

# Summer 2024 Program Guide

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### Welcome to Eagle River Scout Camp

Camping in the outdoors is the highlight of the troop's annual program, as Scouts apply the skills they have learned and practiced all year long. With weekly hour-long scout meetings, the average troop spends at least 52 hours participating in Scouting in one year. One week at Eagle River Scout Camp (ERSC) can provide 70% or more concentrated BSA programs that will not only bring a troop closer together, but improve the life of each Scout who participates.

Summer camp is a year's worth of skill practice and adventure in 5 days. We have all been working hard to bring you the highest quality summer camp program that we can possibly provide. This Leader's Guide has been created to help ensure that you and your Scouts will "Be Prepared" to make the most of your week at ERSC. It includes schedules, maps, camp rules, packing lists, and other important information. The ERSC staff is here to help you have the best camp experience possible! Scouting is a character development program, whether this is your first time at camp or your 20th we hope that you make the absolute most out of your stay here at camp. From Aquatics to Outdoor Skills to Shooting Sports, there is a place for everyone at camp.

We are incredibly honored to serve as your camp Staff for the 2024 season. Should you or your unit need anything while preparing for camp, please do not hesitate to reach out. Cheers to the memories we are about to make!

Yours in Scouting,

Conner Kniefel Program Director Eagle River Scout Camp

## **Program Areas and Activities**

<u>Aquatics:</u> The ERSC waterfront is a tidal estuary with up to 20 foot tide swings every 6 hours. Since our waterfront is on the shore of Lynn Canal, this does limit the aquatic offering at our camp. Canoeing and Kayaking are the two merit badges being offered this year. *Swim tests are not offered at camp*, they must be completed prior to your arrival.

**Shooting Sports:** Rifle, Shotgun, and Archery merit badges will be offered this year. These three merit badges have an additional cost which will be charged during merit badge sign-ups. Rifle and archery ranges will be open every day during open program. Merit badge students will be given priority during open program.

**Ecology:** Space exploration, astronomy, fishing, mammal study, plant science, nature, and fish and wildlife conservation merit badges will be offered this year. Fishing merit badge has an additional cost which will be charged during merit badge sign-ups.

**Outdoor Skills:** Pioneering, geocaching, orienteering, wilderness survival, and signs, signals, & codes merit badges will be offered this year. Wilderness survival students are required to spend one night in an improvised shelter at a remote site. Scouts taking this merit badge should bring a bug net (mosquitoes have been a problem in the past) and small tarp.

<u>Cheechako Trail First Year Scout Program</u>: During the week, the Cheechako Trail scouts will cover many of the requirements for rank advancement from Tenderfoot to 1<sup>st</sup> Class. Camp staff is not allowed to sign off requirements in the scouts handbook. Units will be provided with a list of completed requirements covered during the program.

**Handicraft:** Welding, woodcarving, leatherworking, moviemaking, photography, and art merit badges will be offered this year. Each of these merit badges have an additional cost which will be charged during merit badge sign-ups, this will cover the required kit(s).

<u>Aid Station:</u> We are conducting a pilot program this year and offering a nationally certified first aid/CPR certificate done by Emergency Care and Safety Institute (ECSI) that will fulfill the first aid merit badge requirements. Unit leaders are able to take advantage of this opportunity to obtain a first aid/CPR certificate. Class size is limited to 15, priority will go to the Scouts for registration. Scouts must be 12 years of age and have earned their First Class rank. This merit badge and pilot program will have an additional cost which will be charged during merit badge sign-ups.

**Trading Post:** The Trading Post is open daily except during flag ceremonies, meal hours, and campfires. Items such as craft kits, patches, merit badge pamphlets, handbooks, and assorted snacks and beverages are available for purchase. The trading post accepts GAC Scoutbucks.

**Expedition session:** New this year, the morning merit badge session will be an extended period to allow adequate time to teach more advanced merit badges.

