



BOY SCOUTS OF AMERICA®
OREGON TRAIL COUNCIL

CAMP BAKER



2023 Leader's Guide

Review this document with your troop committee, leaders, parents and scouts.
There are many helpful tools to help you make the most of your week!

*Camp Baker is a Boy Scouts of America,
Nationally Accredited Camping Institution*



Welcome to Camp Baker

Dear Camp Baker Leader,

Our staff is diligently preparing for your arrival to the Oregon Coast! We are so excited to host your unit this summer!

It is my pleasure to serve as your Camp Director this season! This will be my 11th season on Camp Staff with 7 of those right here at Camp Baker! Whether this your first summer camp or 20th, we have prepared a program that should meet your needs!

Camp Baker is a very special place to me and my family. We work hard to offer programs that all scouts will find engaging! From SCUBA, to rappelling, to electronics, we hope that all of your scouts will find something that will excite them at camp!

Summer camp can be a life changing experience for many youth! We hope that you will take this guide and make the most of your experience.

I am looking forward to meeting each of you this summer and am delighted to be serving your Scouting needs once again at my favorite place in the world.

Please, do not hesitate to contact me regarding any questions you may have. I will do my best to help you prepare for the best summer camp ever!

I am a teacher in Elkton, OR and work Monday-Thursday. I will most likely answer any calls in the evenings or on Fridays/Saturdays. If you are in need of immediate assistance, particularly with registration, please contact the Council Service Center in Eugene, OR.

We will see you at the *Gateway to Adventure!*

Yours in Scouting,

Devin Hunt
Camp Director, Camp Baker
Oregon Trail Council
541-520-8523 (cell, text okay)
Devin.Hunt@elkton.k12.or.us
www.otcbsa.org
541-997-3526/July-August camp phone

Parent Information

(Distribute to each family 60 days in advance)

Facts to know before your child leaves for camp:

My child is in Troop_____. We are attending Camp Baker on _____.

We will leave on _____ at _____ AM/PM.

Camp Baker is over at 9:30 AM on Saturday_____.

- There are NO laundry facilities at camp, so pack accordingly for the entire week.
- Cell service is very limited and should be reserved for emergencies only. If you need to get an emergency message to a Scout or adult Scouter and cell phones are not working, you may call our camp office at 541.997.3526. Messages left after hours will be responded to first thing in the morning the following day. **If at all possible, leave youth cell phones at home.** This will help mitigate distractions.
- Camp is located 8 miles South of Florence, Oregon. Weather is typically warm and mild during the day and cool at night, so please prepare accordingly. Boots that fit above the ankle are a must for hiking in and around camp. Please help your Scout prepare for wet weather too. Even the weeks with the best weather will experience a drizzle or a brief downpour. Be prepared!
- There is a camp store (trading post) to buy merit badge supplies, snacks, drinks, souvenirs, clothing, and memorabilia. Scouts typically bring \$60-75 in small bills preferably for trading post items and additional merit badge cost, such as rifle and handicrafts. Send money in a safe pouch or wallet with their name and troop number included.
- You may wish to pre-order t-shirts, caps, and other items to take advantage of the savings. Ask your Scout leader for a pre-order form which can be found online at www.otcbsa.org.
- **No pets of any kind will be allowed at camp.** When dropping off your Scouts or visiting, please take care of your pet's needs at home before you come to camp. Our staff is directed that dogs are not to leave their vehicles, even in the parking lot.

Health & Medical Information

- There is a registered medical person on staff at all times. We are prepared for emergencies of all types.
- Make sure that your Scoutmaster has **2 copies** (not the original) of your child's [medical form](#) (parts A, B & C, with current signatures from **you** and **your doctor**). Use ONLY the current official BSA medical form, not sport physicals. Give all prescription medication and instructions to the Scoutmaster. Please leave prescriptions in the original container. Each person will have a medical recheck upon arrival at camp by a medical officer or registered nurse.

Where to Send Mail

Scouts enjoy mail and care packages from home. Use the address below. Be sure to send EARLY in the week. Some Scout parents even send mail before camp begins. Postcards will **not** arrive in time to be received by your Scout.

[Scout's Name]
Troop [Number]
Camp Baker
5262 Scout Scout Rd
Florence, OR 97439

Emergency Phone Numbers

Scout Service Center (Eugene) 541-485-4433 or 800-801-4430

Camp Baker 541-997-3526 (July-August)

THE MISSION OF CAMP BAKER

“It is the mission of Camp Baker and Oregon Trail Council to provide new and exciting outdoor experiences to all Scouts, to help every Scout achieve challenging personal goals in their own self development, and to set an example of living the Scout Oath and Law to help instill strong Scouting values.”

Camp Baker will achieve this Mission by:

- **Providing and encouraging new experiences**
 - By ensuring a physically, mentally, and spiritually safe and nurturing environment
 - Encouragement & emphasis of active participation in new experiences
 - By creating an active and varied program

- **Helping Scouts meet personal and challenging goals**
 - Through providing a well-planned program
 - Being flexible to the program needs of troops and individual Scouts
 - Encouraging and providing opportunities for Scout advancement

- **Setting an example of Scouting values**
 - By encouraging proper uniforming
 - Actively encouraging living by the Scout Oath and Law
 - Providing a respectful, nurturing environment through positive staff to camper relationships



TIMETABLE BEFORE CAMP

8 MONTHS BEFORE DEPARTURE

- Camp reservations complete. **Submit your registration form as soon as you can.** Space is limited.
- Invite the Order of the Arrow in to present a summer camp promotion for Camp Baker to your scouts. If out-of-council, download the video from our website and show the video and review last year's youth guides with your Scouts to get each of them excited about camp!
- Scouts who are encouraged to go and excited will be more eager to raise the funds and actually go!
- Hand out medical forms and encourage families to get them done sooner than later.

6 MONTHS BEFORE LEAVING

- Get all your scouts and families to sign up. Do your best to take 100% of your scouts. Camp Baker recognizes troops who bring the most scouts of those registered (see the OA Camp Participation Ribbon Application).
- Secure commitments and help families plan and prepare for camp.

2 MONTHS BEFORE DEPARTURE (60 days)

- Collect medical forms
- Sign up for merit badges at otcbsa.org
- Leaders, parents, and unit committee review the camp leader's guide.
- Commitments to attend or drive are finalized from other adult leaders assisting in camp. Make sure all understand rules of camp
- Individual Scout commitments for camp are finalized from each family.
- Unit leadership begins the program planning process for camp.
 - Transportation plans are started
 - The troop's equipment needs are reviewed
 - Advancement needs are reviewed
- Secure any camperships for families in need.
- Secure camp commitments from your Webelos who have or will be crossing over into your troop this spring.
- Help families fundraise.
- Pay applicable camp fees.
- Verify that your troop's insurance coverage is in force.
- Distribute parent letter and pre-order forms.
- Send contingent leader and SPL to Pre Camp "Downhill Meeting"** to meet with Camp Director and staff to plan for camp and go over best practices. Saturday, April 30th, 1pm-4pm at the OTC Service Center in Eugene.

CAMPERSHIP PROCESS

The Oregon Trail Council offers camperships for Oregon Trail Council youth attending Camp Baker or our other council summer camp, Camp Melakwa. Download the application at [HYPERLINK "http://www.otcbsa.org"](http://www.otcbsa.org)

Camperships may cover up to **one half** of the camper's

4 WEEKS BEFORE DEPARTURE (30 days)

- Check to see that all medical examination forms have been completed, signed by parents and doctor, and are in the possession of the leader heading up the contingent.
- Complete the camp roster included in this guide. Include each Scout's address and parent's phone number. Do this **before** coming to camp!
- Pay the balance of camp fees.

- Check on final transportation arrangements.
- Inventory troop and patrol equipment.
- Update each Scout's personal advancement records.
- Counsel Scouts on their personal goals for a fun and adventure filled camp.
- Make sure that adults receive their own copy of this Leader's Guide. We cannot guarantee that copies will be available at camp, and it is the troop's responsibility to provide additional copies. Download copies at www.otcbsa.org.

2 WEEKS BEFORE DEPARTURE (14 Days)

- Check to see that all youth and adult medical forms are completed, and that medical histories are received and signed by the doctor & parents, and are in the troop leader's hands.
- Hold a final troop leaders council meeting.
- Hold a unit committee meeting to tie up loose ends.
 - Finalize transportation arrangements
 - Plan for guest visits (guest meals must be paid for)
 - Finalize troop equipment needs
 - Finalize troop rosters and collect fees
- Double check that fees are paid. Bring troop checkbook.
- Conduct a parent meeting to share information and answer questions (Parent's Information sheet).
- Obtain merit badge applications (blue cards). Do not fill out with merit badge names as the schedule is **not** final until you arrive. Blue cards will be available for purchase in the trading post.
- Distribute Scout Youth Guides. Have additional copies available for Scouts who have "misplaced" theirs.
 - Make sure each Scout is prepared to register for his preferred programs upon arrival.

1 WEEK BEFORE DEPARTURE (7 Days)

- Make 2 copies of all medical forms. Keep the original set at home with the committee chair. Bring the two copied sets to camp: one for the camp medic and one back up for a leader to hold. This is an important step to prevent any number of situations.
- Make 2 copies of your troop roster. Keep the original at home and bring the two copies with you.
- Prepared troops will host pack inspections to make sure each Scout is prepared and that all troop gear is accounted for and ready to go.
- Review merit badge pre-requisites with Scouts. Make sure that if letters from leaders are required indicating that a requirement has been completed, that the Scout has it (or the contingent Leader has it for when the time comes to turn it in).
- Develop your troop's itinerary for the week. Determine which evening you are going on a canoe outpost, when do you want to go shooting as a troop/patrol, swimming as a troop/patrol, if your SPL is not attending camp elect/appoint who will serve for the week, etc.

