



2025 Camp Baker Leader Guide

Treasure in the Dunes!



Leader Guide revision March 24, 2025

Make the most of summer camp by reviewing this document with your troop committee, leaders, parents, and Scouts.



Camp Baker is a nationally accredited camping institution of Scouting America

Rules for acceptance and participation in the program at Camp Baker are the same for everyone, without regard to gender, gender identity, race, religion, color, physical abilities, or national origin.

Welcome to Camp Baker 2025

Dear Camp Leader,

The Baker staff is diligently preparing for your arrival to the beautiful Oregon Coast; we are looking forward to serving you this summer!

It is our pleasure to serve as your camp management team this season. Bringing combined decades of scout summer camp experience to the program, this is our second season as Camp Director and Program Director. Whether this your first summer camp or your 20th, we have prepared a program that should meet your needs!

We know you'll join generations of Scouts that find Camp Baker a very special place. We work hard to offer programs that Scouts of any age will find fun and engaging; Scouts can start with the Trail to First Class, and as they return they can experience older Scout activities like SCUBA diving, rappelling, wilderness engagement, teamwork, leadership, friendships, and memories that last a lifetime. We hope that all of your Scouts will find something that will excite them at camp!

We've written this **Leader Guide** for you to make the most of your experience at camp. Please share it with Scouts, parents, and leaders in your unit and those families you want to join your unit. Reach out to the Arrow of Light Scouts and start talking about summer camp now.

Please do not hesitate to contact us. We'll do my best to help you prepare for the best summer camp experience ever!

If you are in need of immediate assistance, particularly with registration, please contact the Pacific Council Service Center in Eugene (below).

We're looking forward to greeting you at our ***Gateway to Adventure!***

Yours in Service to Scouting,



Mark Stueve, Camp Director
Camp Baker
stueve97420@gmail.com



Dustin Graves, Program Director
Camp Baker
dustingravesbegay@gmail.com

Camp Baker phone while in camp (June 21 – July 19) 541-997-5299

Pacific Crest Council Service Center 541-485-4433

John Ogle, Director of Camping & Properties camping@pccscouting.org

The Mission of Pacific Crest Council Summer Camps

It is the Mission of Pacific Crest Council Summer Camps to help all members grow in meeting personal challenges in a rich and varied outdoor environment, while learning and living Scouting values.

We will achieve this Mission by:

- Helping Scouts meet personal and challenging goals
 - Offering ample opportunities for Scout advancement and encourage Scouts to participate
 - Providing a respectful, nurturing environment with positive staff-to-camper relationships
 - Being flexible to the program needs of units and individual Scouts
- Providing age-appropriate levels of experience and encouraging Scouts to try new things
 - Ensuring a physically, mentally, and spiritually safe and nurturing environment
 - Encouraging active participation in new experiences through demonstration and guidance.
 - Providing a well-planned, inclusive, and varied program with new activities every season
- Setting an example of Scouting values
 - Modeling proper wearing of Scout uniforms
 - Living by the Scout, Oath, and Law
 - Setting high expectations and helping Scouts succeed in achieving them



Camp Baker 2025 Fee Schedule



We support Scouting America's Youth Protection Requirements

- One free adult for 5 - 9 Scouts
- Two free adults for 10 or more Scouts

Camp Fees	Early Bird by Jan. 31	Paid by June 7	After June 7
Youth	\$450	\$475	\$500
Additional Adults	\$100	\$150	\$175

<p>Extra Meals</p> <p>Individual meal tickets are available at the following rates:</p> <ul style="list-style-type: none"> \$6 Breakfast \$8 Lunch \$10 Dinner \$22 One day meal pass <p>Meal tickets may be purchased at the Trading Post or camp office.</p>	<p>2025 Unit Campsite Reservation Deposit</p> <p>A unit can confirm their 2025 reservation for a campsite by depositing \$200 with Pacific Crest Council. No site will be held without a reservation deposit.</p> <p>This deposit is non-refundable if your unit does not attend camp, but it may be applied to your total camp fees this year or retained by PCC for a future PCC campsite reservation.</p> <p>For 2025 Payment Schedule, Cancellations, and Refunds, See 2025 Camp Reservation Form (link above).</p>
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Camp Baker Pre-Planning Timetable

The experience of summer camp is like filling your plate at a potluck dinner or spending a day in an amusement park—there is simply too much to do it all! With careful selection and variety, every camper can receive the fun, excitement, adventure, and growth that will deliver the promise of Scouting.

With good pre-planning, your unit leaders and Patrol Leader Council can confidently tell your Scouts they will get the best camping experience possible. 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.”

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 to present a summer camp promotion for Pacific Crest Council camps to your Scouts. If you are out-of-council, show our website video and review last year’s youth guides with your Scouts to get each of them excited about camp!
- Scouts who are encouraged and excited to go 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 Departure

- Get all your Scouts and families to sign up. Do your best to take 100% of your Scouts to camp, including the Arrow of Light Scouts that will be joining your unit.
- Secure family commitments and help them prepare for camp. Quality hiking boots make great holiday gifts!

2 Months Before Departure (60 Days)

- Collect and make two copies of medical forms for every participant.
- Sign up for merit badges at www.pccscouting.org (Opening April 15 for those that have paid for camp.)
 - o Review and start working on merit badge prerequisites.
- Leaders, parents, and unit committee review the **Leader Guide**.
- Commitments to attend camp or help drive are finalized from other adult leaders assisting in camp. Make sure everyone is registered and understands the rules of Pacific Crest Council camps.
- Scout commitments for camp are finalized with each family.
 - o Plan for and include Arrow of Light Scouts crossing over.
- Unit leadership begins the program planning process for camp.
 - o Transportation plans are started.
 - o The troop’s equipment needs are reviewed.
 - o Advancement needs are reviewed.
- Submit campership applications early.
- Help families fundraise and save.
- Pay applicable camp fees.
- Verify that your troop’s insurance coverage is in force.
- Distribute parent letter and pre-order forms.

CAMPERSHIPS

Pacific Crest Council offers camperships for council youth attending Camps **Baker**, **McLoughlin**, and **Melakwa**, covering up to half of the camp registration fee.

Download the application at www.pccscouting.org



4 Weeks Before Departure (30 Days)

- Check to see that all medical examination forms have been completed, signed by parents and doctor, and two copies are in the possession of the unit leaders going to camp.
- Complete the **Unit Camp Roster** included in this guide; be complete, including all addresses and phone numbers. Please do this **before** coming to camp!
- Pay the balance of camp fees.
- Check final transportation arrangements. Contact Camp Director if you require an early arrival.
- Inventory and check 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 Guide**, either hard copy or digital. We cannot guarantee that copies will be available at camp; it is the troop's responsibility to provide additional copies. Find copies at www.pccscouting.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 copies are in the troop leader's hands.
- Hold a final troop leaders council meeting.
- Hold a unit committee meeting to tie up loose ends:
 - o Finalize transportation arrangements.
 - o Plan for guest visits (guest meals must be paid for).
 - o Finalize troop equipment needs.
 - o Finalize troop rosters and collect fees.
- Double-check that fees are paid; prepare to bring unit checkbook to camp.
- Conduct a parent meeting to share information and answer questions (Parent Information Sheet).
- Distribute Youth Guide to Camp Baker. Have additional copies available for "misplaced" ones.
- Confirm each Scout is registered online for their preferred merit badges and programs.