**Open Program:** Basketry, Totin Chip, Firem'n Chit, and Fingerprinting merit badges will be offered this year. Scouts may choose to work on these merit badges during open program time. Basketry kits are required to complete the merit badge and will be for sale in the Trading Post.

**Evening Program:** Every evening during camp there are activities and events planned to help entertain and bring our scouts together as patrols.

**Wednesday Program:** We are conducting a pilot program this year and offering Wednesday as an unconventional day at ERSC. Activities will include range challenges, staff hunt, branding, kayak expeditions, and a patrol relay.

**Troop Night:** Wednesday is also Troop Night which gives troops the opportunity to work on rank advancements and patrol bonding. Troops will be cooking dinner in their campsites. Food and cooking utensils are provided by the kitchen staff. Helpful hint: units will want to start their cooking fires early in the afternoon so they are ready come dinnertime. Meals typically take 45-60 minutes to cook. Units are responsible for returning clean supplies to the kitchen.

**<u>Closing Campfire:</u>** Patrols will want to bring their best skit or song to share with the camp. All skits and songs must be approved at camp by the program director.

## **Important Information**

Check-in: Check-in begins at 5pm on Sunday, units should not arrive prior to 5pm.

*Dinner Sunday night will not be provided.* Please eat before arrival at camp or come prepared to cook in your campsite. Kitchen supplies will not be available for units.

<u>Check-out:</u> Check-out must be completed by 10am Saturday morning. Campsite cleanup needs to be approved by their appointed staff member prior to units leaving camp.

<u>Merit Badge & Med Form Pick-up:</u> Unit leaders are responsible for picking up their unit's merit badges and med forms from the med shack on Saturday morning prior to departure. Units leaving camp Friday night need to let the Camp Director know of their plans during check-in.

Week At A Glance								
	Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday	
7:00 AM		Revile						
7:45 AM		Breakfast Assembly						
8:00 AM		Breakfast					Merit badge Pickup, Campsite Checkout	
9:00 AM		SPL & Scoutmaster Meeting						
9:30 AM		Session 1 (9:30 am-10:30 am)		Western	Session 1 (9:30 am-10:30 am)			
10:30 AM		Session 2 (10:30 am-11:30 am)		Wednesday Session 2 (10		30 am-11:30 am)	]	
11:45 AM		Lunch Assembly						
12:00 PM		Lunch						
1:15 PM		Session 3 (1:1	5 pm-2:15 pm)	Western	Session 3 (1:15 pm-2:15 pm)			
2:30 PM		Session 4 (2:30 pm-3:30 pm)		Wednesday	Session 4 (2:3	Session 4 (2:30 pm-3:30 pm)		
3:30 PM		Free Time (3:30 pm- 4:30 pm)						
4:45 PM		Dinner Assembly						
5:00 PM	Troop Check-in (5	Dinner						
6:30 PM	pm- 7:30 pm)	Campwide Capture	OA Day & Scouts	Troop Night	Scout vs Staff Game Night	SPL Meeting		
8:00 PM	Opening Campfire	the Flag	Ówn			Closing Campfire		
10:00 PM	Lights Out							

	Ν	Verit Bado	ge Schedu	ule			
	Session 1	Session 2	Session 3	Session 4	Additional Fee	Age	Class size
Outdoor Skills							
Cheechako Trail		x					20
Pioneering			Х	Х			10
Geocaching & Orienteering		x					10
Wilderness Survival			Х	Х			20
Signs, Signals, & Codes			Х	Х			10
Handicraft							
Moviemaking, Photography, & Art		x			\$10		16
Leatherworking			х	Х	\$15		15
Woodcarving			Х	Х	\$17		15
Welding		x		x	\$30	13	8
Aquatics							
Kayaking		x		X		13	15
Canoeing		x		x		13	15
Ecology							
Space Exploration & Astronomy		x					10
Fishing		x			\$10		10
Mammal Study			Х				15
Plant Science			х				15
Nature				Х			15
Fish and Wildlife Conservation				Х			15
Shooting Sports							
Shotgun		x			25	13	8
Rifle Shooting		x		x	10		
Archery			х	Х	10		10
Health							
First Aid & Basic First Aid and CPR		X			\$30		10
Free Time	Mon	Tue	Wed	Thur	Fri		
Basketry	Х	Х					
Totin Chip	х			Х			
Firem'n Chit		Х			Х		
Fingerprinting				Х	Х		

