt. However, there is no diving board!

Registration for each area of participation is done online. The final record of your unit's choices of participation at the Scouts BSA camp are done at the Crater Lake council Website –

Scouts BSA Camp: <https://scoutingevent.com/491-2022scoutsbsacamp>



A word on High Adventure program or activity, Outbound (Outpost), and Trekking.

Resident Camp is designed as 'residential' experience. Program, activities, and supportive functions all are contained in the camp environment. Experiences that extend beyond camp are under the realm of the Scouting "outbound" and "activity" guidelines. Which defined, is –

"An activity where a unit or group leaves the primary camp program area for an overnight experience. The outpost activity may last at most one night and any individual participant may not participate in more that three nights of outpost camping in any week".

Important to know –

NCAP standard PS-217

- A. BSA National Camp standards apply
- B. The camp program guide communicates the activity
- C. NCS-trained (leader) reviews the conditions involved
- D. Safety procedures are communicated
- E. Unit participation must be logged and all reasonable steps for retrieval must be in place
- F. Medical requirements are met for administering first aid
- G. Guide to safe Scouting applies in every respect
- H. Unit (troop or crew self-contained), or group (youth from different units) designation
- I. Program objective is discussed

- J. "shakedown" may be required - PS-218
- K. "pre-event" skill test may be required - PS-218
- L. Barriers to abuse are met - PS-218

Elements of NCAP PS-219, PS-220, PS-221 apply to certain program descriptions.

- M. Adventure activity is 2 consecutive nights or 48 hours or more - PS-222 A1 & A2
Covers mountain biking, paddleboarding, caving, rock climbing, bouldering, whitewater rafting

- Could include (as a trek activity); backpacking, travel at speeds greater than 10 mph.
- N. Hazard program analysis may be required - PD-112
 - O. Age appropriate guidelines apply
 - P. Staff leadership and activity staff requirements - SQ-410

Please Note:

We emphasize strongly that you register for camp early. Pay attention and know the due dates:

- **February 28, 2022** – ongoing. Nonrefundable, \$25.00 per scout & adult booking fee.
- **April 1, 2022** - 2nd payment due totaling 50% of the total fees for camp per person.

Online window for merit badges will open sooner than planned. We are planning for March 1, 2022. Remember to use the '*program selection worksheet*' to flesh out your '*at camp*' participation plans.

- **April 29, 2022** - Merit Badge registration completed.
There are two types of registration considerations. One; fee-based badges/activities. These are badges like leatherwork, basketry, & fingerprinting. Registration enables us to prepare and have available the kits/materials necessary. Two; no fee or purchase necessary such as swimming, pioneering, astronomy, or hiking etc.

The '*program selection*' worksheet is a tool to use in your troop meetings to gather and record your Scouts interest of merit badges. And to make input into the online system on the council website easier.

- **April 29, 2022** - Activities registration completed.
Also, like merit badges, activities in camp and out of camp require your input. Camp life matters, fun, games, and activities are an important part of Scouting.

Please Note:

Each Scout attends camp for a variety of reasons. Parents are interested in their Scout advancing. Some youth prefer the camp life over the learning, earning, and recognition process. Simply put, camp should be, at least, about activity. So . . . engaging in camp activities is really important. The program director has put together a lot of fun and enjoyable activities which enable Scouts to apply their skill and knowledge.

- **May 1, 2022** - Full roster due. 100% of attendance fees paid.

Early registration places your unit in the best situation to hold a spot and register for merit badges and adventures early. Some classes will fill early. Additionally, some material availability may be limited, so deciding early leads to greater success.

Fees

The Cub Scout Resident Camp program items are pre-built, meaning - each cub is already included in the full camp activities. No "selection" of program items is necessary.

Cub Scout Camp: <https://scoutingevent.com/491-cubscout2022camp>

For Scouts BSA these important steps are essential:

- A. Discuss in your next Scout meeting the interests and activities each Scout would like to participate in. Share the activity pricing. Be proactive.
- B. Complete the "unit program selection worksheet". Front and back. Write down each Scout's choices and discuss.

The image shows two versions of the 'Unit Program Selection Worksheet' for Summer Camp 2022. The top version is the front side, featuring a header with the camp name and a list of activities categorized by merit badge (e.g., Adventure, Leadership, Citizenship, etc.). Below the list is a grid for recording selections. The bottom version is the back side, which includes a section for 'Merit Badge Selection' with a grid for recording choices for specific merit badges. Both versions include a section for 'Scout Information' with fields for name, age, rank, position, and contact details.

- C. Go online and enter the selections and pay the fees to register each Scout by May 1, 2022.

- Pre-registered merit badges will secure your space in the class, provide a class schedule, a completion worksheet to keep track of requirements fulfilled and a signed record of progress.
- The sooner you register, the better your chances of locking in your seat and ensures the program supplies will be ready for you.
- Failure to complete the pre attendance work of talking about activity choices (and registering online) may put you at risk of losing out on the badges and activities you really want.

High adventure participation is best experienced as a troop in some programs. Some program adventures can easily accommodate individuals. More information, registration, fees, and requirements will be forthcoming as enrollment numbers build. These updates will be added to the council website, section "C" of this guide and emailed to all unit leaders for dissemination to the Scouts.

Please remember. The availability of and delivery of some program activities is subject to minimums, transportation, meals, time involved varies. Providing the program selection worksheet is the guiding tool to determine suitability of delivery.

Come Join us.
We look forward to sharing our Campfire

