



Summer 2023 Program Guide

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Program Areas and Activities

Welcome to your camp! Eagle River Scout Camp is proud of its diversified and exciting programs. ERSC strives to provide a well-rounded Scout experience for all levels of scouting, allowing Scouts to learn life-long skills as well as earn opportunities for advancement. Attached is the program guide for this year, allowing you an opportunity to plan for evening in-camp activities. It can also help you focus your activities prior to coming to camp so that you can complete the badges you would like while you are here. During the week you will participate in the following activities while at camp:

Aquatics: A classic camp area, our waterfront is located down on the Ocean Front. Aquatics covers a wide range of merit badges. The merit badges being offered this year are: canoeing, kayaking, and rowing.

Shooting Sports: Located at the rifle and archery range, shooting sports offers three merit badges, Rifle, Shotgun and Archery. Rifle has an additional cost of

\$10 to cover ammo and targets used during the badge. Shotgun has an additional cost of \$25 to cover ammo and targets used during the badge. Archery also has an additional cost of \$7 to cover arrow and bow string creation materials. Both ranges are open every day during open program as well as troop shoots which you can sign up for with the Range Staff, ammo will have to be purchased from the trading post.

Nature/Ecology: The nature area offers a variety of merit badges being offered in nature this year are: Environmental Science (13+), Nature, Fishing, Plant Science, and Soil & Water Conservation. We also offer the Leave No Trace training in our nature area.

Scoutcraft: Scoutcraft is located down by the Mac Shack and is a more varied on subjects than most of the other areas of camp. The merit badges offered in scoutcraft are: Geocaching, Orienteering, Pioneering, and Wilderness Survival. Welding has an additional fee of \$30 to cover materials used. The activities offered in Scoutcraft are: Firem'n Chit, Totin' Chip, & Paul Bunyan Woodsman award.

Cheechako Trail First Year Scout Program: One of the largest areas in camp, Cheechako Trail is located at the Scoutcraft area. During the week the Cheechako Trail scouts will cover many of the requirements for rank advancement from Tenderfoot to 1st Class.

Handicraft: Another classic camp area Handicraft is located along the road under our handicraft pavilion. Handicraft will be offering merit badges such as Basketry, Leatherwork, Woodcarving, and Welding. There is an additional cost for supplies for these activities.

HealthCraft: Not actually an area of camp, but Emergency Preparedness and First Aid merit badges are both offered this year.

Evening Program: Every evening during camp there are activities and events planned to help entertain and bring our scouts together as patrols. Each night has open areas offering scouts opportunities for patrol/troop shoots.

Vespers: Vespers is a non-denominational spirit of scouting church style service put on by our camp chaplain. Attendees of vespers are requested to wear field uniforms.

Instructional Night: Instructional night is an opportunity for scouts and adults to complete their Totin' Chip, Firem'n Chit, Safety Afloat, or Safe Swim Defense.

Opening Campfire: Opening campfire is a "welcome to camp" show put on by the staff. Scouts and adults are invited to the Campfire Bowl to enjoy a collection of skits and songs.

Troop Night: Troop night is an open night for the troops to use as they see fit. Troop night is a great night to arrange troop shoots, or to review merit badge progress. Troops are encouraged to do service/conservation projects this night if they are working towards any achievements that require those. Troop night is also the night that our wilderness survival campout takes place, with the wilderness survival merit badge scouts going out to put their skills to the test.

Closing Campfire: Closing campfire is always a special night of camp, where the troops will be putting on a show for each other and the staff. A SPL meeting takes place before the campfire to plan out the program. Staff members give out any special awards earned through the week by campers during the campfire as well.