#### 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 20 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 1 <sup>st</sup> Class	Handicraft
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\_\_\_\_\_Mac Shack \_\_\_\_Outdoor Skills \_\_\_\_\_Shooting Sports

- 2.\* \_\_\_\_Attend Scout Vespers Services.
- 3.\*\_\_\_\_Attend at least two SPL Breakfasts
- 4.\*\_\_\_\_\_ Lead your Troop in a Flag Detail for Camp Assembly
- 5.\* \_\_\_\_ Lead your Troop in Shower House Clean up
- 6.\*\_\_\_\_ Lead your Troop in a Dining Hall Clean up
- 7. \*\_\_\_\_\_ Participate in the Western Wednesday Relay
- 8.\_\_\_\_\_ Participate in a 2-hour camp service project approved by the Camp Ranger.
- 9. \_\_\_\_\_ Assist a new scout in making a handicraft.
- 10. \_\_\_\_\_ Go on the wilderness survival Outpost.
- 11. \_\_\_\_\_ Assist a new scout in making a handicraft.
- 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 with another troop.
- 15. \_\_\_\_\_ Talk with the Program director about working on Camp Staff
- 16.\_\_\_\_\_ Lead our troop in picking up one bag of trash around camp.
- 17. \_\_\_\_\_ Teach a Scout Skill in your campsite.
- 18. \_\_\_\_\_ Teach a new Scout how to be a SPL
- 19 .\_\_\_\_ Talk with the Camp OA Rep about the OA
- 20. \_\_\_\_\_ Participate in Free Shoot at Shooting Sports
- \*=This item is required.

You need at least 15 of the 20 items to earn the Senior Patrol Leaders Achievement Badge.

- Name\_\_\_
- Troop No. \_\_\_\_\_
- Unit Leader
- Approval:\_\_\_\_\_

Program Director \_\_\_\_\_

#### 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 20 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 1<sup>st</sup> Class\_\_\_\_\_ Handicraft

Mac Shack\_\_\_\_\_ Outdoor Skills\_\_\_\_\_ Shooting Sports

2.\_\_\_\_ Attend Vespers Services.

3.\_\_\_\_ Have your troop conduct a Patrol Leaders Council meeting

4. \_\_\_\_\_ Participate in a Free Shoot.

5. \_\_\_\_ Enroll in the First Aid extended Session

6.\_\_\_\_ Teach a skill at Cheechako Trail

7.\_\_\_\_ Pick up one bag of trash around camp.

8\_\_\_\_\_ Participate in a 2-hour camp service project approved by the camp Ranger.

9.\_\_\_\_ Attend at least two Scoutmaster Meetings.

10.\_\_\_\_ Restock the coffee supply/creamer/sugar/cups in the dining hall

11.\_\_\_\_ Assist with Teaching a Merit badge

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 with another troop.

15.\_\_\_\_ Assist in supervising a Boating merit badge.

16.\_\_\_\_ Participate in a Board of Review while at camp

17.\_\_\_\_ Help a scout earn a new rank requirement

18.\_\_\_\_ Talk with the Camp OA Rep about the OA

19.\_\_\_\_ Do a Campsite Project approved by the Ranger

20. \_\_\_\_\_ Help Set up for a meal in the Dining Hall

\*=This item is required.

You need at least 17 of the 20 items to earn the Scout Leader's Achievement Badge.

Name:\_\_\_

Troop No. \_\_\_\_\_

Senior Patrol Leader Approval:

\_\_\_\_\_ Program

Director Approval:

