

Winter Summit

LIGHT UP THE CAMP

2017

Scouts' & Leaders' Guide



WELCOME TO CAMP PUPUKEA

WHAT'S IN THIS GUIDE

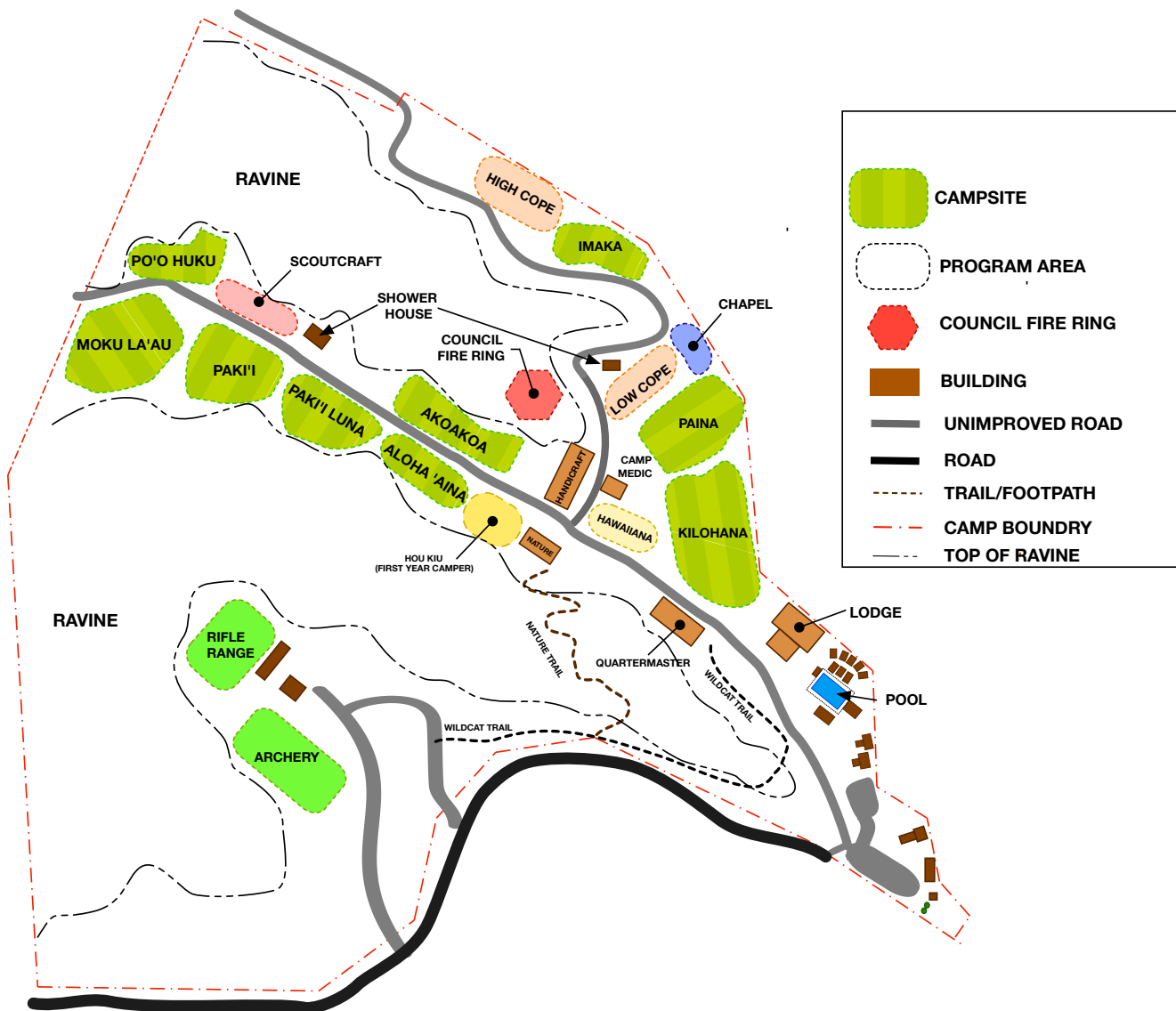
Camp Map and Directions	3
Get Ready for Camp	4
Pay Fees	4
Sign up for classes	4
Notes on the Schedule	5
Bring Medical Form	8
Tell Us About Food or Diet Restrictions	8
Advance Swim Tests if Desired	8
Pack for Camp	8
Arriving at Camp	9
For Provisional Scouts	10
During Camp	10
Mail	10
Weekly Schedule	10
Visitors	10
Signing In and Out	11
Camp Rules	11
Emergency Procedures	12
Leaving Camp	13
Checking Out	13



CAMP MAP AND DIRECTIONS

Camp Pupukea is located at the end of Pupukea Rd. across the street from Three Tables beach and next to Foodland.