THE DAY OF DEPARTURE (0 days)

- Double-check with each Scout that they have the following before leaving home:
 - Medical form / medicine turned in
 - Has program and camp store \$\$
 - Wearing uniform (properly)
 - No electronics / No pets
 - Last minute fees are collected or payment arrangements made
 - Has all personal / troop gear

- o Collect gas money if applicable

WITHIN 7 DAYS AFTER ARRIVING HOME

- Call each family to touch base for any questions from the parents.
- Ask the parents how their Scout enjoyed camp, what did he like best? What would he improve? Reflect about your week at Baker with your scouts as a troop. Ask the scouts the above questions.
- Please email any additional camp evaluation forms to Devin.Hunt@elkton.k12.or.us. Each troop will have turned in one before they left, but as we are always interested in your troop opinions.
- Have each Scout who received a campership send a Thank You to their sponsor.
- Email any photos for promotional / historical consideration to Devin.Hunt@elkton.k12.or.us

PLANNING YOUR TROOP'S CAMP PROGRAM

Going to camp is like filling your plate at a potluck dinner, or spending a day in an amusement park – there is too much to do it all. If you select carefully – with balance – each Scout and leader will receive the fun, excitement, adventure, and growth promised.

You, your adult leaders and your patrol leader council can guarantee your Scouts get the best camping experience possible by doing some pre-planning. You cannot predict the events of every moment in camp. But you can give your Scouts a sneak peek at the feast of opportunities and then help them plan what they “put on their plates.”

GUIDE TO CAMP BAKER

Use this guide to show each Scout what is available and then help him set their own goals and create their own program. This will help him during the sign up process and will help him keep track of their goals all through the week.

It starts with the Scout. Help him set goals for fun, advancement and adventure that are realistic and achievable but will also "Fill him up."

TOOLS FOR PLANNING

Use your Leader's Guide to help plan the troop's overall week's program. Familiarize yourself with all camp has to offer.



Share this Leader's Guide with all adults going to camp! Print out copies and distribute or have them print their own copy from our website.

Do not keep this material secret or safeguarded.

Please share this guide. So many times, contingent leaders arrive without ever having the opportunity to access or read this guide. Thank you!

My Goals – Scout:

I am working toward the rank of:

I plan to earn these Merit Badges:

I plan to do these free time activities:

DAILY TIME TABLE

9:00 AM

10:00 AM

11:00 AM

2:00 PM

3:00 PM

4:00 PM

WHAT TO BRING CHECKLIST FOR CAMP BAKER, OREGON TRAIL COUNCIL

***Marked items need to be accessible upon arrival and check-in. Share this with parents!**

CLOTHING, BEDDING

- | | | |
|--|--|--|
| <input type="checkbox"/> Warm jacket | <input type="checkbox"/> At least 1 complete Scout Uniform | <input type="checkbox"/> Swimsuit* |
| <input type="checkbox"/> T-shirts (3 minimum) | <input type="checkbox"/> 2 sturdy pants (jeans or Scout) | <input type="checkbox"/> Socks (6 pairs) |
| <input type="checkbox"/> Underwear (5 minimum) | <input type="checkbox"/> Shoes (Sneaker hiking) | <input type="checkbox"/> Sleepwear |
| <input type="checkbox"/> Sleeping bag & small pillow | <input type="checkbox"/> Short pants | <input type="checkbox"/> Raingear or poncho |
| <input type="checkbox"/> Scout belt | <input type="checkbox"/> Scout hat or other headgear | <input type="checkbox"/> Water shoes |
| <input type="checkbox"/> Sleeping pad | <input type="checkbox"/> NO sandals or flip flops | <input type="checkbox"/> Hoodie / light jacket |

TOILETRY ARTICLES

- | | | |
|---|--|---|
| <input type="checkbox"/> Toothbrush & toothpaste | <input type="checkbox"/> Wash Cloth | <input type="checkbox"/> Soap and Shampoo |
| <input type="checkbox"/> Antiperspirant | <input type="checkbox"/> 2 Towels* | <input type="checkbox"/> Comb |
| <input type="checkbox"/> Sunscreen SPF 30+ | <input type="checkbox"/> Bathroom bag | <input type="checkbox"/> Mess kit (cooking) |
| <input type="checkbox"/> Scout Book | <input type="checkbox"/> Money for materials, snacks, and souvenirs in wallet or pouch (\$60-75) | |
| <input type="checkbox"/> Updated medical form* | <input type="checkbox"/> Pen & paper / notebook | |
| <input type="checkbox"/> Long pants (COPE, Swimming MB) | <input type="checkbox"/> Documentation of merit badge work already done | |


OTHER USEFUL ITEMS

- | | | |
|---|--|----------------------------------|
| <input type="checkbox"/> Fishing gear | <input type="checkbox"/> Flashlight & fresh batteries | <input type="checkbox"/> Camera |
| <input type="checkbox"/> OA Sash | <input type="checkbox"/> Personal first aid kit (required) | <input type="checkbox"/> Compass |
| <input type="checkbox"/> Canteen/water bottle - required | <input type="checkbox"/> Sunglasses | <input type="checkbox"/> Watch |
| <input type="checkbox"/> Pocket knife (no sheath knives) | | |

BSA Lifeguard Participants will need:

- Mask, snorkel, fins (BSA Lifeguard)

TROOPS & PATROLS GEAR

- | | |
|---|---|
| <input type="checkbox"/> American Flag | <input type="checkbox"/> Field book (Recommended) |
| <input type="checkbox"/> Troop & Patrol Flags*  | <input type="checkbox"/> Current BSA Requirements Book |
| <input type="checkbox"/> Troop first aid kit and log | <input type="checkbox"/> Patrol Leader's Handbook |
| <input type="checkbox"/> Lantern (<i>liquid fuel not allowed</i>) | <input type="checkbox"/> Accident Insurance Policy # (if out-of-council) |
| <input type="checkbox"/> Unit checkbook | <input type="checkbox"/> Medical forms for all campers! |
| <input type="checkbox"/> Scoutmaster's Handbook & advancement records book | |
| <input type="checkbox"/> Dutch oven, favorite recipe and supplies for Scoutmaster Cook-Off | |
| <input type="checkbox"/> Items to improve campsite & make your stay more enjoyable at camp | |
| <input type="checkbox"/> Lockable box for troop members' medication | |

***Marked items need to be accessible upon arrival and check-in. Share this with parents!**

ITEMS NOT RECOMMENDED: Electronics (including cell phones – bring a watch and a camera instead), open toed shoes, radios/mp3, video games,

CAMP BAKER SCHEDULE ON START DAY


Please note: There are 4 Sunday arrival weeks and one Monday arrival week. Please review your schedule and plan appropriately.

SUNDAY ARRIVAL


12:00 - 2:00 PM - Arrival

NO EARLIER. WE ARE NOT PREPARED TO RECEIVE YOU AND THE GATES ARE LOCKED.

Your campsite guide will greet your unit in the parking lot at noon. Your guide will help your Senior Patrol Leader lead the troop through the rest of the day and will be your personal aide throughout the rest of the week.

- Every person who attends camp **will** have a medical recheck by a camp medical officer or designee. Be sure to bring ALL the troop's medical forms with you on your tour. 
- Please make every effort to arrive early in the afternoon, but not before noon. There is much to do getting your Scouts checked in and oriented before camp "officially" begins. Saturday arrival may be possible for an additional fee and preparation. Check with camp director by June 1st.
- Please encourage parents, families, and others who drive Scouts to stretch their legs by giving themselves a quick tour before the long drive home. Instruct your Scout families to **leave their pets at home**. Our staff is directed that pets are not to leave their vehicles even if the pet will "only be in the parking lot". Trained service dogs are the only exception to this National Boy Scouts of America policy.

12:00 - 2:30 PM - Leader Check-In

One leader will separate from the troop at this time. You will catch up later. While your guide and SPL take charge of the troop and begin the Scouts' orientation, one leader will be immediately directed to the camp office. The camp clerk will take each unit leader **in turn** and review registrations, rosters, and final accounting. In addition the clerk will update you as to any amendments to the programs and schedules. Please have the following items on hand for this check-in meeting: 

FORBIDDEN ITEMS :

RVs, ATVs, PERSONAL FIREARMS/AMMUNITION, SHEATH KNIVES, FIREWORKS, PERSONAL CLIMBING GEAR (SHOES OK), TOBACCO, ALCOHOL, MARIJUANA, E-CIGARETTES OR VAPING ITEMS, and PETS OF ANY KIND (TRAINED SERVICE DOGS ARE OK)

- Your completed Unit Roster (**VERY IMPORTANT TO DO THIS IN ADVANCE**)
- Bring ALL receipts you have received from our Council Service Center. We will need to take care of any outstanding fees at this time. Refunds may be applied to next year's camp, to the trading post during your stay, or by mail after camp. Refunds are not issued prior to or at camp.
- Bring your unit checkbook to reconcile fees
- Make sure that another adult leader has the medical forms with the troop while on the tour.

12:00 - 3:30 PM Scouts' Orientation Tour

Your SPL, with help from the troop guide, will lead the Scouts through their orientation including swim and medical checks. If there is a bottle neck anywhere, you may be directed somewhere else and then return.

4:00 - 5:00 PM - Leader meeting (AT THE LEADERS LODGE) - Mandatory

SM shall attend, or send adult proxy. Additional troop leaders and SPL's are welcome to attend. Please take time to attend this meeting. Failure to attend will result in confusion.

4:00 – 5:30 PM – Settle-In

This time is set aside before dinner for the troop to settle into the campsite. This is a good time for Scouts and the Scoutmaster to swap any newfound information about camp and to settle in.

5:45 PM – Assemble for Evening Colors

All Scouts and Scouters are to wear their full uniform to each flag. If your Scouts do not have Scout pants, at least have them wear long pants or cargo shorts. It is part of our mission to set the example of how a Scout should present themselves. Each patrol is encouraged to bring their patrol flags and yells to each assembly. Flags, yells, and spirit may determine eating order.

6:00 PM -DINNER

7:00-7:30 Merit Badge Changes-Please send one leader to the Gratke Camp Office to meet with the Camp Director to Make any changes to all scout's merit badge schedule, if necessary. Please do not send each individual scout.

7:30-8:00 – Vespers – Fun Chapel Program, not Church, all Scouts will enjoy, held at the Chapel

8:15 PM – Re-assemble at FLAGPOLE for MANDATORY EMERGENCY PROCEDURES REVIEW

8:30 PM - CAMPFIRE!

10:00 PM – TAPS – All Campers in Campsites

DAILY SCHEDULE

On the next page of this guide you will find the "basic" schedule. Special programs and activities will be announced throughout the week at SM and SPL meetings along with advertisements of the daily offerings at each flag ceremony.

These special offerings are dependent upon staff, adult volunteers, weather, etc...

DEPARTURE ON SATURDAY

8:30 AM - CLOSING CEREMONY, COURT OF HONOR, CONTINENTAL BREAKFAST

After the closing flags and awards ceremony, sack breakfast will be available for everyone to eat on the way home. Your unit is dismissed from camp when you have turned in your campsite check-out form with your evaluations.

NO LATER THAN 9:30 AM - DEPART FOR HOME. Drive safe!

2023 BASIC DAILY SCHEDULE

This tentative schedule is will most likely change

| SUNDAY | MONDAY - FRIDAY | SATURDAY |
|---|--|--|
| <p>Welcome to Camp Baker</p> <p>Please plan to arrive as a group between 12:00pm and 1:00pm</p> <p>NO EARLIER PLEASE – Gates locked</p> | <p>6:30am - Polar Bear Swim (T, Th)</p> <p>7:30 Morning Colors at flagpole Breakfast in dining hall</p> <p>9:00-12:00pm All Program Areas Open, Open Program Friday <i>Wednesday is OA Day...Wear your sashes with complete uniform</i></p> | <p>7:00am Campsite Inspections Begin</p> <p>8:30 Court of Honor / Closing Ceremony</p> <p>9:00 Sack to go Breakfast</p> <p>9:30 Leave Camp Baker</p> <p>9:45 Gates are closed </p> |
| <p>12:00 - 1:00pm Arrival</p> <p>12:00-2:30 Leader Check-In</p> <p>12:30-4:30 Scouts' Orientation Tours and swim checks</p> <p>4:00pm SM/SPL meeting Mandatory</p> <p>4 pm – 5:30pm Settle in to campsites</p> | <p>12:00-1:00 pm Lunch</p> <p>12:30-1:45 Baker Games (different every day!)</p> <p>1:00 or 2:00 Trainings (different every day!)</p> <p>1:30pm SM Belly Flop off (costumes encouraged!) (TH)</p> <p>2:00-5:00 All Program Areas Open (Campwide Games Friday)</p> <p>4:00pm SM/SPL Meeting (M-F, Mandatory)</p> <p>4:30pm Adult Dutch Oven Cook-off (W) Be creative!</p> |  |
| <p><i>Evening time may vary as it gets darker ealier through the seachild</i></p> <p>5:45pm Evening colors</p> <p>6:00 Dinner</p> <p>7:00 MB / Program Changes</p> <p>7:30 Vespers at the Chapel</p> <p>8:15 Assemble at flagpole (mandatory)</p> <p>CAMPFIRE:</p> <p>10:00 Taps</p> | <p>5:45pm Evening colors</p> <p>6:00pm Dinner at dining hall</p> <p>7-8:30 All Program areas open (M, W Th) <i>July 4th—All Areas closed after dinner. Units are encouraged to sign out at take their unit to see the fireworks in Old Town, Florence.</i></p> <p>DUNE NIGHT! (Tuesday) All units depart camp.</p> <p>8:15 Assemble at flagpole (mandatory) (Friday)</p> <p>CAMPFIRE! (Friday Night)</p> <p>9:15 Night Owl Hike (M, TH)</p> <p>10:00 Taps</p> | |

ADVANCEMENT

Our goal is to provide the opportunity for every Scout to participate in any activity for which he is qualified.

Oregon Trail Council Summer Camp Baker Merit Badge Instruction Policy

Both Camps Baker and Melakwa, operate modified open programs with regards to merit badge instruction. Meaning, that though scheduled merit badge classes exist, an effort will be made by camp staff to accommodate any Scout who meets the qualification to work on any merit badge offered at our camps. If a scheduling conflict prevents a Scout from working on a merit badge, the Scout should seek out the instructor to make arrangements to work individually with the instructor. In some cases, small groups may be formed and in other cases, camp resources will be made available to Scout leaders to facilitate skill instruction. Conflicts which seemingly cannot be worked out should be brought to the attention of the program director.

We would like to become **a resource** for the advancement program you already have in operation. In fact, we are going to try to give your troop's advancement program the biggest shot of energy it will get all year.

Do not treat camp as a one-week event that begins on Sunday and ends on Saturday. Instead, treat it as a supermarket stop on your Scouts' continuing road to advancement. Start your stay weeks ahead of time. Get the Scouts preparing for and working on the merit badge programs they plan to utilize at camp. Do not end your camp experience until the last of your partial merit badges are completed.

Rank Advancement in Camp Baker

A week at camp can help each Scout reach their next rank. Help Scouts set goals for the week with their next rank in mind. Camp is a good place to hold Scoutmaster Conferences and boards of review. Invite troop committee members to spend a day here so they can see the troop and hold boards of review.

EXPERIENCE TELLS US

Over the years, one of the suggested comments made by Scoutmasters in their evaluations is the need for a section called "Experience Tells Us". This is a collection of what we have learned from those evaluations regarding merit badges and advancement:

- **Summer Camp is NOT a "merit badge mill"** where you pay a fee and get four badges automatically. Instead, camp offers merit badges as only a part of the overall program.
- Scouts should have the merit badge pamphlet and have read it prior to coming to camp. MB Books are available for purchase in the trading post, but not guaranteed to be 100% in stock.
- Any work done on a merit badge that is accomplished and signed off prior to camp (a partial) must be completed with a registered merit badge counselor for that merit badge. Partial badges do NOT expire.
- **For the new Scout in your troop, encourage the use of the Scout Skills area.** If the Scout also wants to work on merit badges, we suggest not more than two.
- The **most difficult badges** to earn are those requiring a great deal of mental or physical skill, coordination or stamina: **lifesaving, chess, kayaking, SCUBA, small boat sailing, rifle shooting, archery, and environmental science.** These should be reserved for the third-year campers.

- Many badges have work that could be done at home ahead of time. Experience shows us that camp is not an ideal classroom for written work and the smart Scout is the one who comes to camp with all the written work already done.
- **Scouts should try doing something new at camp** and get a well-rounded experience. Try a Handicraft badge, a Nature badge and an Aquatic or Scoutcraft badge combination.
- **Come to camp prepared!** Have patrols already organized. Elect patrol leaders before camp. Work on ideas as patrols and have the patrol leaders represent the group at camp. Patrol Flags are a must! Each Scout should plan to bring the necessary merit badge books they need or purchase them at camp.
- **DON'T FORGET TO SCHEDULE A REST!** That's right! Too often you don't take the time to sit and enjoy the beauty at camp around you. Don't keep up such a pace that you miss the trees, the nature, and the clean fresh air.
- **Be spirited!** The troop that comes to camp with ideas, spirit and challenges makes the rest of camp come alive. Bring your troop spirit to camp and show everyone that you're number one.
- **Be flexible.** Our staff is here to meet everyone's needs. Sometimes schedules and staff change. A Scout is friendly, cheerful, and courteous. Please remember to practice the Scout Law in camp when dealing with others.
- **Communicate.** If you have a special need or want to do something spectacular, tell us about it in advance and we'll help you plan it.
- One last thing, we want to make this the best camp in the Northwest. If you have any suggestions, we'll gladly listen to you, your ideas and your **feedback!**

SCOUTMASTERS PLEASE NOTE: Area directors have the final say on scheduling in their areas. If you have a Scout who you think should take a merit badge, but it is not offered at the time you need, PLEASE talk with the area director for possible alternatives.

THE SPLs ROLE

The Senior Patrol leader is the most important leader that each troop will have at camp. They are the person who will lead the troop to make the most out of their time. **The first SPL meeting will be at 4:00 PM on Sunday OR 10am on Monday for Monday start week,** and will continue at 4:00 PM daily.

At the SPL meeting there will not only be information about camp program, but also opportunities to help plan both troop and camp-wide programs, service, and learn more about leadership and Scouting programs. Try to give as much responsibility to the SPL as is possible.

ADVANCEMENT & PROGRAM OFFERINGS












To have a successful advancement program, your Scouts should begin their work prior to arrival. Some badges are easily earned while others take longer. Advanced planning will make possible a more effective merit badge program in your unit. Please note that we cannot make any substitutions for merit badge requirements.



Merit badges are usually given in group sessions. It is advised that the Scoutmaster check with their Scouts that are working on merit badges and review the requirements to see that the individual Scout has satisfactorily completed as much as possible for THAT Scout before leaving camp.

Merit badges are earned in camp just as they are back home. The Scout discusses merit badge subjects with his Scoutmaster, who gives them a signed blue card before the Scout attends the merit badge class. Each Scoutmaster will be returned completed signed blue cards at the end of the week indicating the completeness of the merit badge.