1 Week Before Departure (7 Days)

- Have two copies of all completed medical forms for camp. Families should keep original medical forms at home, and bring the two sets of copies to camp: one set for the camp medic (be ready to deliver at check-in) and one back-up set for the unit to hold. Keep forms secure to protect privacy.
- Print two updated copies of your troop roster from the Black Pug registration system and bring them to camp.
- Host a unit pack inspection to make sure each Scout is prepared and that all troop gear is accounted, maintained, and ready to go. Monitor for unneeded or prohibited items.
- Review merit badge pre-requisites with Scouts and prepare letters from leaders that document those requirements that have been completed before camp. Distribute the letters to the Scouts or give them to the contingent Leader for distribution in camp.
- Develop your unit's itinerary for the week. Determine unit program such as choosing a canoe outpost, schedule a unit shoot at archery or rifle, or have a troop or patrol swim.
- If your SPL is not attending camp, elect a camper who will serve as SPL for the week.

The Day of Departure (0 Days)

- ❑ Double-check with each Scout that they have the following before leaving home:
 - Medical form and medicine (in original containers), turned in
 - Program and Trading Post money
 - Full uniform worn properly with extras in pack
 - No electronics or pets, please!
 - Last minute fees are collected or payment arrangements made
 - All personal and assigned unit gear
 - Collect gas money, if applicable

Have a GREAT WEEK at Camp!

Within 7 Days After Returning Home

- ❑ Call each family to touch base for any questions.
 - Ask the parents how their Scout enjoyed camp, what did they like best?
 - What would they improve in camp?
 - Would they recommend Camp Baker to others?
- ❑ Reflect on your week at Baker with your Scouts and other adults. Discuss camp with them, considering the same questions as above. Now the time to start talking about next summer!
- ❑ Please email any additional camp evaluation forms to camping@pccscouting.org. Each troop will have turned in one before they left, but as we are always interested in your troop opinions.
- ❑ Please have each Scout who received a campership write a Thank You note to their sponsor. Deliver the letter to Pacific Crest Council.
- ❑ Post pictures of your experience on social media, being mindful of youth protection guidelines.
- ❑ Email any photos for promotional and historical consideration to camping@pccscouting.org



Camp Baker Sunday Arrival Schedule

12:00 – 2:00pm • Arrival

- Make every effort to arrive early in the afternoon, but not before noon, when the gates open and we are ready to greet you. There is much to do getting your Scouts checked in and oriented before our program begins.
 - Saturday arrival may be possible for an additional fee and preparation. Check with the Camp Director by June 1st if you wish to arrange for early arrival.
- Your commissioner and campsite guide will greet your unit in the parking lot upon arrival. Your commissioner will be your direct contact for Camp Baker for the week. The camp guide will help your Senior Patrol Leader lead the troop through the rest of the day.
- Every person who attends camp **must** have a medical recheck by a camp medical officer or designee. Be sure to bring ALL the troop medical forms with you and keep a set securely in camp.
- 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 and certified service dogs are the only exception to this Scouting America policy.

12:00 – 2:30pm • Leader Check-In

- One leader will separate from the troop at this time to check the unit in at the camp office; they will catch up with the unit later.
 - Make sure that another adult leader has the medical forms with the troop while on the tour.
- The camp clerk will review registrations, rosters, and final accounting, as well as update you as to any amendments to the programs.
- Please have the following items on hand for this check-in meeting:
 - Two hard copies of your completed Unit Roster printed from Black Pug registration system (IT IS VERY IMPORTANT TO DO THIS IN ADVANCE.)
 - Bring ALL receipts you have received from our Council Service Center, hard copy or digital. 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.

12:00 – 3:30pm • Scouts Orientation Tour

- Your SPL and troop guide will lead the Scouts through their camp orientation, including medical checks and swim checks.

4:00 – 5:00pm • Required Leader Meeting at the Leaders Lodge

- This is a very important meeting for the Senior Patrol Leader and a unit leader (or proxy) attend this meeting. Additional troop leaders and patrol leaders are welcome to attend.
- Please take the time to attend this meeting. **Failure to attend may result in added confusion!**

4:00 – 5:30pm • Settle into Your Campsite

- 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.

5:45pm • Assemble for Evening Colors

- All Scouts and Scouters are to wear their full uniform to every assembly with flag ceremony, morning and evening. 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 an example of how a Scout should present themselves.
- Each patrol is encouraged to bring their patrol flags and custom yells to each assembly. Flags, yells, and spirit may determine eating order.

6:00pm • Dinner

7:00 – 7:30pm • Merit Badge Changes

- Units can update Scout schedules at the Gratke office. Please send one leader to make any changes to your unit Scouts merit badge schedules. Please do not send individual Scouts. Many of the changes can be done online by the unit leaders themselves.

7:30 – 8:00pm • Vespers

- A fun program at the chapel to celebrate life and each other.

8:15pm • Assemble at Flagpole for Mandatory Emergency Procedures Review

8:30pm • Campfire Program at Stafford Court!

10:00pm • Taps

- All campers in their own campsites and quiet. Sleep well!



Camp Baker Saturday Departure Schedule

8:30am • Closing Ceremony with Court of Honor and 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 along with your individual evaluations.

No Later than 9:30am • Depart for Home. Drive Safe!

2025 Camp Baker Sample Daily Schedule

Any changes will be announced at Leader Meetings and assemblies.

Sunday	Monday - Friday	Saturday
<p>Welcome to Camp Baker!</p> <p>12 – 1pm Camp arrival as a group NO EARLIER PLEASE</p>	<p>6:30am..... Polar Bear Swim (T, Th) 7:30 Morning Colors; Breakfast 9:00 – Noon..... All Program Areas Open</p>	<p>7:00am..... Campsite inspections 8:30 Court of Honor and Closing Ceremony 9:00 Breakfast to Go 9:30 Depart camp 9:45am..... Gates locked</p>
<p>12 – 1pm Arrival 12 – 2:30 Leader Check-In 12:30 – 4:30..... Scouts Orientation Tour with Swim Checks 4:00 Leader Meeting 4 – 5:30pm Settle-in to campsites</p>	<p>12 – 1pm Lunch (Tuesday Council Executive visits with Leaders) 12:30 – 1:45..... Baker Games (different every day!) 1:00 or 2:00 Different trainings every day! 1:00 Wednesday OA Day & Service Project 2:00 – 5:00 Program Areas Open 4:00 Leader Meeting Daily 4:30 Adult Dutch Oven Cook-off (Wed) Be creative!</p>	
<p>5:45 Evening colors 6:00 Dinner 7:00 Schedule Changes 7:30 Vespers @ Chapel 8:15 Mandatory Assembly @ Flagpole 8:30 Campfire @ Stafford Court 10:00 Taps, quiet in camp</p>	<p>5:45 Evening colors 6:00 Dinner @ Dining Hall 7:00 – 8:30 Program Areas Open (M, W Th) DUNE NIGHT! on Tuesday 8:15 Assemble at flagpole (Friday) 8:30 CAMPFIRE! (Wednesday & Friday) 9:15 Night Owl Hike (M, TH) 10:00 Taps, quiet in camp</p>	

Advancement in Camp

Our goal is to provide the opportunity for Scouts to participate in any activity they're qualified for.