Address: 59-780 Pupukea Rd.
Haleiwa, HI 96712



GET READY FOR CAMP



PAY FEES



**PICK
CLASSES**



**MEDICAL
FORM**



**FOOD
ALLERGIES**



**SWIM
TESTS**



PACK



PAY FEES

All fees are due on December 15. You can pay fees:

- By registering online at scoutingevent.com/104-WinterSummit
- At the front desk of the Aloha Council Scout shop, M-F 8:30-5/S 10-3, at 42 Puiwa Rd., Honolulu.

Youth: \$190 -- *Camperships are available for those who need support in paying for camp!*

Adults: Units (troops and crews) pay a \$100 reservation fee to secure a campsite, and this fee includes two adult leaders.

Additional adult leaders are \$100 each.

Adults who will be swapping out with another leader midway through the week can share the cost.

Reservation questions? Contact Kristen Mariteragi at Kristen.Mariteragi@scouting.org.



SIGN UP FOR CLASSES

As soon as your troop or crew signs up campers, we'll send the leader a link to sign everyone up for programs. We recommend signing up as soon as you can, as some popular classes might fill up!

GreenBarHQ (our online signup system) is based on credits. We'll assign one credit to you for each camper, but if you add people later and need more credits, contact Kristen Mariteragi at Kristen.Mariteragi@scouting.org.

On the next page you'll find our class listing and program schedule so you can start planning!

NOTES ON THE SCHEDULE

• **BYOD** - Bring Your Own Device. Camp will have a limited number of computers if you don't have a smartphone or computer, but it's better to bring your own if you can. We will provide a safe place to lock up your equipment overnight, however your device remains your responsibility.

• **Suggested prerequisites**--these requirements can be done at camp, but you can enjoy your time more by getting a jumpstart on them at home.

• (E) - Eagle required

• **Difficulty rating** - a rough approximation based on Scouts' experiences. More difficult badges will require more skill and outside study.

† For **Collections**, bring your collection in a transportable state (must be contained). Be prepared to orally present ALL requirements (1-9) to the rest of the class.

Additional Information: In order to facilitate this merit badge, you must be prepared to "show" your collection. Every effort will be made to provide safe storage for your valuable collection during the summit, but lockable storage is recommended.



HIGHLIGHTING SOME OF OUR NEWEST MERIT BADGES

ENTREPRENEURSHIP - Get hands-on experience growing your business idea from the ground up. Do market research, prototype, and more. We're excited to bring you professor Linda Cox from the University of Hawai'i!



THEATER - This is a crash course in theater for all experience levels, including complete beginners. Do you want

take your acting, directing, set design, costuming, makeup, lighting skills to the next level? Jump on the Internet to start requirement 1 and join us for this epic 8-hour Theater merit badge class!



GAME DESIGN - In this intensive class, you'll learn the foundations of designing games, then build, prototype, and test your own game from scratch. Note that this is not a computer-based class.

PROGRAMMING - Learn three different programming languages from the experts. Our staff is teaming up with Microsoft to offer these classes that you won't want to miss if you've ever wondered how to dig deep into how computers work.



EXPLORATION - Created only last year, this is one of the newest merit badges in the BSA. Follow in the footsteps of legendary explorers as you learn the history of exploration, then plan your own expedition outside camp! Note that the class will have to pick a time to carry this out, most likely a whole afternoon/evening towards the end of the week, and arrange two adult leaders to come.



STEM	8:45	9:50	10:55	1:00	2:00	2:30	Prerequisites	What to bring/Notes
Animation	x	x						BYOD
Digital Technology	x							BYOD
Electronics		x	x					
Engineering						x		
Mining in Society				x				
Moviemaking				x		x		BYOD
Programming				x		x		BYOD
Robotics	x		x	x		x		
Heritage & History	8:45	9:50	10:55	1:00	2:00	2:30	Prerequisites	What to bring/Notes
American Heritage		x	x				3c	
American Labor				x		x		
Citizenship in the Nation (E)	x	x	x					BYOD
Citizenship in the World (E)	x	x	x				3a (suggested)	BYOD
Law	x							
Scouting Heritage				x			5, 6	1st Class rank min.
Business & Marketing	8:45	9:50	10:55	1:00	2:00	2:30	Prerequisites	What to bring/Notes
Entrepreneurship	x							
Communication (E)				x		x	4, 5	Speech for #3
Public Speaking		x	x					
Salesmanship						x	6b	
Ecology	8:45	9:50	10:55	1:00	2:00	2:30	Prerequisites	What to bring/Notes
Chemistry				x		x	7	
Energy		x	x				1a, 4, 5	
Enviromental Science (E)	x	x					4 (suggested)	
Forestry		x	x					
Space Exploration	x							
Weather			x	x				
Arts	8:45	9:50	10:55	1:00	2:00	2:30	Prerequisites	What to bring/Notes
Basketry		x						Buy kit at camp ~\$15
Chess			x					
Collections						x	1	Bring collection†
Fingerprinting								Offered in PM free time
Game Design				x		x		
Leatherwork	x							
Music		x	x				3 a, b, or c	Bring instrument or be ready to sing
Painting	x		x					
Theater						x	1	
Welding	x					x		Denim/canvas long pants (synthetic will melt)
Wood Carving			x					Buy kit at camp \$10-20
Life Skills	8:45	9:50	10:55	1:00	2:00	2:30	Prerequisites	What to bring/Notes
Auto Maintenance				x		x		
Emergency Preparedness (E)				x		x		Requires First Aid MB to complete
Exploration						x		Expedition in free time
First Aid (E)						x		
Orienteering				x				
Surviving				x				

2017 WINTER SUMMIT CAMP SCHEDULE

Start Times	Tues 26	Wed 27	Thurs 28	Fri 29	Sat 30	Sun 31
6:00						Gate opens for campsite breakdown
7:30		Reveille Assembly	Reveille Assembly	Reveille Assembly	Reveille Assembly	Reveille Assembly
7:45		Breakfast	Breakfast	Breakfast	Breakfast	Breakfast
8:45		Period 1	Period 1	Period 1	Period 1/ Scoutmaster Training (subject to demand)	Break Camp/ Clean up
9:50		Period 2	Period 2	Period 2	Period 2	
10:00		Scoutmaster/advisor coffee	Scoutmaster/advisor coffee	Scoutmaster/advisor coffee	Scoutmaster/advisor coffee	Camp closes. Bye!
10:55		Period 3	Period 3	Period 3	Period 3	
12:00		Lunch (meeting for SPLs/presidents)	Lunch (meeting for SPLs/presidents)	Lunch (meeting for SPLs/presidents)	Lunch (meeting for SPLs/presidents)	
1:00	Check-in begins	Period 4	Period 4	Period 4	Period 4	
2:30		Period 5	Period 5	Period 5	Period 5	
4:00	Key Leader Meeting (SM, SPL, Advisor, President)	Exploration Classes	Exploration Classes	Exploration Classes	Exploration Classes	
5:45	Retreat Assembly	Retreat Assembly	Retreat Assembly	Retreat Assembly	Retreat Assembly	
6:00	Dinner	Dinner	Dinner	Dinner	Holiday Dinner	
	Evening Activities Chess Tournament Study Hall Glow-in-the-dark Games	Evening Activities Chess Tournament Study Hall Glow-in-the-dark Games	Evening Activities Chess Tournament Study Hall Glow-in-the-dark Games	Evening Activities Chess Tournament Study Hall Glow-in-the-dark Games	Participant Campfire	
7:30	Opening Campfire					
9:00	Free Time	Free Time	Free Time	Free Time		
10:00	Quiet hours	Quiet hours	Quiet hours	Quiet hours	Quiet hours	





BRING MEDICAL FORM

Everyone staying overnight at camp will need the BSA medical form, parts A, B, *and* C filled out and brought to camp for our medic. Part C is the annual physical exam by a doctor.

Google “bsa medical form” or go to scoutingevent.com/104-WinterSummit and fill out pages A and B, then bring C to the doctor.



TELL US ABOUT FOOD OR DIET RESTRICTIONS

Our head chef and kitchen staff are happy to accomodate nut or other food allergies; gluten-free, vegetarian, or vegan diets; or any other modifications to keep you safe and well-fed at camp.

We do need time to buy any additional food we might need--please make sure to fill out this form at least 2 weeks before camp for the best service:

<http://tiny.cc/PupukeaDietary>



ADVANCE SWIM TESTS IF DESIRED

Youth and adults who want to take advantage of Swimming, Lifesaving, free swim, underwater basket weaving, water polo, or any event in our pool need to complete a swim test.

Option 1: Do it at camp when you check in

Option 2: Conduct your own with a qualified instructor using the form at the back of this book.