The Scout should **obtain and read** the merit badge pamphlet (book) for those merit badges he plans on taking. Merit badge pamphlets are available in the Trading Post. They will then meet the area staff at the scheduled time. they will work with the area staff during the week to do the necessary work and must meet each requirement individually.

| | |
|---|--|
|  | Program fee or material cost |
|  | All day program |
|  | Recommended for younger Scouts |
|  | Recommended for older Scouts |
|  | Recommended for any Scouts |
|  | Eagle required |
|  | Indicates requirements that may be completed before coming to camp to allow more time for additional activities. The requirement number will accompany this icon |
|  | Written material required |
|  | Indicates requirements that must be completed at home; they cannot be completed at camp |
|  | Indicates a maximum capacity for this session (limited classes) |
|  | Indicates a prerequisite for this program |

IMPORTANT – Each Scout should study merit badge requirements carefully in advance to determine what requirements they may not be able to complete at camp and should try to complete them before coming. The merit badges offered are highlighted on the pages that follow. The KEY to the right shows what the individual symbols represent in the descriptions

Be sure each Scout receives written proof of all advancement completed before leaving. This especially applies to those who have completed only part of the requirements for a merit badge.

All completed merit badge blue cards, and other advancement related information will be available to the Scoutmaster Saturday morning after campsite check out is complete. This information may be reviewed prior to clean up but not to be taken from the leader's lodge prior to campsite checkout.



Partial credits will be given to those who complete only part of a merit badge. A partial may be brought for completion. **Discourage the idea that receiving a "partial" on a merit badge is like "failing" the merit badge "class".** Everything a Scout learns or earns is a plus. By the way, there is no such thing as an "expiration date" on partials. A MB can be completed any time until the Scout turns 18.

The camp strives to provide most if not all the materials necessary for the merit badge offerings. However, the troop can help its Scouts by providing some supplementary materials. For example, the troop might bring along some carving tools for woodcarving, or identification books for mammals or forestry, etc...

Open Program: Encourage Scouts to take advantage of "Open Program" time in the afternoon and evenings. They can go to program areas and work on advancement independently.

NATURE & CONSERVATION AREA

The Nature staff works out of Barney Carlchild Lodge, an open air building just down the trail from the Leader's Lodge. The nature staff runs a program of scheduled merit badges but is dedicated to more than just badge work. Encourage Scouts to use this area to develop their curiosity about their environment. Our staff is always ready to look at an interesting bug or answer a question about whether or not there really are bears in camp. Our ecology staff puts on other nature-oriented activities like the ever popular Night Owl Hike. They are the experts on planning effective conservation projects and on seeing that we treat the environment with wisdom and respect.

Environmental Science



This tough merit badge is Eagle required. Scouts must be prepared to devote a lot of time to it if they want to complete it in just a week. Much nature observation is required outside of class time.



Scouts should already have earned a nature related merit badge before starting on Environmental Science. Scouts should be 13 years or older.

DUAL MERIT BADGE SESSION

Fish & Wildlife Management



8

Some written work and a conservation project. Requirement #8 may be completed before arrival.



A small report and project. Req. #3 can be done before camp.

Geology



New Addition this year!! Learn all about Earth

science and Rocks! New requirements for this badge in 2023. This is a great 2nd or 3rd year camper badge!

Fishing



Not a scheduled badge. Scouts must schedule time with an instructor outside of regular program time. Try to go on an outbound on the lake to get in some fishing time!



Bring your own gear. Offered during open program by appointment only. You may wish to bring evidence of having caught, cooked and eaten fish previously.

Space Exploration and Astronomy Combo Session



Build your own rocket and launch it to the heavens! Have fun while learning about the wonders of space. A materials fee of \$15 applies for the rocket kit, engines and supplies. Please do **NOT** bring your own rocket.





Oceanography

This best place to learn about Oceanography is right here at the Oregon Coast! A new addition to camp this year!

Weather 6,8,9

Build your own weather instrument. An underlying interest in weather is recommended. Requirements 6, 8, and 9 may be completed before camp.



SCOUTCRAFT AREA

Includes the former Scout Skills program. Look for pioneering projects and Scoutcraft demonstrations to be located in this dynamic area. Scheduled merit badges include camping, orienteering, pioneering, emergency preparedness and wilderness survival. In addition, our Trail to First Class offerings, outbound and Timber Slug programs are headquartered here.

Orienteering



Use a compass and map to find your way over rough terrain. Expand your basic skill with this advanced sport of navigation. Recommended for the return camper.



Pioneering



Pioneering merit badge gets right to the heart of the Scouting image. Scouts learn to build things with ropes and poles.



This merit badge takes some dedication and relies on experience that first year Scouts probably do not have. Scouts can complete it in a week if prepared to devote some extra time to it. A model signal tower must be built....available for purchase in trading post for only\$5

Wilderness Survival



This merit badge is not as tough as it sounds but still is NOT for first year campers. Scouts will learn some common sense about dealing with the outdoors. One night will be spent in the "Wilderness" of camp. BE PREPARED! Have req. #5 completed before camp and bring it with you: personal survival kit.



Emergency Preparedness



Required for Eagle (alternative) – A Scout is Prepared. Prerequisite: Work with your family on req. #2c prior to camp and bring evidence of completion.



Prerequisite #2: First Aid Merit Badge is required before signing up. A good badge for the returning

and experienced Scout.

Camping



Scouts will be able to complete the majority of this Eagle-required merit badge at camp. 14 nights of Scout camping prior to camp should be indicated. A report from the troop will be required demonstrating youth camping history (Req. #9). A good badge for returning Scouts.



First Aid



Scouts need to come prepared to learn, having read the MB book and having prepared some materials prior to camp. Scouts wishing to take this merit badge must have already completed the first aid requirements for Second Class AND First Class before signing up for this merit badge for which proof is required. NOT a first-year camper badge. This is a hard rule. Please do not ask for waiver.



Trail To First Class

Our Trail to First Class Program is available from 2-5 each day. This is a drop in style class. Our staff will do our best to help each scout that enters the area. It is most helpful when scout leaders come with the scout and assist in some instruction. This is particularly true if one unit is sending multiple scouts.



The Scouts may earn their Totin' Chip, Outdoor Code Card, and Fireman's Chit in the afternoon. Scouts interested in the Paul Bunyan award may make an appointment to work on this distinguished badge.

MONDAY NIGHT----Totin' Chip Round Up 7-8:30pm

AQUATICS

No other Scout camp in the Northwest can offer all the waterfront opportunities Siltcoos Lake offers Camp

Baker. Aquatics offerings on our schedule include swimming, canoeing, rowing, lifesaving, kayaking, small boat sailing, polar bear, outbound trips, and SCUBA!

The waterfront is also the obvious place to complete the swimming requirements for Second Class and First Class ranks. Basic swim instruction is also available during open program area time and by appointment.

The boats and swim beach are also open for free time use. The aquatics staff will also assist with canoe overnights.

The aquatics staff takes responsibility for all the camp's water-related activities, helping each Scout and troop to safely take full advantage of all the recreation Siltcoos Lake has to offer.



Canoeing

Canoeing is a little tougher than swimming. It takes a little more strength and a little more study. A Scout must pass the "swimmer's" test before he begins. Use the merit badge book to study paddling techniques. Practice time outside of class is a must.



Kayaking

Learn the basic skills of safely paddling a kayak. Launching and paddling as well as safely exiting will be stressed. This is a basic class and will not qualify you or certify you as a white water kayaker. Class size limited. Scouts must be First Class, at least 13 years old and hold both the swimming and canoeing merit badges. A \$5 program fee applies. Adults may participate as space allows.



Lifesaving 13

We take this merit badge seriously. The requirements are tough and the standards are high. A Scout needs to be a strong swimmer and a serious student to pass. Completing swimming merit badge is required before attempting this badge. Lifesaving is an Eagle required option. Knowledge of CPR needs to be demonstrated.



Swimming

Swimming is a Scout's first plunge into the world of aquatics merit badges. An average swimmer can complete this merit badge at camp. Swimming merit badge meets an Eagle required option. This is a fine badge for a strong first year Scout. This badge will also help meet requirements for Trail to Second & First Class. If a beginner, and not ready, come down and practice during open program. Requirements changed last year and most classes will be completed by the third day.



SCUBA

Your older Scouts (13+) will have a chance to try the sport of SCUBA. Participants must pass the swimmer's test and have the swimming merit badge first. Classes focus on first aid, careers, equipment, etc... Then on Thursday, two groups of 12 Scouts will venture out to Woahink Lake for a dive. Cost TBD. Estimated at \$100.



BSA Lifeguard

This prestigious award is perfect for that "been there, done that" older Scout or Scouter who wants to be certified to be a lifeguard with the BSA. This most-of-the-day program is very challenging and rewarding. Sign up with the aquatics director to work out your schedule.

New rules are beginning to require a certified adult lifeguard on certain unit based aquatic outings. Don't miss out on this perfect opportunity for adults to obtain an affordable certification.

BSA Lifeguard patches are available for purchase in the trading post, certificates will be issued to participants completed the program.

Policies:

Swimwear: Modest tankinis and swim trunks are authorized per the Oregon Trail Council Aquatics committee. Speedos and bikinis are not permitted. For questions, please contact the camp director and they will put you in contact with our aquatics staff.

Open toed shoes and water shoes are aloud on the waterfront. Please do not wear them until you arrive to the waterfront.

On Sunday, swim checks will be priotized by those taking aquatics badges. If we cannot complete your entire units tests, you may come down during open program on Monday to complete.

SHOOTING SPORTS AREA

Our Shooting Sports staff operates 2 busy shooting ranges. The rifle and archery ranges are 2 of the most popular spots. You will receive information during orientation meetings at camp. Lots of open shooting time will be available for everyone to practice and qualified adult Scouters are encouraged to make themselves available for volunteering.



Archery



Archery is another merit badge that is not as easy as it sounds. It requires a certain level of strength that many first and second year campers may not have. **We recommend every Scout visit the archery range and have fun**, but the merit badge is best suited for older Scouts unless archery skills are strongly in place. It can be completed in a week but Scouts who do so will know they have met a challenge. A program materials fee of \$10 applies.

Scouts and Scouters may bring their own bows, but they **MUST** be registered upon check-in at the office and stored at the archery range all week.



Rifle Shooting



A Scout's success with this merit badge is somewhat dependent on their prior shooting experience. It is a tough merit badge to earn from a "cold start", especially for a young Scout. Like archery, **rifle shooting should be experienced and enjoyed by all Scouts**, but those signing up for the badge should be returning Scouts. Scouts need to be aware that writing and studying are just as much a part of this merit badge as shooting. A good shot who is a hard worker can complete it in a week. A program materials fee of around \$10 will apply (varies by shooter).

THE TOWER AREA

Camp offers an exciting and challenging adventure in climbing and rappelling. This program is for Scouts of all ages. Our tower, operated under the guidelines of the Boy Scouts of America, and the supervision of experienced staff, offer Scouts the opportunity to challenge themselves on any of five routes, each requiring varying levels of skill. Prior to climbing, each Scout receives detailed safety instruction from our tower staff.



Climbing Merit Badge



For Scouts who want to challenge themselves and tackle the tower. Learn skills of climbing, and rappelling. Scouts of all ages may participate, but be sure to experience climbing for fun first to make sure you are ready. To complete merit badge you **MUST** show up for open climbing in the afternoon daily. Do not wait till the last day to do your climbing or you will go home with a partial!

The Climbing Tower is open throughout the week for every Scout and Scouter to try climbing for themselves and experience an adventure like nothing else. Try your strength and ring the bell!

HANDICRAFT AREA

The Handicraft staff works out of Buck Badley Lodge near the trading post. The handicraft merit badges are Art, Basketry, Indian Lore, Leatherwork, and Woodcarving. Help on other badges will be provided as materials and the expertise of our staff allows. Scouts will need to purchase materials for these badges at the trading post. The costs will range from \$3-\$20 per badge. There are a wide range of materials from basic to expert. This will be limited only by the Scout's desire to create!

Scouts do not have to be working on a merit badge to use the Handicraft Area. The staff is happy to help with any craft project, merit badge related or not. The trading post will stock a wide range of craft supplies and kits. The handicraft area is staffed all day long to assist Scouts with their free time projects.



Art



Get ready to learn the basics of art! Using a variety of mediums including oil, watercolor, pen & ink, pencil, markers, and temperas--we will be creating works of art. The badge can be completed at camp and has a materials fee of only \$2.50!



Metalwork



Suitable for all Scouts. This is a tinsmithing program so extreme heat is minimized. It is recommended that requirement #4 be done in advance and brought to camp. Program fee of only \$5 applies. Additional Copper projects available in the trading post for \$5. Perfect introductory program. Class fills up fast! Sign up first.



Basketry



One of our less challenging merit badges. Basketry is a good starter for first year Scouts. Complete it in a week (usually just a couple days!). Scouts must purchase a basketry package for only \$15 which includes 2 baskets and a seat bottom. Taking the class is best but a Scout may drop in during open program!



Leatherwork



Round out a Scout's craft abilities with Leatherwork. Complete it in a week. There will be a small charge for materials varying from \$5-\$18, depending on the projects chosen.



Woodcarving



A good merit badge for 2nd year campers or older Scouts with a little spare time, woodcarving will also teach some things about tools and woods. Complete it in a week. A "Totin' Chip" is required (this may be earned in the Scout Skills area, Handicraft lodge, or brought from home). There is a fee for carving materials, generally ranging about \$5 for projects from the trading post. These are specialized wood products suitable for easy carving. Carving knives are available for purchase for only \$6 if you would like your own, sharp knife suitable for this badge. No large or serated knives allowed in the handicraft lodge.



Chess

This newer badge in the Scouting program is a tough one and suitable for most advanced players able to track games algebraically. Fun and exciting, this "Game of Kings" merit badge can be earned in a week, if a Scout works hard and follows through. A \$5 materials fee applies. To minimize study time, come prepared with the knowledge required for requirements #1 and #4a firmly in place.



Electronics

This

PROGRAM EVENTS & OPPORTUNITIES

Timber Slugs

Not a merit badge, but our premier older scout program! Scouts must be at least 13 years of age when activity begins. The Slugs work all week on projects and outings of their own creation. A true scout-led program, supervised by dynamic, qualified, young leaders.

Timber Slugs is a mountain-top experience for any returning Scout looking to connect with others and challenge themselves. The Slugs bond over developing their own program from a menu of opportunities.

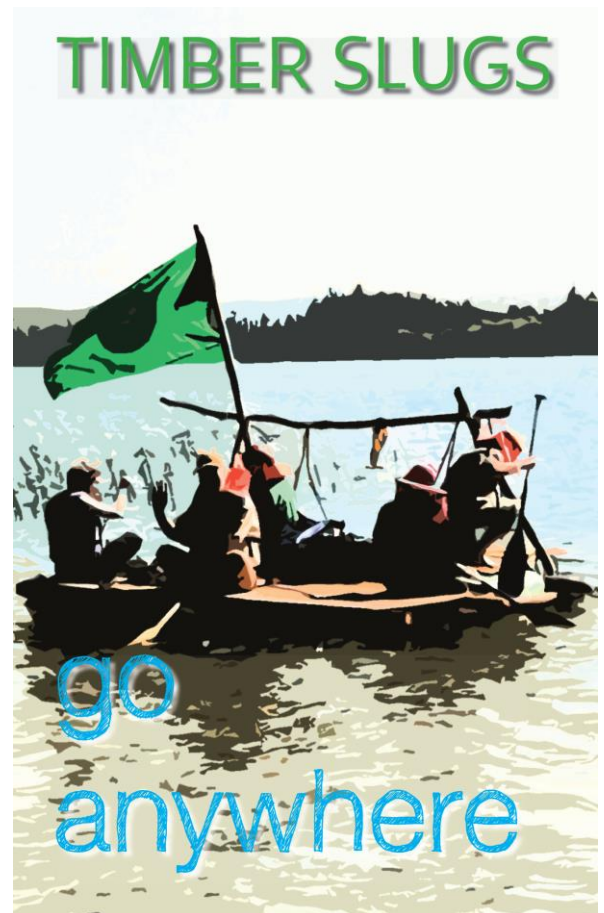
"Go Anywhere. Do Anything!"

The Slug program culminates in a final overnight trek. The \$15 fee includes the coveted Timber Slug T-shirt!

4" activity patch is also available for purchase.

Adults encouraged to participate and help out outings.

ORDER OF THE ARROW





Camping and the Order of the Arrow go hand in hand. The Tsisqan Lodge of the Order of the Arrow plays a key role in the maintenance and development of camp. Arrowmen within your troop should be playing a key role in your troop's camping program, especially by inviting all the Scouts in your troop to a week-long camp each year.

Summer camp is a great setting for members of the Order to renew their dedication to Scout camping, meet members of the Order from both Tsisqan Lodge and out of council

Lodges, and look for further ways to be of service to Scout camping. **Wednesday is Order of the Arrow day in camp.** Arrowmen are encouraged to **wear their sashes when in complete uniform or while working on an OA service project.** Special activities at camp will be announced at the SPL meetings.

The Adventure Trail

This camp-wide program is a fun tradition for the first year camper and the Eagle Scout alike! Each Scout earns beads and tokens in each program area and camp-wide events. Wear your tokens with distinction just like our staff! A perfect way to get your Scouts to be actively engaged in all of camp's program offerings! Pick up a necklace at Handicraft! ***Each leader should wear their necklace to promote the program and challenge each of their Scouts. Those units that actively participate receive greater enjoyment from our camp wide program offerings.***

JUST FOR OLDER SCOUTS

Keeping older Scouts interested and active is a challenge for every troop. We have developed some challenges we hope will help you give your older Scouts an incentive to come back.

**BSA LIFEGUARD
MILE SWIM
COPE**

**KAYAKING BSA
TIMBER SLUGS
STAFFING**

**CLIMBING MB
SCUBA BSA
OUTPOST CAMPING**

So if any of your Scouts have said they have seen it all. Share with them all the great program offerings at camp. Every Scout in your unit deserves another seachild at camp!

BAKER ANTHEM SEGMENTS (For Scouts of ALL ages)



The Camp Baker Anthem calls on all Scouts to become a Baker Camper, Baker Hiker, Baker Swimmer, and Baker Climber. This program is designed to recognize Scouts who meet those challenges illustrated in our own Camp Baker Anthem.

Anyone can participate, but use this program to encourage Scouts who are coming for their second or third time to dig a little deeper into the Baker program. Remind Scouts that they do not have to have done all the requirements in a single week. Help them to remember back to things they may have done at camp in previous years.

Completing each set of requirements entitles the Scout to wear that segment around the Scout's Oregon Trail Council segment patch on the front right pocket of his uniform. Use the Baker Anthem Award Application segment sheet found in the back of this guide and at the Leaders' Lodge to keep track of the requirements. As the Scouts (and Leaders too!) qualify, simply submit the checklist with Leader signature by the Friday Scoutmaster meeting, and the unit will be awarded their segments free of charge for presentation at your next court of honor.

PATROL OR TROOP ACTIVITIES

Summer camp is about much more than personal growth and individual fun. We want your whole unit to benefit from your time with us. To this end, we have a variety of programs and awards designed to build group spirit and teamwork in your unit.

We offer a variety of opportunities to involve your entire unit working together in activities. These include:

- o Going to the waterfront as a patrol or troop and enjoying a unit swim or a boating trip
- o Doing an in-camp overnigher as a patrol, sign up at SPL meetings
- o Doing an out-of-camp overnigher as a troop, sign up at SPL meeting
- o Going for a patrol/troop shoot at the rifle range or archery range (sign-ups may be needed)
- o Patrol Ribbon Challenges / Baker Games



BAKER GAMES

We encourage you to bring troop and patrol flags to all events you attend as a group. Throughout the week, there will be opportunities to highlight your teamwork and special awards will be given during evening flags. Patrols may participate without a flag, but no flag, no ribbon will be awarded.

SERVICE PROJECTS

There are plenty of opportunities for service. The camp ranger has a list of recommended conservation projects, and the Quartermaster can provide needed equipment. Our commissioners and other staff can also help you make arrangements.

FRIDAY TRIPS

Our merit badge program ends on Thursday by design. This allows units to take a day trip on the Oregon Coast if they would like! For units remaining in camp, we will have open program time and camp-wide games. Possible trips include Dune Buggies, Whale watching, a trip to the beach and lighthouse, etc! Contact Camp Director, Devin Hunt for more information! For units that took the train, we can help arrange transportation at cost.

OUTPOST TRIPS

Your program potential at camp extends far beyond its borders. Active troops strike out of camp and make use of the many outpost opportunities the environment around Camp Baker offers.

If your unit decides to do an outpost, you must notify the program director via a Camp Float/Trip Plan, maintain your two-deep leadership both in and out of camp (if some Scouts are staying behind). Patrols may conduct an outpost within camp boundaries, without adults present. Due to safety standards the camp director and aquatics director have final say so on whether a troop may depart on the specified outing.

THE DUNES

Just West from camp are miles and miles of the greatest sand dunes any Scout camp in the world has access to. The dunes are a great outpost destination, whether for an afternoon hike or an overnight trek. The “tree islands” in the dunes are a unique camping destination. The lakes in the dunes (some years they are there, others they are not) are great spots for a troop swim (conducted on the eight point safe swim defense plan). A push across the dunes reaches the ocean, a hike of about eight miles, round trip. .



Tuesday night is **Dune Night!** The entire camp will visit the dunes for a series of Baker Games and a full evening of fun!

Canoe Outposts

Each Scout should sometime during their time at camp, be it their first year, or their fourth, take a canoe trek out onto the mighty Siltcoos Lake.

Either as a troop or with the Timber Slugs, these outings are memory makers.

Float Trip #1: Trestles Trip: Leave 1.5 hours before dark and travel straight across the lake to the large trestles. Pass under the bridge and take out at the State Park and throw down your bedroll or even pitch your tent for the night. Share in the sounds of the lake and stories around a candle fire. Return in the morning in time for flags and breakfast! Short and sweet!

Float Trip #2: The Dan Beard Trail: Leave after dinner with enough time to travel South along Camp Baker and around the horn and into the wind! Head South West directly to the Dan Beard Trail. Pull out and take a short hike before you throw down your bedroll or pitch your tent for the night. When you rise in the AM, it will be to a beautiful fog, so make sure you took your bearings!

Float Trip #3: The Outlet: You will depart as the waterfront is shutting down for the evening, around 5pm or earlier. The water will be choppy, but you will be traveling in the right direction to make the trip. You will head towards Dune City and down the Siltcoos River.

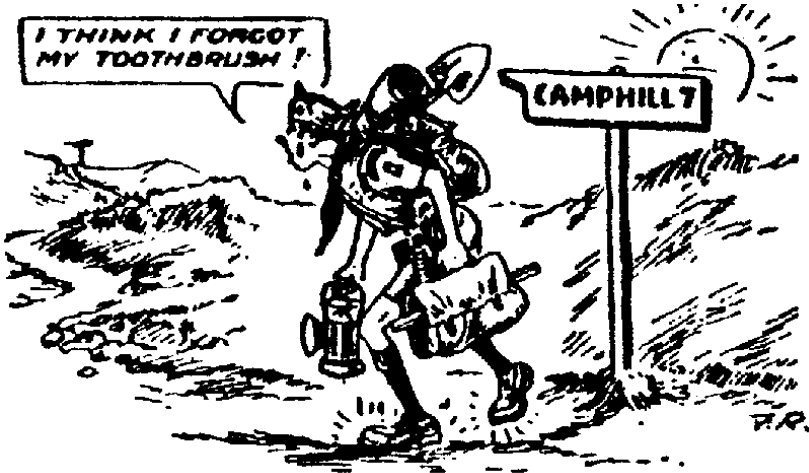
Allow for plenty of time to take in the sounds, smells and sights of the swampy channel. When you arrive at the dam, you will pull out and camp the night at a private Georgia Pacific park. You may choose to re-enter the channel and paddle down towards the ocean for a view, but you may not get out West of the park as pedestrian traffic is prohibited to protect bird habitat. But it is a great adventure to say you canoed from Camp Baker to the ocean! It is required that an experienced staff member accompany your group on this expedition. Your group will want to bring its own dinner. You may be back in time for breakfast. Meal planning is up to you!

Float Trip #4: SWAMPY! This small island belongs to Camp Baker. Just off the South West tip of the peninsula, Swampy Island is perfect for a patrol or troop overnight canoe trip. Bring your own firewood and marshmallows for a perfect night under the stars or in your own tents. Only a 30 minute canoe trip around the horn. Row boats can go on this trip to take those with lesser swimming ability.

Process: To take a float trip, the Guide to Safe Scouting and aquatics safety programs must be adhered to. A Camp Float/Trip Plan must be submitted to the camp office and cleared in advance by the camp director and aquatics director. Departure status is dependent upon weather, leadership and equipment. The aquatics director or camp director has the final say.



All paddlers must be Swimmers. Non- Swimmers may not go in canoes without a certified adult lifeguard.



UNIT LEADERSHIP

You may not think of yourself as a “method”. Yet your role as a friend, coach, and counselor to Scouts is one of the most valuable parts of the program. Every scout needs contact with adults he can emulate. Scouts copy whatever models are available to them. Not all of these models are good examples. Just by your example, you are carrying out one of the methods of Scouting. **What you do and what you are, will be worth a thousand lectures and sermons.**

ADULT LEADERSHIP

Where do you find your camp leadership? This should not be a problem, if approached early. Sources of leadership include your regular Scoutmaster, assistants, troop committee, members of your chartering organization, and parents trained in youth protection.

Please avoid “rotating” leadership as much as possible. Try to keep at least one full-time leader in camp for the entire week. Units with a different leader each day do not fare as well as units with more stable leadership. Sometimes a replacement leader does not show up which creates a problem for everyone.

Adults: The person in charge of your troop at any time must be at least 21 years of age, with valid Youth Protection Training. There is absolutely no exceptions. A second leader, at least 18 years of age **must** also accompany your unit who is youth protection trained. For Girl Troops and Venturing Crews serving girls, there must be a female over 21. Obviously, a mature, responsible Scouter is necessary. Many troops have found it advantageous to “back up” their leadership with more assistants and National BSA policy mandates at least two adults are to be in camp at all times. Also, remember your person in charge must be a registered member of the Boy Scouts of America. If you show up with less than two leaders, your unit will be sent home.



NEW THIS YEAR: All Adults that stay overnight must be registered members of the BSA with a background check and valid YPT (taken in the past two years.)

All units are required to have at least two qualified adult leaders in camp at all times.

While your Scouts are busy with their adventures, enjoy the following activities for Scoutmasters:

| | | |
|---|---|--|
| Earn your beads Get your troop to “Honor Troop” Visit the trading post Make new friends Go shooting Be a lookout at the beach Go fishing Practice the belly flop | Earn SCUBA, BSA or Lifeguard Check your scouts’ progress Take a nap Take a training session Take photos Take a swim or take a shower Climb the tower Take a hike Help out a class | Help in the kitchen Work with your Scouts Visit the Leaders’ Lodge Take scouts on a hike or overnight Conduct a service project Visit merit badge sessions Enjoy the quiet SM Conferences Make a Dutch oven treat! |
|---|---|--|

MCDONALD'S CAMPSITE

A CAMPSITE FOR OUR SCOUTS AND LEADERS WITH SPECIAL NEEDS

All Scouts and Scouters deserve the opportunity to attend camp regardless of disability. Camp Baker has made improvements to allow anyone who is physically or mentally challenged have a good experience. Those with special needs may choose to stay at our McDonald's campsite located conveniently in the center of camp. They may also use the handicap shower facility if the disability warrants.

Please notify the Scout Service Center when making your troop reservations if these facilities will be utilized by a Scout or Scouter from your unit.

The site has ramps and other facilities needed for wheelchairs. Electricity is available and not offered in our standard campsites. If you need electricity for medical reasons and wish to remain in a standard campsite, bring a battery pack and inverter.

With the increased availability of mobile CPAP machines and chargers, **we no longer consider CPAP usage reason to use a McDonald's cabin.** CPAP users stay in the campsite with their Scouts. Please prepare accordingly. You may charge your batteries at our warehouse during the day.

1) Avid campers may consider purchasing a battery-operated CPAP machine (one model known to be reliable at camp is the Puritan Bennett 420G; many other models are also on the market). A good source for battery-powered CPAP machines is www.cpap.com. If charging a battery-operated CPAP is required during daytime hours, the camp will provide an outlet. 2) Those who use a machine that requires 120v AC power (household current) can bring an inverter and an automobile battery. This is a proven method for many campers over the past several summers. Camps will provide an outlet where automobile batteries can be recharged during daytime hours. Vehicles cannot be parked in or near campsites for the purpose of powering CPAP machines.

If one of your leaders is in need of disabled accommodations, your unit is still responsible for maintaining 2-deep leadership and proper adult-to-youth ratios at night.