ERSC Scouts, BSA 2023

TIME	SUNDAY	MONDAY	TUESDAY	WEDNESDAY	THURSDAY	FRIDAY	
7:00 AM		Reveille					
7:50 AM		Morning Assembly					
8:00 AM		Breakfast					
9:00 AM		Merit Badge Session 1 (9:00-10:15)					
9:30 AM		Merit Badge Session 1 (10:30-11:45)					
10:30 AM		Lunch Assembly					
11:50 AM		Lunch					
12:00 PM		SPL Meeting					
1:00 PM		Free Time					
1:30 PM		Merit Badge Session 3 (2:00-3:15)					
2:00 PM		Merit Badge Session 4 (3:30-4:45)					
3:30 PM		Evening Assembly					
4:50 PM							
5:00 PM		Unit Check 5-7pm	Dinner			Campsite Cooking	Dinner
6:30 PM			Troop Shoot	Troop Shoot	Troop Shoot	Troop Shoot	SPL Meeting/Troop Time
7:00 PM	Opening Campfire	Instructional Night/Open	Game Night	Troop Night	Service and Conservation Projects	Closing Campfire	
8:00 PM				Vespers		Blue Card Pickup	
8:30 PM							
9:00 PM							
10:00 PM	Lights Out						

ERSC Merit Badges Schedule 2023

ScoutCraft	9:00 AM	10:30 AM	2:00 PM	3:30 PM	Additional Fee	Age	Class Size
Geocaching		YES		YES			10
Orienteering	YES		YES				
Pioneering	YES		YES				10
Wilderness Survival		YES		YES			10
Cheechako Trail	1st Class	2nd Class	Tenderfoot				10
HandiCraft	9:00 AM	10:30 AM	2:00 PM	3:30 PM	Additional Fee	Age	Class Size
Basketry	YES	YES		Open	\$ 18		10
Leatherwork		YES	YES	Open	\$ 15		10
Woodcarving	YES		YES	Open	\$ 17		10
Welding		YES		YES	\$ 30	13	5
Aquatics	9:00 AM	10:30 AM	2:00 PM	3:30 PM	Additional Fee	Age	Class Size
Canoeing		YES					10
Kayaking			YES			13	10
Rowing	YES						8
Ranges	9:00 AM	10:30 AM	2:00 PM	3:30 PM	Additional Fee	Age	Class Size
Archery	YES	YES	Open Shoot	Open Shoot	\$ 7		6
Rifle			YES	YES	\$ 10	12	5
Shotgun	YES				\$ 25	13	5
Ecology	9:00 AM	10:30 AM	2:00 PM	3:30 PM	Additional Fee	Age	Class Size
Environmental Science	YES	YES				13	10
Nature			YES	YES			10
Fishing		YES		YES	\$ 10		10
Plant Science	YES						10
Soil & Water Conservation			YES				10
Medic	9:00 AM	10:30 AM	2:00 PM	3:30 PM	Additional Fee	Age	Class Size
Emergency Preparedness	YES						10
First Aid		YES					10

Merit Badges, Training, & Activities

Aquatics	Age Requirements	Pre-requirements that need to be completed outside of camp/Special Notes
Kayaking MB	13+	Extra practice time may be needed during open program.
Canoeing MB	All Scouts	Extra practice time may be needed during open program.
Rowing MB	All Scouts	Extra practice time may be needed during open program.
Safe Swim Defense Training	Adult Leaders	If you assist with a troop that is swimming where there isn't a lifeguard, this training is essential.
Safety Afloat Training	Adult Leaders	If you are going with a troop on a float trip, this training is essential.

Shooting Sports	Age Requirements	Pre-requirements that need to be completed outside of camp/Special Notes
Archery MB		\$7 supply fee, may require extra practice time during open program.
Rifle MB (Air Rifle)	12+	\$10 supply fee, may require extra practice during open program.
Shotgun MB (Modern Cartridge)	13+	\$25 supply fee, may require extra practice time during open program.
Personal Safety	Age Requirements	Pre-requirements that need to be completed outside of camp/Special Notes
*First Aid MB	All Scouts	Requirements 2b, 2d not completed at camp / First Class recommended as scouts <u>must be proficient</u> in 1 st Class Rank 1 st Aid. Counselors will determine skill level at camp.
Emergency Preparedness MB	All Scouts	Pre-requisite: Must have 1 st Aid Merit Badge
Handicraft	Age Requirements	Pre-requirements that need to be completed outside of camp/Special Notes
Woodcarving	All Scouts	\$17 supply fee
Basketry	All Scouts	\$18 supply fee
Leatherwork	All Scouts	\$15 supply fee

Ecology/ Conservation	Age Requirements	Pre-requirements that need to be completed outside of camp/Special Notes
*Environmental Science MB	13+	Difficult to complete at camp. Very time-consuming badge.
Nature MB	All Scouts	Requirement 4 not completed at camp.
Fishing MB	12+	Requirement 9-10 may not be completed at camp. \$10 supply fee.
Plant Science MB	All Scouts	
Soil & Water Conservation MB	All Scouts	
Leave No Trace Training	Adult Leaders	Basic training in Leave No Trace principles.
Scoutcraft	Age Requirements	Pre-requirements that need to be completed outside camp/Special Notes
Wilderness Survival MB	All Scouts	First Aid merit badge recommended. Requirement 5 not completed at camp.
Orienteering MB	All Scouts	Requirement 8 not completed at camp.
Geocaching MB	All Scouts	
Pioneering MB	12+	Scouts should practice knots and lashings before camp. Requirement 2a not completed at camp.
Welding MB	13+	\$30 supply fee
Cheechako Trail	First Year	Scouts work on rank requirements for Tenderfoot
Firem'n Chit	All Scouts	Basic fire-safety training with certification card.
Totin' Chip	All Scouts	Basic knife/axe/saw safety training with certification card.

Other Merit Badges & Activities	Age Requirements	Pre-requirements that need to be completed outside camp/Special Notes
Chess MB	All Scouts	
Fingerprinting MB	All Scouts	

*Eagle Required
Age "+" is required age

Additional Program Information

Senior Patrol Leaders

The SPL is the leader of the troop. It is essential for each troop to have one elected. The SPL will attend daily meetings with the Program Director. The meetings are designed as an opportunity for troops to receive updates on the events or schedule for the day and fill out a camp duty roster. During these meetings, the SPL can bring up questions or concerns your troop may have.

Camp Staff

Young men and women, ages 16 and above by the time camp starts, are eligible to apply for a camp staff position. Applications for camp staff positions may be obtained online at coutingalaska.org or from the council service center. Compensation is a stipend based on position and experience. Room and board are provided for camp staff as well. Counselors in Training (CIT) are 14 or 15-year-old Scouts who wish to learn about staff positions at camp. Those selected to participate in the CIT program will receive room and board at no cost.

Uniforms

We encourage your Scouts to wear full uniforms for evening flag ceremonies each day as well as opening and closing campfire. Through the day, encourage them to wear Scout pants/shorts and a Scouting related shirt/t-shirt. The uniform is an important part of the Scouting program.

Swim Test

All Scouts and Scouters who wish to use the waterfront in any manner will be required to pass a swim test before coming to camp. Please come to camp with your swim checks completed.

Trading Post

Spending money is recommended (between \$50 and \$75) since Eagle River Scout Camp maintains a well-stocked trading post. Hours will be posted, usually the trading post is open throughout the day and evening except during flag ceremonies, meal hours, and campfires. Items such as craft kits, patches, and items for advancement sessions (merit badge pamphlets, handbooks, etc.), and assorted snacks are available

Cheechako Trail

This is ERSC's First-Year Camper program. Cheechako Trail is designed for campers new to Scouts BSA. It helps these Scouts get oriented to camp, make friends, and learn the skills needed for Tenderfoot, Second Class, and First Class Ranks. Adult leaders are encouraged to help on the Cheechako Trail. The more leaders the better! At the end of the week, Scoutmasters will be provided with forms indicating skills which were satisfactorily shown to the instructor. It is up to the Scoutmaster to provide the final signature in the Scout Handbook and to review the skills before signing. Cheechakos can also spend time working on other merit badges. They will earn the Firem'n Chit, Totin' Chit, and Paul Bunyan Woodsman Awards

Merit Badge Sign-ups

Sign-ups will be available May 1st, 2023. Your summer camp coordinator will receive an email with instructions and a password. Units must be paid in full to sign up for merit badges. It will be an online process through the same system used to register for camp. Some Badges cost above what the fee for camp is.

On the opening evening of camp, there will be time to make last minute changes to merit badge schedules.

Class sizes will be limited due to National Standards, limited physical equipment, and staff support. We do our best to accommodate each Scout's needs.

Be a Guest Merit Badge Counselor

Leaders are encouraged to help teach specific merit badges. If you are going to be at camp for a week and would like to teach a special merit badge during your stay that isn't offered by camp, please contact the Camp Director to coordinate.