Pacific Crest Council Summer Camp 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 (or portion of) 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 independently with 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 seek to be a **resource** for the advancement program your unit already has in operation. We strive to give your 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 camp experience weeks ahead of time; using the Camper's Planning Guide in the Appendix, help your Scouts plan for the merit badge programs they plan to take at camp, paying attention to requirements you can do at home before coming to 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. Using the Camper Planning Guide, 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 in camp so they can visit the troop and help with 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 to pass on wisdom from leader to leader. Below 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 a grand Scouting adventure where merit badges are only a fraction of the overall program.
- Scouts should have the merit badge pamphlet and have read it prior to coming to camp. Merit badge books are available at the Trading Post, but not guaranteed to be 100% in stock.
- Any work done on a merit badge that is previously signed off (called a *partial*), must be completed with a registered merit badge counselor for that merit badge. Counselors can reserve the right to confirm a Scout still knows the required skills, but partials do NOT expire.
- **Encourage the use of the Scout Skills area for the new Scouts in your unit.** If the Scout also wants to work on merit badges, we suggest not more than two the first year.
- The **most difficult badges** to earn are those requiring a great deal of mental or physical skill, coordination, or stamina. These include **Lifesaving, Chess, Kayaking, SCUBA, Small Boat Sailing, Rifle Shooting, Archery, and Environmental Science.** These should be reserved for third- and fourth-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, 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.** Please remember to practice the Scout Law in camp when dealing with others. Our staff is here to meet everyone's needs. Sometimes schedules and staff change. A Scout is friendly, cheerful, and courteous.
- **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.
- We're always looking for ways to improve. If you have any suggestions, we'll gladly listen to you, your ideas, and your **feedback!**
- 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 Role of the Senior Patrol Leader

The Senior Patrol leader (SPL) is the most important leader each troop has in camp. They are the person who will lead the troop to make the most out of your time with us.

The first SPL meeting will be at 4:00pm on Sunday and following SPL meetings will be at 4:00pm daily.

At the SPL meeting there will be information updates about camp programs, but also opportunities to help plan both unit and camp-wide programs, service projects, and to learn more about leadership and Scouting programs.

Try to give as much responsibility to your Senior Patrol Leader as he or she is ready to take on. Work through the youth leadership in camp; giving them the opportunity to lead is how we grow our Scouts into effective adult leaders.

Be Prepared! We recommend the Senior Patrol Leader equip themselves with a simple wristwatch, pen, pencil, small note pad, normal note pad, and a marker. Consider having Patrol leaders carry the same.



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. Use the **Camper's Planning Guide** (page 34) to help you get the most from camp.

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 desired merit badge subjects with the Scoutmaster, who gives them a signed blue card before the Scout attends the merit badge class. Each unit will receive completed signed blue cards at the end of the week.

The Scout should **obtain and read** the merit badge pamphlet (book) for those merit badges they plan on taking. Merit badge pamphlets are available in the Trading Post, as inventory allows. Scouts meet the area staff at the scheduled time, and they work together through the week to do the necessary work and meet each requirement individually.

Keys to Success

Scouts that carefully study merit badge requirements in advance tend to be more successful! It helps you determine what requirements you may not be able to complete at camp and should try to complete before coming. You might choose to watch videos or read an article on the subject. Merit badges you can take at Camp Baker are listed in the following pages.

Before you leave for camp, be sure you have written proof of all advancement or badge requirements that you've previously completed. This especially applies if you have completed only part of the requirements for a merit badge (often called a *partial*).

All merit badge progress, complete and partial, and other advancement related information, will be available all week long to the unit leaders, with a final results available through our Black Pug registration system.

Partial credits will be given to Scouts who complete only part of a merit badge. You may bring a partial in for completion. There is no such thing as an "expiration date" on partials; a merit badge can be completed any time until you turn 18. The work you've done on the badge still counts, but merit badge counselors have the responsibility to re-check that you still have certain knowledge and skills, particularly where it comes to safety.

Camp Baker provides all of the materials necessary to complete merit badges. Additional materials and kits are available at the trading post for advanced or hobbyist work. Your unit can help by providing some supplementary materials. For example, a troop might bring along some carving tools for woodcarving, or identification books for mammals, rope for practicing lashes, and more.

Open Program is Exploration Time!

Take advantage of the "Open Program" time in the afternoon and evenings. Campers can go to most program areas and try something new with the help of our talented staff. You can also come in and work on advancement and merit badge skills independently.











Baker Program Areas

The merit badges listed below are representative of those offered in camp. Every year we rotate our program offerings to provide for new experiences and lean into the skills of the staff hired. The specific merit badges offered this year will be listed during our online merit badge sign-up in Black Pug.

Online Merit Badge Sign-up Opens May 1.

Scouts schedule their merit badges and other program opportunities online through the Black Pug registration system starting May 1.

Key to Symbols

	All day program
	Recommended for younger Scouts
	Recommended for older Scouts
	Recommended for any Scouts
	Eagle required
	Written material required
	Some requirements must be completed at home
	A maximum capacity for this session (limited classes)
	There is a prerequisite for this program
	Some requirements may be completed before coming to camp to allow more time for additional activities.

Nature & Ecology

The Nature staff works out of Barney Carlson Lodge, an open-air building down the trail from the Leaders 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 for an interesting bug or answer a question about whether there really are bears in camp. Our staff hosts camp-wide nature-oriented activities like the ever-popular Night Owl Hike and astronomy nights. They are experts on planning effective conservation projects and promoting sensible outdoor ethics.



Environmental Science 1,2,6

This challenging merit badge is Eagle required. Scouts must be prepared to devote a lot of camp time to the badge if they want to complete it in a week. Several hours of nature observation is required outside of class time.

Environmental Science is best for seasoned Scouts at least 13 years old.



Fish & Wildlife Management 5,7

Some written work and a conservation project are required.

- Requirement 5, construct and observe a wildlife box, and 7, checking the contents of fish, may be completed before camp.



Mammal Study 3,4

This is a great introductory merit badge that is fitting for any Scout. One option has you make a tracking pit in your campsite.