GENERAL INFORMATION

PARENTS & SIBLINGS

Be sure parents understand that they are welcome to visit their child during the day. Encourage everyone that drives to and from camp to take time for a visit. Camp Baker is set-up as a Scout camp, not a family camp. There are several parks nearby that may accommodate families. **Meal tickets for visitors shall be purchased** at the office or trading post. Visitors shall not use program equipment without registering as a BSA participant, submitting medical forms and paying the full participant daily fee of \$50. Overnight camping is not included with the fee. Guest, family and parents are subject to all Camp Rules...including NO RVs, PETS, SMOKING, ALCOHOL, ETC...

If you would like a special program for parents, you could schedule a special time for the parents to come. We would suggest Friday afternoon and evening. Invite them to come and watch the afternoon's events, join us for dinner, and come to the closing campfire. Dinner fees may be paid in advance or at the office or trading post upon arrival.



NATIONAL GUIDELINES

The following policies have been adopted to provide additional security for youths in the program. In addition, they serve to protect adult leadership from situations in which they are vulnerable to allegations of abuse.

Two-deep leadership. Two registered adult leaders or one registered adult leader and a parent of a participant, one of whom must be 21 years of age or older with valid Youth Protection Training, are required on all trips and outings. The chartered organization is responsible for ensuring that sufficient leadership is provided for all activities.



No one-on-one contact. One-on-one contact between adults and youth members is not permitted. In situations that require a personal conference, such as a Scoutmaster conference, the meeting is to be conducted in view of other adults and youth.

Proper preparation for high-endurance activities. Activities with elements of risk should not be undertaken without proper preparation, supervision, and safety measures.

Respect of privacy. Adult leaders must respect the privacy of youth members in situations such as changing into swimming suits or taking showers, and intrude only to the extent that health and safety requires. They must also protect their own safety in similar situations.



Vehicles. The only authorized vehicles in camp are those belonging to camp staff and vendors. **Camper vehicles shall remain in the parking lot. NO RVs**, off road vehicles for disabled campers are permissible under rigorous rules; work with the camp director prior to camp. Any troop trailers must be parked in designated areas in the parking lot. After drop off of gear, your troop will be directed immediately to move the trailer to accommodate vehicular parking.

Boy Scouts of America Smoke-Free Policy. It is policy to provide a smoke-free environment for all Scouting participants. Therefore, smoking, vaping, along with any tobacco or marijuana related products are NOT allowed at camp. **There are zero designated smoking areas.** Thank you in advance for your cooperation. Smokers must leave camp to smoke.



FOOD SERVICE

Camp provides all of your meals for the week from Sunday evening's dinner through Saturday morning's breakfast.

Participants with special dietary needs should plan on bringing extra food to supplement their diet. Troops must provide information regarding special dietary needs in advance of their arrival. Please submit individual special diet forms for each camper. This form is located in the appendix. Please submit at least 30 days prior to arrival

Seating in the dining hall is informal to allow Scouts to eat and spend time in small groups with new friends, or for troops to sit down together and talk over the week's program. Our staff will join you and they always enjoy eating with the troops and share in the stories of the day.

The evening meal is served immediately following the evening flag ceremony. To keep the number of diners in the dining hall comfortable, troops need to be invited into the dining hall. Also, you may wish to take advantage of this time to hold an informal troop meeting to share information and catch up on the day's news. Please help your troop display good Scout manners and courtesy in all steps of the meal process.

NOTE: Peanut butter is served in the dining hall and peanuts and peanut products are sold in the trading post.

TRADING POST

The Trading Post stocks souvenirs, Scouting and camping supplies, merit badge materials and pamphlets, T-shirts, hats, patches, craft supplies and snacks. The average Scout spends about \$50-\$80 during a week. Some troops have an adult serve as "banker". This discourages "sticky fingers" and "butter fingers" alike. Also, please have each Scout bring a wallet or pouch for their cash. The number one lost item each week is money!

Note: Camp patches are part of your registration fee. You can buy additional patches in the trading post.

To save money, your unit will want to take advantage of the pre-order opportunity included in this guide. Shirts, hats, patches, and more will be provided at a discount and be waiting for you at camp if you order early. A form will be sent to leaders and posted at OTCBSA.org

EQUAL OPPORTUNITY

Acceptance and participation in the program are the same for everyone without regard to race, color, national origin or handicap.

REGISTRATION / INSURANCE

In accordance with National and local policies, every Scout and Scouter that attends summer camp must be registered with the Boy Scouts of America.

Oregon Trail Council provides uniform accident and sickness insurance coverage for all registered Scouts and Scouters from Oregon Trail Council.

MEDICAL FORMS

Each Scout and leader must submit a completed, signed, and valid Scout Scout medical form (parts A, B, & C) upon arriving. There will be no exceptions regardless of amount or degree of camp activity. Bring 2 sets of copies for each Scout, but not originals to camp. Use ONLY the current official BSA medical form for both youth and adults found in the appendix of this document. [Download the fillable Medical Form](#)

DO NOT BRING SPORTS PHYSICALS! ONLY BSA FORMS!

We must receive the BSA forms for many reasons not limited to parental and physician releases.

IN CASE OF EMERGENCY the medical form should be specific about whom to contact including up to date address along with business and home telephone numbers.

Medications **MUST** be managed and dispensed by your unit's leadership. Each unit must bring with them a lockable container such as a cashbox or tackle box with a padlock to store medications. The health officer can assist with any meds requiring refrigeration or supervision. We may have boxes and locks available to check out!

PROVISIONAL SCOUTING

Scouts sometimes have unique situations that would allow them to come to camp without their home Scouting unit. Such as:

- Not available to attend summer camp with home unit
- Home unit not attending Camp Baker or may not even be attending any camp
- Has the resources and wants to spend an extra week
- Troops want their SPL to get to know camp better before the unit arrives
- Scout is visiting family in Oregon for the summer
- Scout cannot afford out-of-council camp and could benefit from a scholarship to attend Baker.



Whatever the reason, a "super" or "provisional" troop has been put together for just these needs. Scouts may sign up independent of their home Scouting unit and will be assigned to this Provisional Scout Troop. This troop will be helmed by experienced and trained Scoutmasters to guide each Scout through the week. If it is the only week of camp the scout attends, some campships may be available. Any unit sending 3 or more Scouts provisionally in the same week will need to send one paid adult. Call the Eugene service center to register!

FEE SCHEDULE

Camp fees are \$374 per Scout and \$394 for out-of-council Scouts. The adult fee is based on the leader schedule listed below. Additional leaders attending above the number of adult free may choose to pay the individual meal cost or the weekly fee of \$174 (199 out of council) per adult.

LEADER FEES

Individual meal tickets are available at the following rates:

\$6 Breakfast
\$8 Lunch
\$10 Dinner
\$22 One day meal pass

Tickets may be purchased at the trading post or at the camp office at the time of unit check-in.

One free adult per eight scouts. Examples: 1-8 scouts = 1 free adult; 9-16 scouts = 2 free adults; 17-24 scouts = 3 free adults (maximum). Fees for additional leaders are \$174 (199 out of council) per adult.

CANCELLATIONS

Refunds will be determined through the camp office and issued from the council service center after your week of camp. Refunds are not issued prior to or at camp. The **\$100 non-refundable** campsite deposit will be applied to your troop's total camp fees, or carried over and applied to next year's campsite deposit **IF** cancellation arrangements are made by phone with the Camping Secretary at Oregon Trail Council, at least 30 days prior to camp date.

The \$90 per Scout deposit is non-refundable when a Scout fails to attend camp.

CAMP RULES

At camp, the Scout Law, Oath, Motto and Slogan are the basic rules. In addition:

1. **All cars must be backed into designated parking areas.** Do **not** drive to the campsites. No vehicles in camp. Please pack accordingly. If you need to move patrol boxes, check out a wheel barrel, from the Quartermaster, for heavy items you bring. Do not block other vehicles. **NO RVs or ATVs**
2. **No Scout is allowed to leave camp after check-in without special release from parents or his Scout leader.** He must be accompanied by appropriate unit or leadership while out of camp.
3. **No cutting** of any standing trees at any time without the ranger's expressed written permission.
4. **Pets are not allowed.** All animals are pets, and as such need to stay home. Our local wildlife (including raccoons) should be entertaining enough. Thank you for your cooperation.
5. Under no circumstances is any troop allowed to set up its own waterfront unless authorized to do so by the camp director under a written trip plan.
6. Scouts are expected to stay out of other campsites unless invited. Off-limit areas include: the ranger's house, yard, storage areas and workshop, program areas when closed, and **all** staff living quarters.
7. **All fires must be tended.** A troop fireguard chart shall be posted, followed, and updated daily
8. **No equipment (including lanterns) which burn with a flame may be used in a tent. No open flames (including candles) in the Adirondacks.**
9. All extra liquid fuels must be stored in personal vehicles. There is NO fuel storage available in camp.
10. **NO FIREWORKS** of any type may be kept or used. **STRICTLY ENFORCED.** They will be confiscated and discarded upon discovery. We need your help to enforce this. If your Scouts or Scouters bring them, the fireworks will be taken and disposed of appropriately.
11. No firearms or bows will be allowed outside the ranges. **No personal firearms or ammunition are allowed. All personal archery equipment must be checked in at the camp office** upon arrival and used only under qualified and approved supervision at the archery range.
12. **No alcohol.** National policy mandates that alcohol shall not be used in connection with Scouting events. Anyone in possession will be sent home immediately. The use of illegal drugs, of any kind, is regarded in the same manner.
13. **No tobacco** or vaping products or use allowed on the property by anyone.
14. **No Marijuana.** Although it may be legal in Oregon, Camp Baker and the BSA forbids its use
15. Dish washing in the washstands or disposal of garbage in the latrines is not allowed. It clogs the drain fields. Bring towels for drying dishes.
16. Leave your campsite, Adirondacks and latrine area in better shape than when you found it.
17. Do not allow scouts use of electronic games or music players. Phones as clocks and cameras are okay, but no texting or phone calling. Please support our technology-free zone and we encourage you to set up your own. In campsites, it is up to each unit to decide what their policy will be.
18. **Curfew is 10:00 PM.** After that time, Scouts are to be in their campsites unless taking part in an organized activity (a Night Owl Hike or Inter-Troop Campfire, for example). After 10:00 PM campsite activity must be quiet enough that it cannot be heard beyond the site. Lights out by 11 PM.
19. Laundry facilities are in Florence, 6 miles away. **There are no laundry facilities for campers.**

THANK YOU for sharing and supporting these rules with your Scouts!