EAGLE RIVER SCOUT CAMP

SENIOR PATROL LEADER ACHIEVEMENT BADGE

The Senior Patrol Leader Achievement Badge is a patch that SPL's, as the youth leader of the Troop can earn. The purpose is to encourage older scouts to get involved in camp programs and have an enjoyable experience. To earn this badge, SPL's must complete at least 15 of the 23 requirements.

Senior Patrol Leaders use "on your honor" to fulfill the requirements. Upon completion, turn into Program Director. Senior Patrol Leaders Achievement Badge will be presented at Camp Fire Friday night. If your elected SPL does not attend Camp, the SPL appointed during camp can earn this award.

*=Mandatory Requirements

1*. _____ Visit all of the following program areas for at least 15 minutes and get the Director's initials:

_____ Aquatics _____ Trail to 1st Class _____ Handicraft
_____ Mac Shack _____ Scoutcraft _____ Shooting Sports

2. _____ Attend Vespers Services.

3*. _____ Assist a new scout in making a handicraft.

4. _____ Participate in Free Shoot at Shooting Sports.

5. _____ Assist in a First Aid Class.

6. _____ Attend an Order of the Arrow Ceremony.

7. _____ Participate in a Swimming and Water Rescue or Paddle Craft Safety.

8*. _____ Participate in a 2-hour camp service project approved by the Camp Ranger.

9. _____ Conduct a Camp Promotion Sign-up Night for your Troop/Team.

10. _____ Restock the coffee supply/creamer/sugar/cups in the Dining Hall.

11. _____ Serve 3 meals or act as a steward in the Dining Hall.

12*. _____ Introduce yourself to the Camp Director, Program Director and Commissioner.

13*. _____ Introduce yourself to another Senior Patrol Leader that you do not already know.

14. _____ Hold an inter-troop activity (campfire) with another troop.

15. _____ Buy a product at the Trading Post.

16*. _____ Attend a session during instructional night.

17. _____ Attend at least two SPL Meetings.

18. _____ Teach a Scout Skill in your campsite.

19*. _____ Lead our troop in picking up one bag of trash around camp.

20. _____ Make a hiking stick at the handicraft Lodge.

21*. _____ Assist in teaching a skill at Cheechako Trail.

22*. _____ Have your troop conduct a Patrol Leaders Council meeting.

23. _____ Attend Leave No Trace Training.

*=This item is required.

You need at least 15 of the 23 items to earn the Senior Patrol Leaders Achievement Badge.

Name: _____

Troop No. _____

Unit Leader Approval: _____

Program Director Approval: _____

Order of the Arrow

The Order of the Arrow is Scouting's Brotherhood of Honor Campers. Nanuk Lodge has been an integral part of the Camp Gorsuch history.

The purpose of the Order of the Arrow is:

- To recognize those who best exemplify the Scout Oath and Law in their daily lives and through that recognition cause others to conduct themselves in a way that warrants similar recognition.*
- *Promote camping, responsible outdoor adventure, and environmental stewardship as essential components of every Scout's experience, in the unit, year-round, and in summer camp.*
- Develop leaders with the willingness, character, spirit, and ability to advance the activities of their units, our Brotherhood, Scouting, and ultimately our nation.*
- To crystallize the Scout habit of helpfulness into a life purpose of leadership in cheerful service to others.*

The Order of the Arrow is a unique organization in that both members and nonmembers must elect its membership. To be elected, a Scout must be *First Class or above and be an active, registered member of a BSA troop or team. After registration with a troop or team, have experienced fifteen days and nights of Boy Scout camping during the two- year period prior to the election. The fifteen days and nights must include one, but no more than one, long-term camp consisting of six consecutive days and five nights of resident camping, approved and under the auspices and standards of the Boy Scouts of America. The balance of the camping must be overnight, weekend, or other short-term camps*

Fifty percent of the registered members of the Troop must be present at the election. The unit committee may nominate only one adult, if the unit elected at least one youth. If the unit has more than 50 registered members, the unit committee may nominate two adults each year. Adult applications must be turned in to Council Service Center by May 14.

Remember that, if your unit desires to hold elections during camp, official OA election teams must do unit OA elections! Elections must be done by Tuesday night to be called-out at the Friday night campfire.