- Requirement 3, observations or research, may be completed before camp



Geology

Revised in 2023, learn about earth science and amazing coastal geology featuring the dynamic sand dunes. This is a fascinating badge, great for 2nd or 3rd year campers!



Space Exploration

Build your own rocket and launch it to the heavens! Have fun while learning about the wonders of space and the technology that takes us there. Please do **NOT** bring your own rocket or supplies.



Astronomy 8

Learn about the cosmos and the mechanics of space. Night stargazing is included! You may choose do to requirement 8 before camp by visiting a planetarium or observatory and writing about it.



Oceanography

There is no better place for oceanography than the beautiful Oregon Coast! Scouts learn about the branches of oceanography studies, the nature of waves and moving water, as well as the role of chemistry and complex life in the ocean.



Weather

Build your own weather instrument, learn about wind and clouds, weather cycles and climate, and careers in meteorology. An underlying interest in weather is recommended. A presentation to a group on weather safety is required.

Scoutcraft & Scout Skills

Look out for classic pioneering projects and Scoutcraft demonstrations of all types in this dynamic area! The Trail to First Class starts here, as well as outbound trips, and the unique **Timber Slug** program.



Orienteering

Use a compass and map to find your way over rough terrain. Create your own orienteering course and help run a tournament while you expand past basic skills with this advanced sport of navigation. Recommended for the mature, focused camper.



Pioneering

Pioneering merit badge gets right to the heart of the Scouting image! Scouts learn the basics of building with rope and poles, then add in design techniques to become true wilderness engineers! You may wish to bring your own work gloves.

This merit badge takes some dedication and relies on experience with rank requirements through First Class. Scouts can complete it in a week if prepared to devote plenty of time to it.



Wilderness Survival 5

This merit badge is made for seasoned campers. Scouts will learn common sense techniques and skills dealing with emergency situations outdoors. One night will be spent in the *untamed wilderness* of Camp Baker. BE PREPARED!

Requirement 5, learn about and make a personal survival kit, needs to be completed at home; we recommend doing this before camp, and bring it with you.



Camping 9

Scouts will be able to complete most of this Eagle-required merit badge at camp. 14 nights of Scout camping is required; a report from the troop documenting camping history is needed for requirement 9. This is an excellent badge for returning Scouts.



First Aid

Scouts need to come prepared to learn, having read the merit badge book and prepared 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. This is NOT a badge for first-year campers.

Trail To First Class

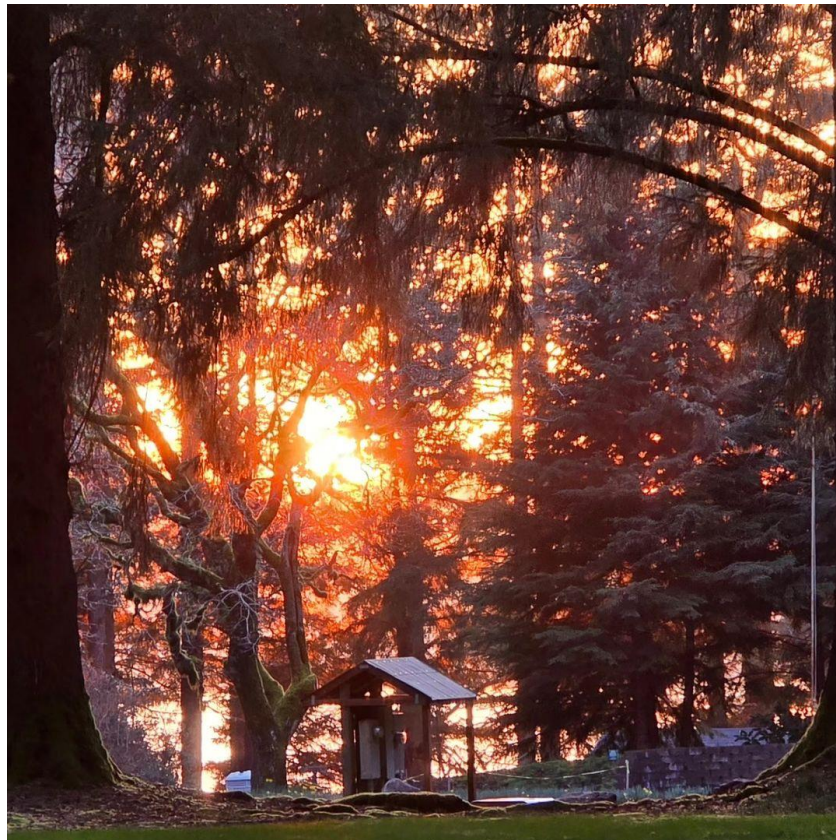
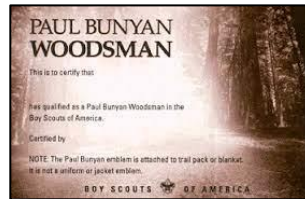
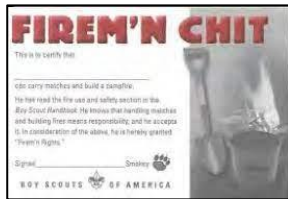
Our **Trail to First Class** program is available from 2:00 – 5:00pm daily. This is a drop-in style class. To ensure lots of individual attention, it is very helpful when Scout leaders come with the Scouts and assist in the instruction, especially when your unit is sending many Scouts.



To make the most of this area, complete the **Trail to 1st Class Tracker** (page 35) with a unit leader before leaving for camp.

Scouts may also earn their Totin' Chip, Outdoor Code Card, and Firem'n Chit in the afternoon session. Scouts interested in the Paul Bunyan award may make an appointment to work on this distinguished axe-shaped badge.

On Monday evenings we host the **Totin' Chip Round Up!**



Aquatics & Baker Waterfront

No other Scout camp in the Pacific Northwest can offer all the waterfront opportunities beautiful Siltcoos Lake offers. Aquatics activities on our schedule include swimming, lifesaving, canoeing, kayaking, polar bear, outbound trips, the SCUBA award, and more!

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.

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

The watercraft and swimming area are available during the open program.

The aquatics staff assists with canoe outbounds!



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 you are a swimming learner, come down and practice your strokes during open program at the waterfront.



Lifesaving 13

We take this merit badge seriously. The requirements are tough and we adhere to them with high expectations. A Scout needs to already be a strong swimmer and must maintain a serious focus to pass. Completing the Swimming merit badge and passing a swim test at camp is required before attempting this badge. Lifesaving is an Eagle required option. Knowledge of CPR needs to be demonstrated (requirement 13).



Canoeing

Canoeing is often the next badge after Swimming. It takes a little more strength and a little more study, so it is recommended for the return camper. A Scout must pass the swimmer test before beginning. Successful Scouts use open program time to practice skills outside of class.



Kayaking

Learn the basic skills of safely transporting, launching, paddling, and exiting a kayak. Class size is limited. Scouts must be First Class and at least 13 years old with sufficient upper-body strength. Swimming and Canoeing merit badges are required.

This is an introductory class and does not certify you as a whitewater kayaker.



Discover SCUBA

Scouts 13 and up will have a chance to try the sport of SCUBA in this patch recognition program (not a merit badge). Participants must have earned the Swimming merit badge and pass the swimmer's test upon arrival at camp.

Camp Baker partners with **Eugene Skin Diver's Supply (ESDS)** that provides the curriculum, equipment, and diving supervision.

Prep classes are 90 minutes Monday and Tuesday afternoons presented by Baker staff; the prep focuses on first aid, careers, equipment, and more.

The program culminates on Wednesday afternoon with a dive in nearby Woahink Lake with PADI certified Open Water SCUBA instructors from ESDS. We ask the units to help with transportation.

The cost is \$75 per participant. Registration opens on May 1 for Scouts that have their camp fees paid. Class size is limited; selected in order of registration.

SCUBA participants must present a Diver Medical Participant Questionnaire signed by a physician.

Fill out the questionnaire and discuss your answers with your physician when you get your regular medical check.

This form is on Scouting America's Annual Health and Medical Record page at <https://www.scouting.org/health-and-safety/ahmr/>

Or download the form directly at https://www.scouting.org/wp-content/uploads/2020/11/Diver_Medical_Participant_Questionnaire_New-RSTC.pdf



Range and Target Sports

Our Range Sports staff operate the rifle and archery ranges, some of the most popular spots in camp. You will receive detailed information about open shoot during orientation meetings at camp.



Lots of open shooting time is available for everyone to practice!



Archery

Archery merit badge requires a level of strength and discipline that comes with age and maturity. **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.

Scouts and Scouters may **NOT** bring their own bows to camp.



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 as much a part of this merit badge as shooting. A good shot who is a hard worker can complete it in a week.

Scouts and Scouters may **NOT** bring firearms or ammunition to camp.



Cowboy Action Shooting!

The program offers a fun and safe introduction to cowboy action shooting with pistols, rifles, and shotguns. Campers 14 years of age or older can take part in a special shooting experience with opportunities to shoot a single-action .22-caliber pistol, lever-action .22-caliber rifle, and a double-barreled shotgun. The program is supervised by specially trained and certified instructors.



In various old-time western scenarios, Scouts play "good guys" who prove their accuracy by shooting at things like spinning metal targets and "ring the bell." Shooters choose their own cowboy action names before starting.

The Climbing Tower



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 Scouting America, and the supervision of experienced staff, offers Scouts the opportunity to challenge themselves on any of five climbing routes, each requiring varying levels of skill. Each Scout receives detailed safety instructions and supervision from our qualified tower staff.

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



Climbing MAX

For Scouts 13 and older, who want to challenge themselves and tackle the tower. Learn skills of climbing and repelling. Scouts of all ages may participate but be sure to experience climbing for fun first to make sure you are ready. To complete the merit badge, you **MUST** show up daily for open climbing in the afternoon.



Handicraft

The Handicraft staff works out of Buck Badley Lodge near the Trading Post, offering craft and maker badges. Help on other projects will be provided as materials and the expertise of our staff allows. Scouts may elect to purchase materials for these badges at the Trading Post. There are a wide range of materials from basic to expert. Your projects are only limited by imagination and desire!

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 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 media including oil, watercolor, pen & ink, pencil, markers, and temperas—we will be creating works of art. The badge can be completed at camp during open program at no cost!



Metalwork MAX

This tin-smithing program is suitable for all Scouts. Program materials for the merit badge are provided. Additional copper projects are available in the Trading Post. Class fills up fast! Sign up early.



Basketry

Open to all Scouts, the Basketry merit badge requires attention to detail and ability to follow complex instructions. This may be completed in a week or less for motivated campers.



Leatherwork

Round out a Scout's crafting abilities with Leatherwork. This great starter badge can be completed in a week.



Woodcarving

A good merit badge for 2nd year campers or older Scouts with a little spare time, woodcarving will also teach tool safety. This can be completed in a week. A "Totin' Chip" is required before taking the class. A good carving knife is required, which doesn't include large or serrated knives.



Chess 1, 4a

Fun and exciting, Chess merit badge can be earned in a week, if a Scout works hard and follows through. This is for campers ready to tackle the "Game of Kings" at a deep level of game tracking, focus, and strategy. To minimize study time, come prepared with the knowledge required for requirements #1 and #4a firmly in place.

Program Events & Opportunities

The Adventure Trail

This camp-wide program is a fun tradition for the first-year camper and the Eagle Scout alike. It's a perfect way to get your Scouts to be actively engaged in all of our program offerings; Scouts earn beads and tokens in every program area and camp-wide events. Wear your tokens with distinction just like our staff. Leaders wear their necklace to set the example and promote the program, challenging each Scout. Units that actively participate get the most from their camp experience.

Made for Older Scouts

Keeping older Scouts interested and engaged is a challenge for every troop. We have a number of activities open only to them, designed to give your older Scouts an incentive to come back.

- Climbing, Kayaking, Lifesaving, Rifle Shooting, Archery, and Eagle required merit badges
- Cowboy Action Shooting
- Mile Swim
- Timber Slugs!
- SCUBA
- Advanced Crafts
- Outpost Camping

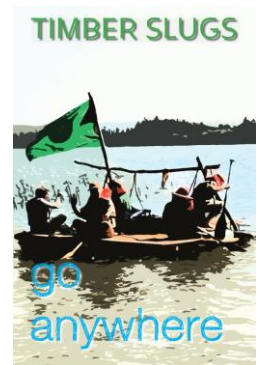
If any of your Scouts have said they have seen it all, share the great program just for them at camp. Every Scout in your unit deserves another season at camp!

Timber Slugs "Go Anywhere. Do Anything!"

Only at Baker!! Not a merit badge, but our premier Older Scout adventure! Scouts must be at least 13 years of age when activity begins. The Slugs work all week on projects and adventures of their own creation. It is a true Scout-led program supervised by dynamic, qualified, camp leaders.

Timber Slugs is a peak experience for any returning Scout looking to connect with others in challenging adventure scenarios. The Slugs bond over developing their own program from a menu of opportunities.

The Slug program culminates in a final overnight outbound trip. The \$15 fee includes the coveted Timber Slug T-shirt! ***Adults are encouraged to participate and are needed for outings.***



The Order of the Arrow

The Order of the Arrow was born at summer camp. The OA plays a key role in the maintenance and development of Pacific Crest Council properties. 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 summer camp each year!

Wednesday is Order of the Arrow Day. Arrowmen are encouraged to **wear their sashes when in uniform or while working on an OA service project.** Special activities at camp will be announced at the leader meetings.

Baker Anthem Segments



Baker Camper



Baker Hiker



Baker Swimmer



Baker Climber

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 head-on.

Anyone can earn Baker Anthem segments; leaders can use this program to encourage Scouts who are coming for their second or third time to dig a little deeper into the Baker experiences. Scouts do not have to have earned all the requirements in a single season. You can count things you've done over the years.

Completing each set of requirements allows the Scout to wear the segment around the Scout's Pacific Crest Council segment patch. Use the Baker Anthem Award Application at the Leaders Lodge at camp to keep track of the requirements. As the Scouts (and Leaders too!) qualify, simply submit the checklist with Leader signature by the Friday Leader meeting, and the unit will be awarded their segments free of charge for presentation at your next court of honor.

Patrol and Troop Activities

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

Our variety of opportunities to involve your entire unit working together in activities include:

- A unit swim or a patrol boating trip at the waterfront
- An in-camp overnigher as a patrol
- An out-of-camp overnigher as a troop
- A patrol or troop shoot at the rifle or archery ranges
- Patrol Ribbon Challenges
- Assemblies, campfires, chapel, and other camp-wide activities

Service Projects

There are plenty of opportunities for service in camp. The Quartermaster, together with our Nature Director, has a list of recommended camp service and conservation projects.

The Quartermaster can provide needed equipment and other resources.

Friday Trips

Our merit badge program ends on Thursday by design. This allows you to take a day trip on the Oregon Coast on Friday! For units remaining in camp, we will have open program time. Possible trips include dune buggies, guided tours, Sea Lion Caves, a trip to the beach and lighthouse, and more! Contact the Camp Director for help with coastal adventures!

Outpost Trips

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

If your unit decides to do an outpost, you must submit a completed **Camp Float/Trip Plan**. If some Scouts stay behind in camp, your unit is required to maintain two-deep adult leadership at both places.

Due to safety standards, the camp staff reserves the final say on whether a troop or patrol may depart on outings.

The Dunes – Only at Baker!

Just west of Camp Baker is the **Oregon Dunes National Recreation Area** with miles and miles of the greatest sand dunes any Scout camp in the world can access. 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 seasonal lakes in the dunes are great spots for a troop swim, using the eight points of Safe Swim Defense, of course.

A push across the dunes reaches the crashing waves of the Pacific Ocean, an 8-mile round trip.

Dune Day!

The entire camp will take the 1-mile hike to visit the **Oregon Dunes National Recreation Area** for a series of Baker Games and a full afternoon of fun and learning!



Canoe Outpost Camping

Every Scout should experience a canoe trek onto the mighty Siltcoos Lake. Either as a troop or with the Timber Slugs, these outings are memory makers.

The Trestles

Leave 1.5 hours before dark and travel straight across the lake to the large trestles. Pass under the bridge, take out and throw down your bedroll or even pitch a 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!

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 southwest directly to the Dan Beard Trail. Pull out and take a short hike before you roll out your bedroll or pitch your tent for the night. When you rise in the morning, it will be to a beautiful fog, so make sure you took your bearings!

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 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 park.

You may choose to re-enter the channel on the other side of the dam and paddle down towards the ocean for a view. You may not get out of the canoe west of the park as pedestrian traffic is prohibited to protect bird habitat. But it is a great adventure to say you paddled 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!

Swampy Island!

Just off the southwest tip of the peninsula, Swampy Island is a favorite 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 beginner swimmers.



Float Trip Process

Scouts must adhere to **The Guide to Safe Scouting** and aquatics safety programs. 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. For safety reasons, the Aquatics Director and Camp Director have the final say.

All paddlers must be Swimmers. Non-swimmers may not travel in canoes without a certified adult lifeguard aboard, but they can travel in rowboats.



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 methods of the Scouting movement. Scouts copy whatever models are available to them and every Scout deserves positive contact with adults worth emulating. 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 adults for your camp leadership? This should not be a problem, if approached early. Sources of leadership include your regular Scoutmaster and Assistants, the 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. Further, sometimes an expected replacement leader does not show up, which creates a problem for everyone.

Scouting America Policy on Adults in Camp

Every unit must provide a minimum of two 21+ year old leaders registered with Scouting America. Registration includes current **Youth Protection Training**. There is absolutely no exception to this policy.

For Troops and Crews with girls, there must be one registered female leader over 21 years old.

Obviously, mature, responsible Scouters are necessary for safe, high-quality unit programs. Many troops have found it advantageous to “back up” their leadership with more assistants. Since Scouting America policy mandates at least two adults in camp at all times, having more leaders means more flexibility.



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

In Your Free Time...

While your Scouts are busy with their adventures or you have some free time, enjoy the following activities for adult leaders:

- Earn **Adventure Trail** beads
- Help your Troop become an “Honor Troop”
- Visit the Trading Post
- Make new friends
- Go shooting
- Be a lookout at the beach
- Go fishing
- Practice belly flopping
- Go swimming
- Check your Scouts’ progress
- Enjoy a nap
- Take a training session
- Take photos of Scouts in action
- Take a shower
- Climb the tower
- Take a hike
- Help out with camp instruction
- Help in the kitchen
- Work with your Scouts
- Visit the Leaders Lodge
- Take Scouts on an overnigher
- Conduct a service project
- Visit merit badge sessions
- Enjoy the quiet
- Scoutmaster conferences
- Make a Dutch oven treat!

McDonald's Pods for Scouts and Leaders with Special Needs

All Scouts and Scouters deserve the opportunity to attend camp regardless of disability. Those with special needs may request to stay at our McDonald's campsite located conveniently in the center of the camp near the Gratke Center. They may also use the handicap shower facility if the disability warrants.

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.

Please notify the PCC Scout Service Center when making your troop reservations to request these facilities for a Scout or Scouter in your unit.

The McDonald's site has ramps and other facilities needed for wheelchairs and electricity is available for recharging equipment. If you need electricity for medical reasons and wish to remain in a standard campsite, consider a battery pack and inverter.

CPAP Machines

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.

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.



Camp Baker General Information

Families are Welcome to Visit During the Day

Encourage everyone that drives to and from camp to take time for a visit.

- Please note that Camp Baker is set up as a Scout resident camp, not a family camp. There are several State and County parks nearby that accommodate families.
- **Meal tickets for visitors can be purchased** at the camp office or Trading Post.
- Visitors shall not use program equipment without registering as a participant, submitting medical forms and paying the full participant daily fee of \$50. Overnight camping is not included.
- Guests, family members, and parents are subject to all camp rules including **NO RVs, PETS, ALCOHOL, ETC...**
- If you would like a special program in your campsite for parents, we 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. They must be registered with Scouting America to stay overnight.



National Safety Guidelines

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

Two-deep leadership. Two registered adults, one of whom must be 21 years old and the other at least 18 years old, 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 measures are required. Adults 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.** Please **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.

Scouting America Smoke-Free Policy. It is a policy of Scouting America to provide a smoke-free environment for all Scouting participants. Therefore, tobacco smoking and/or vaping is limited to the parking lot near personal vehicles, away from Scouts. Thank you in advance for your cooperation.



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 of this document and online at www.pccscouting.org. Please submit forms 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 enjoys seating and eating with the units, sharing 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 wait line. 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 while you wait for a meal. 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.

Some troops have an adult serve as a "banker" for the Scouts. 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.

Registration & Insurance

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

Pacific Crest Council provides uniform accident and sickness insurance coverage for all registered Scouts and Scouters from Pacific Crest Council.

Medical Forms

Every Scout and leader must submit a completed, signed, and valid Scouting Medical Form, parts A, B, & C, upon arriving in camp. There will be no exceptions regardless of the amount or degree of camp activity. Bring two sets of copies for each Scout, and leave the originals at home. Use ONLY the current official Scouting America medical form for both youth and adults.

- Medical forms are found at Scouting America's **Annual Health and Medical Record** page at <https://www.scouting.org/health-and-safety/ahmr/>
 - Fillable Medical Form at http://www.scouting.org/filestore/HealthSafety/pdf/680-001_ABC.pdf
 - Participants in SCUBA must provide the additional **Diver's Medical Participant Questionnaire** found at [https://www.scouting.org/wp-content/uploads/2020/11/Diver Medical Participant Questionnaire New-RSTC.pdf](https://www.scouting.org/wp-content/uploads/2020/11/Diver_Medical_Participant_Questionnaire_New-RSTC.pdf)
- **Do not** bring sports physicals; only Scouting America Medical Forms!
- We must receive the medical forms for many reasons, including 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 leadership. Each unit must bring a lockable container such as a cashbox or tackle box with a padlock to store medications. The camp health officer can assist with any meds requiring refrigeration or supervision.

Provisional "Super-Troop"

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

- Lone Scouts
- 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
- A 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 **provisional Super-Troop** is ready to serve the needs of these Scouts, who may sign up independently or with the help of their home Scouting. They will be assigned to a Provisional Super-Troop, led by experienced and trained Scouters to guide each Scout through the week.

- PCC campership funds may be available if this is the only week of camp the Scout attends.
- Any unit sending three or more Scouts provisionally in the same week is asked to send one paid adult.
- Contact the Council Service Center to register!

Camp Baker Rules

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

1. We adhere to and promote the seven principles of **Leave No Trace** camping ethics found at www.lnt.org
2. **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 or other heavy items, check out a wheelbarrow from the Quartermaster. Do not block other vehicles. **NO RVs or ATVs**
3. Due to kids, critters, and dust, the speed limit on all camp roads is 5 mph. Please keep slow.
4. No Scout is allowed to leave camp after check-in without special release from parents or his Scout leader. He or she must be accompanied by appropriate unit leadership or parent while off site.
5. **No** cutting of any standing trees at any time without the Ranger's expressed permission.
6. **Pets are not allowed, even in the parking lot.** All animals need to stay home; our local wildlife (including raccoons) should be entertaining enough.
7. Leave wildlife alone and do not feed them.
8. Under no circumstances is any troop allowed to set up its own waterfront unless authorized to do so by the Aquatics Director under a written trip plan.
9. Scouts are expected to stay out of other campsites unless invited. Other off-limit areas include the Ranger's property, storage areas, workshop, program areas when closed, and **all** staff quarters.
10. Fires are only allowed in designated burn areas, when permitted. The Quartermaster has an above-ground transportable fire pit and an above-ground propane fire pit available for check out.
11. **All fires must be tended.** A troop fireguard chart shall be posted and strictly followed.
12. Nothing with a flame, including lanterns and candles may be used in a tent or Adirondack.
13. Extra liquid fuels must be stored in personal vehicles. There is NO fuel storage available.
14. **NO FIREWORKS** of any type may be kept or used. **STRICTLY ENFORCED.**
15. By camping on PCC property, the unit is responsible for any property or structural damage and takes financial accountability.
16. No firearms, ammunition, or bows will be allowed outside the shooting ranges. **No personal firearms, bows, or ammunition are allowed in camp.**
17. **No alcohol.** National policy mandates that alcohol shall not be used in connection with Scouting events; anyone in possession will be sent home immediately.
18. **No tobacco smoking or vaping** products are allowed on the property by anyone.
19. Dishwashing in the washstands or disposal of garbage in the latrines is not allowed, as it clogs the drain fields. Please bring and use reusable towels for drying dishes.
20. Leave your campsite, Adirondacks, and latrine area in better shape than when you found it.
21. Discourage the use of electronic games or music players. Phones used as clocks and cameras are okay, but no texting or phone calling. Please support our technology-free zone. In campsites, it is up to each unit to decide what their policy will be.
22. **Curfew is at 10:00pm.** After that time, Scouts are to be in their campsites, unless taking part in an organized activity like a Night Owl Hike or Inter-Troop campfire. After 10:00pm campsite activity must be quiet enough that it cannot be heard beyond the site. Lights out by 11:00pm.
23. Laundry facilities are in Florence. **There are no laundry facilities at Camp Baker for campers.**

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

Camp Baker Camper Planning Guide

Use this Planner to discover what is available at Camp Baker and then help set your goals and create your own custom program! This will help during the sign-up process and will help keep track of your goals all through the week.

Set goals for fun, advancement, and adventure! Be sure to “fill yourself up,” but be realistic and choose an achievable program



My Goals

Camper's Name _____

I am working toward the rank of _____

I want to work on the Trail to First Class!

I plan to earn these merit badges this year

- _____
- _____
- _____

I want to do these free-time activities

- | | |
|---|---|
| <input type="checkbox"/> Adventure Trail | <input type="checkbox"/> Handicraft Project |
| <input type="checkbox"/> beads | <input type="checkbox"/> Stargazing |
| <input type="checkbox"/> Swimming | <input type="checkbox"/> Nature Trail |
| <input type="checkbox"/> Boating | <input type="checkbox"/> Archery |
| <input type="checkbox"/> Climbing | <input type="checkbox"/> Rifle Shooting |
| <input type="checkbox"/> Hiking | <input type="checkbox"/> Perform a Skit |
| <input type="checkbox"/> Outpost Camping | <input type="checkbox"/> Lead a Song |
| <input type="checkbox"/> Fishing | <input type="checkbox"/> _____ |
| <input type="checkbox"/> Nature Observation | <input type="checkbox"/> _____ |
| <input type="checkbox"/> Woodcarving | <input type="checkbox"/> _____ |
| <input type="checkbox"/> Leatherworking | <input type="checkbox"/> _____ |
| <input type="checkbox"/> Service Project | <input type="checkbox"/> _____ |

My Daily Plan

- 9:00am _____
- 10:00am _____
- 11:00am _____
- Noon - Lunch & Baker Game!
- 2:00pm _____
- 3:00pm _____
- 4:00pm _____

Trail to 1st Class Tracker for _____ in Troop _____

Line out the requirements you have already completed.

Checked requirements are ready to be tested by the Unit Leadership.

SCOUT

- 1a. Scout Oath, Law, Motto & Slogan
- 1b. Explain Scout spirit
- 1c. Scout sign, salute, and handshake
- 1d. Describe First Class badge
- 1e. Repeat the Outdoor Code
- 1f. Recite Pledge of Allegiance
- 2a. Youth leadership in troops
- 2b. Describe four steps of advancement
- 2c. Describe Scout ranks
- 2d. Describe merit badges
- 3a. Explain the patrol method
- 3b. Patrol knowledge & spirit
- 4a. Square knot, two half-hitches, and taut-line hitch
- 4b. Whip & fuse a rope
- 5. Pocketknife safety

TENDERFOOT

- 1c. Practice Outdoor Code at campout
- 2b. Food safety cleaning & handling
- 2c. Explain eating together as a patrol
- 3a. Demonstrate square knot
- 3b. Demonstrate two half-hitches
- 3c. Demonstrate taut-line hitch
- 3d. Demonstrate care & use of knife, saw, axe
- 4a. Show basic first aid
- 4b. Describe common poisonous plants
- 4c. Prevent or reduce common injury
- 4d. Assemble personal first aid kit
- 5a. Explain importance of buddy system
- 5b. Describe what to do if lost
- 5c. Explain rules of safe hiking
- 7a. Display, raise, lower, and fold US flag
- 8. Describe steps in Teaching EDGE method

SECOND CLASS

- 1b. Explain principles of Leave No Trace
- 2a. Explain appropriate use of fire
- 2b. Prepare supplies for a wood cooking fire
- 2c. Demonstrate how to build a fire
- 2d. Explain use of stoves
- 2e. Plan & cook 1 hot breakfast or lunch
- 2f. Demonstrate the sheet-bend knot
- 2g. Demonstrate the bowline knot
- 3a. Demonstrate compass use & map reading
- 3b. Use a map & compass to take a 5-mile hike
- 3c. Describe hiking hazards & injuries
- 3d. Demonstrate finding direction without compass
- 4. Identify 10 kinds of wild animals in the area

- 5a. Tell precautions for safe swim
- 5b. Demonstrate ability to pass a Scouting swim test
- 5c. Demonstrate water rescue methods
- 5d. Explain using swimming rescues
- 6a. Demonstrate first aid
- 6b. Show what to do for "hurry" cases
- 6c. Prevent or reduce injury outdoors
- 6d. Explain what to do for emergency response
- 6e. Tell how to respond to vehicular accident
- 8a. Participate in a flag ceremony
- 8b. Explain respect for the US flag
- 9a. Explain the 3 "Rs" of personal safety
- 9b. Describe bullying and response

FIRST CLASS

- 1b. Explain principles of Tread Lightly
- 2d. Demonstrate safe handling & food storage
- 3a. Discuss the use of lashings
- 3b. Demonstrate timber hitch & clove hitch
- 3c. Demonstrate square, shear, and diagonal lashing
- 3d. Use lashings to make a useful camp gadget
- 4a. Complete an orienteering course
- 5a. Identify 10 kinds of native plants in the area
- 5b. Identify two ways to get a weather forecast
- 5c. Describe 3 types of hazardous weather
- 5d. Describe extreme weather conditions locally
- 6a. Successfully complete Scouting swimmer test
- 6b. Tell precautions for a safe float trip
- 6c. Identify basic parts of a canoe, kayak, or boat
- 6d. Describe body position in a watercraft
- 6e. Show a line rescue as tender and rescuer
- 7a. Demonstrate bandages for ankle, head, and sling
- 7b. Show how to transport victims
- 7c. Explain heart attack symptoms and CPR
- 7d. Describe utility services & potential hazards
- 7e. Develop an emergency action plan for home
- 7f. Explain how to obtain potable water

OTHER

- Firem'n Chit



- Totin' Chip



Camp Baker 2025 Parent Information

(Fill out and distribute to each family 60 days in advance)

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

We will leave on _____ at _____ am/pm.

Camp Baker is over at 9:30am 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 their cell phones are not working, you may call our camp office (number below). Messages left after hours will be responded to first thing in the morning the following day.
 - **Discuss with your unit leader the cell phone policy for your unit.** We encourage campers to fully enjoy being outdoors and avoid distractions to themselves and others.
- Camp weather is typically warm and mild during the day and cool at night; prepare accordingly.
 - Boots that fit above the ankle are a must for hiking in and around camp. Avoid blisters by breaking in new boots before leaving for camp.
 - Be prepared for wet weather! Even weeks with the best coastal weather will experience an occasional drizzle or a brief downpour.
- There is a camp store (our 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 costs, such as Shooting merit badges, 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 will be at www.pccscouting.org once available.
- **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 Health Officer on site at all times. We are ready for emergencies of all types.
- Make sure that your Scoutmaster has **two 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 Scouting America medical form, not sport physicals.
 - Please give all prescription medication and instructions to the Unit Leader. Leave prescriptions in the original container.
- Each person will have a medical recheck upon arrival at camp. **Have your medical form in hand.**

Where to Send Mail

Everyone loves mail from home! Use the address below and mail EARLY in the week, even before camp. Postcards often do **not** arrive in time to be received by your Scout.

[Scout's Name]
Troop Number_____ - Week _____
Camp Baker
5262 Boy Scout Road
Florence OR 97439

OTC Scout Service Center (Eugene)
(541) 485-4433 or (800) 801-4430
Camp Baker Office (541) 997-5299 (July)

Emergency Phone Numbers

Camp Baker Equipment Checklist

***Marked items need to be accessible upon arrival. Share this with your 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 | <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"/> Washcloth | <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) |

Other Useful Items

- | | | |
|--|---|--------------------------------------|
| <input type="checkbox"/> Money for materials, snacks, and souvenirs in wallet or pouch (\$60-75) | | |
| <input type="checkbox"/> Current Medical Form* | <input type="checkbox"/> Long pants are <u>required</u> for Climbing and Swimming MBs | |
| <input type="checkbox"/> Pen & paper | <input type="checkbox"/> Scout Handbook & Requirements | <input type="checkbox"/> Pocketknife |
| <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"/> Water bottle - required | <input type="checkbox"/> Sunglasses | <input type="checkbox"/> Watch |
| <input type="checkbox"/> Documentation of merit badge work already done | | |

Troop & Patrol Gear

- | | |
|--|--|
| <input type="checkbox"/> American Flag | <input type="checkbox"/> Field Book (Recommended) |
| <input type="checkbox"/> Troop & Patrol Flags* | <input type="checkbox"/> Current Requirements Book |
| <input type="checkbox"/> Troop first aid kit and log | <input type="checkbox"/> Patrol Leader's Handbook |
| <input type="checkbox"/> Lantern (no liquid fuels) | <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 boxes for troop members' medications and money | |

ITEMS NOT RECOMMENDED: Open-toed shoes, fixed-blade sheath knives, electronics (including cell phones and video games).