2023 PROGRAM AREA **SCHEDULE (SUBJECT TO CHANGE)**

Classes M-TH and Campwide Games/Open Program on Friday

| | Code | 9:00 am | 10:00 am | 11:00 am | 2:00 pm | 3:00 pm | 4:00 pm |
|---|---------------|---|----------|----------|---------|---------|-------------------|
| Aquatics – XXXXX = Class offered at indicated time | | | | | | | |
| Canoeing | P, 1 | | | | | | |
| Snorkeling | P, 2 | | | | | | |
| Kayaking (14+ years old) | P, 3 | | | | | | |
| Lifesaving | P, E, 3 | | | | | | |
| Swimming | P, E, 2 | | | | | | |
| Mile Swim, BSA | P | | | | | | |
| Scuba, BSA (13+) <i>Meeting at 1pm on Tuesday and then 12:30-4 on dive day TBD</i> | \$\$\$\$ P, 3 | | | | | | |
| BSA Lifeguard (15+) | P, 3 | All Morning and Afternoon Daily | | | | | |
| Nature/Ecology | | | | | | | |
| Environmental Science (13+) | P, E, 3 | | | | | | |
| Weather | 1 | | | | | | |
| Geology | 1 | | | | | | |
| Fish and Wildlife/ Mammals | 1 | | | | | | |
| Space Exploration +Astronomy | \$\$, 1 | | | | | | |
| Oceanography | 1 | | | | | | |
| Handicraft | | | | | | | |
| Basketry | \$, 1 | | | | | | |
| Advanced Leatherworking | \$\$, 1 | | | | | | |
| Leatherwork | \$\$, 1 | | | | | | |
| Metalwork | \$\$, 2 | | | | | | |
| Wood Carving | \$, 1 | | | | | | |
| Chess | \$ | | | | | | |
| Electronics | \$ | | | | | | |
| Art | \$, 1 | Offered as a drop in, evening program merit badge | | | | | |
| Scoutcraft | | | | | | | |
| Camping | P, E, 2 | | | | | | |
| Orienteering | 2 | | | | | | |
| Pioneering | 2 | | | | | | |
| Wilderness Survival | 1 | | | | | | |
| Emergency Preparedness | P, E, 3 | | | | | | |
| Timber Slugs (14+) | P, 3, \$\$ | | | | | | |
| First Aid (First class rank completed) | P, E, 3 | | | | | | |
| Shooting Sports | | | | | | | |
| Archery | \$\$, 2 | | | | | | |
| Rifle Shooting | \$, 2 | | 9-10:30 | | | | |
| | | | | 10:30-12 | | | |
| | | | | | | | OPEN SHOOT |
| Climbing | P\$, 3 | | | | | | TOWER OPEN |

UPDATED 2.22.23

Shaded box = Class offered at indicated time \$ = Materials Fee E = Eagle Req. 1=Good 1st year badge, 2=good 2nd or third year badge, 3=good older scout program P = Prerequisite or Age requirements, check leader's guide on ALL class descriptions

Baker Anthem Award Application

Submit to program director by Friday' Leader Meeting. Troop # _____ Campsite _____



Baker Hiker

Attend a program area special event. Take a hike to the dunes.
Try the orienteering course. Make a compass. Do a trail improvement project.

of *Campers who earned this award: _____

Names of Recipients: _____



Baker Camper

Go on an outpost campout. Do a service project for camp approved by staff. Help another Scout complete a requirement towards Tenderfoot, Second Class, or First Class. Earn a Scoutcraft or Ecology Merit Badge.

of Campers who earned this award: _____

Names: _____



Baker Swimmer

Pass swim test. Know safe swim defense plan. Earn an Aquatics Merit Badge. Perform aquatics service project. Go boating and swimming with a buddy.

of Campers who earned this award: _____

Names: _____

Baker Climber



Tie five climbing knots. Teach 5 climbing knots. Go bouldering with your patrol, try climbing. Participate in a climbing / cope or central camp beautification service project.

of Campers who earned this award: _____

Names: _____

***Campers include Scouts and Adult Scouters who may also earn this award.**

Camp Honor Unit Application

Complete as many requirements as possible. Submit this form by Friday at 4pm.
Applications will be reviewed and those units with the most points will be recognized.

1. Be present at all evening/morning flag ceremonies and help in conducting at least one.
2. Perform a service project. Have it approved by a staff member before you begin.
3. Promote the patrol method and actively participate in the Super Patrol activities.
4. Put on a troop event (campfire, game, swim, outbound, etc.)
5. Actively and regularly participate in the Baker Games.
6. Clean the bathroom and shower house facility at least once.
7. Be the duty patrol in the dining hall at least once.
8. Have every Scout earn at least one merit badge or complete 10 or more requirements toward Tenderfoot, Second Class or First Class.
9. Have at least one adult and one youth attend daily leader meetings
10. Have adults volunteer as lookout at the waterfront at least twice
11. Have adults volunteer in dish pit at least twice.....
12. Repair at least one tent or platform/adirondack during your stay

TROOP # _____ CAMPSITE _____

DATE _____

SIGNATURE _____

Complete and turn in to Program by final leader meeting.

Presentation of award will be at closing ceremonies



Camp Participation Ribbon - Application

1. Attend a council approved long-term summer camp (Baker)
 2. Have 60% of your registered youth attend a BSA summer camp this year (check with your local council service center to identify your current registration number).
 3. #Scouts registered in unit _____
 4. #Scouts attending Camp Baker _____
 5. #Scouts attending National High Adventure Base _____
 6. #Scouts attending National Jamboree _____
 7. #Scouts attending another summer camp _____
 8. Percent attending long-term camp % _____ (Add lines #4-6 together and divide by line #1)
-

TROOP # _____ CAMPSITE _____

DATE _____

SIGNATURE _____

Complete and turn in to program director by Tuesday at leader meeting.
Awards will be presented Wed Morning at flags

Camp Baker Summer Camp SPECIAL DIET REQUEST FORM

Allergies and special diets are not common of our campers. However, our food service team is very experienced with accommodating most dietary needs including foods allergies, religious restrictions, and other health-related diets.

We are happy to accommodate any diet; however, this form must be submitted **AT LEAST ONE MONTH PRIOR TO ARRIVAL AT CAMP.**

Please note: Special diet requests are for food allergies, religious restrictions, and other health-related needs only. Requests should not be made for food preferences, personal taste, or for picky eaters.

Most campers, including vegetarians and gluten sensitive diners are able to easily “eat around” our expansive menu which always includes a yogurt, cereal and fruit bar at breakfast and salad bars and multiple sides during lunch and dinner.

Examples of special diet requests include: Peanut allergy, Kosher, celiac disease, etc....

*Please note: You must notify management of your special diet request. If accommodations can be made, it is the responsibility of the attendee to meet with the Dining Hall Manager prior to each meal. Although our staff is educated and trained on cross contamination, we cannot guarantee that cross contamination will not occur.

Scout/Scouter's Name _____

Unit # _____ **Week Attending: Venturing 1 2 3 4 5, Cub 1, Cub 2**

Medical condition or religious need: _____

Special diet request _____

Peson to contact for question or clarification _____

Phone # _____ **Email** _____

MAIL TO:

Oregon Trail Council, BSA

Att: Devin Hunt

2525 Martin Luther King Jr. Blvd.

Eugene, OR 97401

Questions should be directed to Camp Director Devin Hunt

541-520-8523 or devin.hunt@elkton.k12.or.us



SUMMER CAMP UNIT ROSTER

Week # _____ Year# _____

For large Troops- sort roster by Campsite when taking two or more campsites.

Campsite Assigned _____ Troop No. _____
 District/Council _____ Camp Date _____
 Emergency Contact Person _____ Phone Number. _____
 Insurance Co. _____ Policy No. _____
 (Required for out-of-council units)

MAKE THREE COPIES – TURN IN ONE COPY AT CAMP WHEN REGISTERING

*For adult leaders: List days in camp, i.e. M-T (Monday-Tuesday), S-S (Saturday-Sunday), etc.

| Adult's Name | Address | City, State, Zip | Phone | *Days in Camp | Valid Youth Protection |
|--------------|---------|------------------|-------|---------------|------------------------|
| | | | | | |
| | | | | | |
| | | | | | |
| | | | | | |
| | | | | | |
| | | | | | |

| Scout's Name | Address | City, State, Zip | Parent Phone |
|--------------|---------|------------------|--------------|
| | | | |
| | | | |
| | | | |
| | | | |
| | | | |
| | | | |
| | | | |
| | | | |
| | | | |
| | | | |
| | | | |

Fire Roster -Campsite Copy
 Registration – Camp Copy
 Unit Copy
 Page ___ of ___

Coming Soon!

- Online Merit Badge Sign ups- Live on April 15th for those who have paid in full!
- Leaders will be sent registration instructions before then.
- Preorders for shirts, patches, and hats will go live on April 15th at otcbsa.org.
- SCUBA Registration form and payment info.