BROTHERHOOD CONVERSION OPPORTUNITIES

The Brotherhood is for Order of the Arrow members who have been Arrowmen for at least 10 months and meet certain other requirements. Nanuk Lodge will conduct a Brotherhood Ceremony for qualifying Arrowmen. Check with the OA Camp Chief to find out time and information.

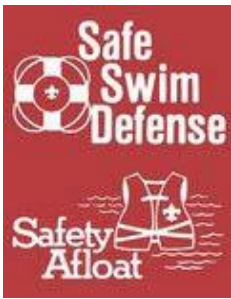
For more information concerning the Order of the Arrow or Nanuk Lodge visit www.scoutingalaska.org/oa

Adult Activities

Too often, our summer camp planning is made around programming for the Scouts. The leader is overlooked. Throughout the week, unit adults have many choices for spending their free time. Eagle River Scout Camp provides several opportunities to make an adult's stay at camp a pleasant one.

PADDLECRAFT SAFETY

This program is sponsored by the Council Aquatics Committee and provide valuable hands-on training concerning the BSA's policies for aquatics activities. The training is valid for 3 years and is a prerequisite for conducting aquatic activities on the unit level. This training is offered for adults and youth 16 or older. The Aquatics Director will conduct the training, and the time will be announced at the Sunday Scoutmaster's meeting.



SAFE SWIM DEFENSE & SAFETY AFLOAT

This program is sponsored by the Council Aquatics Committee and provide valuable hands-on training concerning the BSA's policies for aquatics activities. These trainings are good for two years.

Safe Swim Defense: Before a BSA group may engage in swimming activities of any kind, a minimum of one adult leader must complete Safe Swim Defense training, have a commitment card (No. 34243) with them, and agree to use the eight defenses.

Safety Afloat: Swimming, kayaking, or any aquatic activity will have potential hazards, even for advanced participants. Lives can be saved with proper supervision and training; lives can be and have been lost by not following Safety Afloat practices. Safety Afloat training is designed for all authorized boating activities.

*Adult leaders supervising those activities have completed their Safety Afloat training within the previous two years.

ADVANCEMENT AND SERVICE

Often, adults in camp bring with them special knowledge or skills that would be beneficial to various merit badge sessions. If any adult would like to assist with a merit badge—or offer one not on the schedule—please see the Program Director on Sunday. The Camp Ranger will be glad to suggest a list of camp projects that can use your skills and knowledge to help improve camp. Bring your tools and feel at home.



LEAVE NO TRACE

A Leave No Trace Awareness Workshop will be conducted for adult leaders and interested youth. Every unit should plan on having at least one leader participate.

EAGLE RIVER SCOUT CAMP ADULT LEADER ACHIEVEMENT BADGE

The Adult Scout Leader's MERIT BADGE is a patch that adults can earn. The purpose is to encourage adults to get involved in camp programs and have an enjoyable experience. To earn this badge, adults must complete at least 17 of the 25 requirements.

Scout leaders are "on your honor" to fulfill the requirements. Upon completion, turn into Program Director. Scout Leader's Merit Badge will be presented at Camp Fire Friday night.

*=Mandatory Requirements

- 1* _____ Visit all of the following program areas for at least 15 minutes and get the Director's initials:
_____ Aquatics _____ Trail to 1st Class _____ Handicraft
_____ Mac Shack _____ Scoutcraft _____ Shooting Sports
2. _____ Attend Vespers Services.
- 3* _____ Make a Handicraft.
4. _____ Participate in a Free Shoot.
5. _____ Assist in a First Aid Class.
6. _____ Attend an Order of the Arrow Ceremony.
7. _____ Participate in Swimming and Water Rescue or Paddle Craft Safety.
- 8* _____ Participate in a 2-hour camp service project approved by the camp Ranger.
9. _____ Conduct a Camp Promotion Sign-up Night for your troop/ team
10. _____ Restock the coffee supply/creamers/sugar/cups in the dining hall
11. _____ serve 3 meals or act as a steward in the dining hall
- 12* _____ Introduce yourself to the Camp Director, Program Director, and Commissioner
- 13* _____ Introduce yourself to a Scout Leader that you do not already know.
14. _____ Hold an inter-troop activity (campfire) with another troop.
15. _____ Assist in supervising Free Boating.
16. _____ buy a T-shirt at the Trading Post.
- 17* _____ Attend youth Protection Training at camp.
18. _____ Attend at least two Scoutmaster Meetings.
19. _____ Teach a Merit Badge in your campsite.
- 20* _____ Pick up one bag of trash around camp.
21. _____ Make a \$25 or more contribution to the ERSC Giving Circle.
22. _____ Make a Hiking stick at the Handicraft Lodge.
- 23* _____ Teach a skill at Chechako Trail
- 24* _____ Have your troop conduct a Patrol Leaders Council meeting
25. _____ Attend Leave No Trace Training.

*=This item is required.

You need at least 17 of the 25 items to earn the Scout Leader's Achievement Badge.

Name: _____

Troop No. _____

Senior Patrol Leader Approval: _____

Program Director Approval: _____

Information for Parents

Your Scouts will be attending a week-long experience with other Scouts and Troops from across the country, and possibly from other parts of the world. This week will be one they are going to remember for a very long time. We have gathered some tips and advice here for you, the parents to help ensure they have a great time during the week. Please read this page carefully and be sure you are ready as well!

MONEY AND VALUABLES AT CAMP

We highly recommend that your Scout bring as few valuables as possible. They will be hiking into camp and will have their personal stuff with them. There are no safes or vaults for personal equipment at camp.

As for money, a good idea is to divide the week's money into multiple day envelopes and give those to the Unit Leader to secure until that day. This prevents your Scout from walking around and potentially losing his weeks' worth of money all at once. **Eagle River Scout Camp is not responsible for personal property brought to camp.**

COMMUNICATIONS

While Eagle River Scout Camp has some cell phone reception, it is possible that your Scout may not have cell phone communication. To stay in touch with your Scout, be sure to talk with your unit leaders before camp to find out what their protocol is for communication during camp. Some units have policies of only communicating at certain times. These policies may be in place to help prevent homesickness and allow the Scouts to be fully involved in their week at camp. Please do your best to be respectful of your unit leader's plan for communication.

MERIT BADGES & ADVANCEMENT AT CAMP

While attending camp, each Scout will receive credit for requirements completed for merit badges. It is possible that due to weather/program changes, not all planned requirements can be accomplished during camp. There is no guarantee that a Scout will complete any merit badges while at camp. Each Scout is given the resources and assistance to work towards completing requirements. It is up to each individual Scout to properly complete the requirements offered.

Bear Safety

Gear Shelter

Smellables, food, packs, and day clothes are stored outside of tents. Gear should never be stored in tents or areas where someone sleeps. Bears enjoy investigating gear and the smells that are within. As part of our bear and wildlife procedures we require that troops store their gear in one central location in their campsites. Troops should bring a pop-up shelter or tent to keep gear out of the elements.

Only items in tents:

- sleeping bags
- sleeping pads
- sleeping clothes
- pillows

Bear boxes are kept away from tent pads. Travel with a buddy at all times!
Dispose of trash properly & lock the lid.

Be tree safe. Only use established toilets or latrines. Never run from a bear.

Transient bear:

- Move out of his way.
- Report sighting to staff.

Local bear and returning bears:

- Move out of the bear's path.
- Stay in a group.
- If the bear causes an issue, deter the bear with loud noise.
- Contact staff immediately.

Repeat offender bear:

- Deter bear from camp with loud noise.
- Stay in a group.
- Contact staff immediately.

Only if necessary, the JPD or ADFG will be contacted to take appropriate measure to remove the bear.

For the complete Council Bear Policy, please see the Council website

EAGLE RIVER CAMP

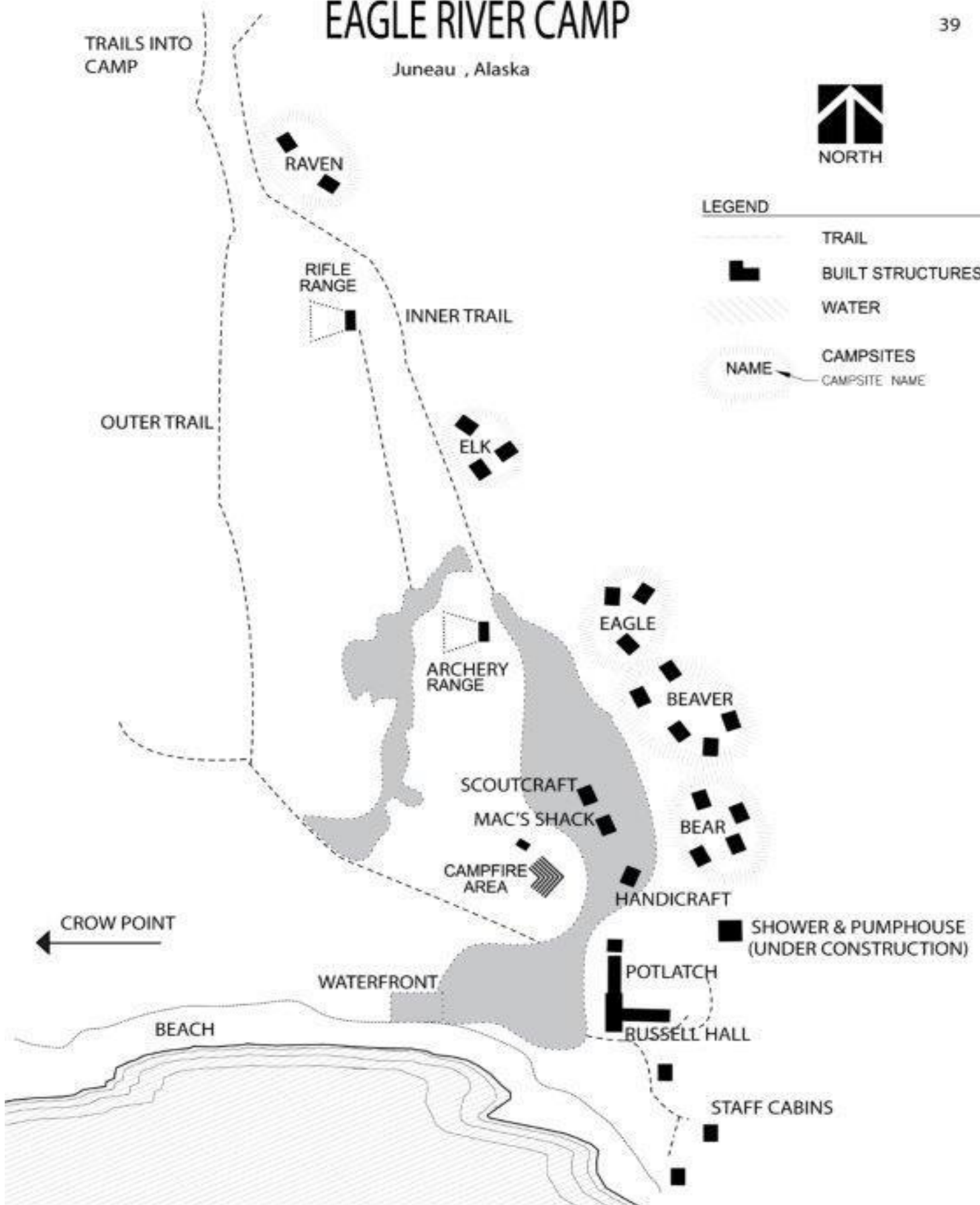
Juneau, Alaska

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LEGEND

- TRAIL
- BUILT STRUCTURES
- WATER
- CAMPSITES
NAME
CAMPSITE NAME



The Scout Oath

On my honor, I will do my best, to do my duty, to God and my country and to obey the Scout Law; To help other people at all times; To keep myself physically strong, mentally awake, and morally straight.

The Outdoor Code

As an American I will do my best to

Be Clean in my Outdoor Manners

Be Careful with fire

Be considerate in the outdoors and

Be Conservation minded.

The Scout Law

A Scout is

Trustworthy

Loyal

Helpful

Friendly

Courteous

Kind

Obedient

Cheerful

Thrifty

Brave

Clean and

Reverent

Leave No Trace Principles

- 1. Know before you go**
- 2. Stay on the right path**
- 3. Trash your trash**
- 4. Leave what you find**
- 5. Be careful with fire**
- 6. Respect Wildlife**
- 7. Respect Others**

Be Prepared!