SWIMMER'S TEST: Jump feetfirst into water over the head in depth, level off, and begin swimming. Swim 75 yards in a strong manner using one or more of the following strokes: sidestroke, breaststroke, trudgen, or crawl; then swim 25 yards using an easy resting backstroke. The 100 yards must be swum continuously and include at least one sharp turn. After completing the swim, rest by floating.

BEGINNER'S TEST: Jump feetfirst into water over the head in depth, level off, swim 25 feet on the surface, stop, turn sharply, resume swimming as before, and return to starting place.



PACK FOR CAMP

Here's a suggested packing list:

- BSA outdoor essentials:
- water (camp will not be providing free water bottles, so bring your own)
- trail food (can be with your unit)
- compass
- flashlight & extra batteries
- pocketknife
- first aid kit
- rain gear--waterproof jacket; it might rain constantly
- sunscreen--it might also be sunny
- extra clothes for 6 days--include some warm ones for night!
- matches and fire starters
- Water resistant boots or shoes
- Sleeping bag and pad
- Towel
- Toothbrush, soap, etc.
- Your unit sets its own policy for uniforming. We suggest the field uniform (Scout pants, socks, belt, and uniform shirt) for flag ceremonies and meals, and a unit T-shirt at other times.
- About \$40 to spend at the Trading Post
- Swimwear
- Laptop or smartphone if you have one--many classes require research or outside work. We have locked places to store it for you overnight, although camp will not be responsible if it's damaged or lost.



ARRIVING AT CAMP

The fun begins at 1 PM on Tuesday, December 26. If your unit arrives early we will not be ready to check you in, but you can hang out in the parking lot.

Check-in schedule:

1. Park in the parking lot. Our camp policy is that all vehicles are **backed in**

in case of an emergency.

2. Your **campsite guide** will meet you in the parking lot, and your entire unit will get a picture taken in front of the Camp Pupukea sign.
3. Scoutmaster/Advisor and SPL/President will go to **Aloha Pavilion** (the building next to the pool) for check-in and a final review of campers' class schedules. They'll bring any needed paperwork including medical forms.
4. At any time during the day, participants needing to change their schedule can go (with leader's approval) to the pavilion.
5. Leaders arrange **swim checks** as needed with pool staff (1:30-3:30)
6. Your guide will take you on a **tour of camp**, then you can go to your campsite to get set up. Each unit is allowed **one vehicle** at a time inside camp if needed to drop off gear. Please keep a low speed and send someone to walk in front of the vehicle to clear the way. When you're done unloading, please park in the parking lot.

No need to bring blue cards

Camp will be tracking merit badge progress electronically and printing our own blue cards at the end of the week.

FOR PROVISIONAL SCOUTS

Provisional Scouts will spend the week as part of one of our Super Troops--a group of Scouts from units all over the island led by full-time staff. Let the parking attendants know that you're a provisional camper, and they'll escort you to check-in. We might ask you to wait a few minutes for more of your Super Troop to show up so we can give the tour to a few people at a time.

DURING CAMP

MAIL

Campers and staff love getting mail while at camp. Letters and packages will be passed out daily to the units by their campsite guides. You can address mail to:

<Name of camper or staff member>

<Troop or crew #>

Camp Pupukea
59-780 Pupukea Rd.
Haleiwa, HI 96712

WEEKLY SCHEDULE

- The last hour of every afternoon is "Exploration classes"--fun classes about topics like quidditch, underwater basket weaving, fire by friction, Dutch oven cooking, and more. These are also open to adults. **We'll send signups for Exploration classes and leader training through GreenBarHQ later in December.**
- Evening activities might include board games, movies, snacks, glow-in-the-dark games outside, and more.
- Manage your time--many badges require outside study to complete!
- The lodge will be available as a study hall each evening for online research.

Camp Pupukea is excited to invite you to our

FIFTH ANNUAL CHESS MASTERS TOURNAMENT

Chess is an honored tradition at Camp Pupukea, and our legendary chess tournament will take place all 3 nights of evening program (Wednesday, Thursday, and Friday).

Signups will open at lunch on Wednesday. Following tradition, the top 3 winners get to come to Winter Summit for free next year!



- Bring your own computer or smartphone if possible; otherwise you'll be competing against many other campers to use a small number of lab computers.

VISITORS

Visitors of all ages are welcome at camp during the day. They are required to sign in immediately upon arriving, and sign out when leaving, at the trading post. This is so we know who's in camp in case there's an emergency. Anyone staying overnight must register as a camper and pay the fee.

Saturday night (the 30th) invite your families to camp! We'll be having a special dinner and campfire program put on by the units. Families can start coming around 4 PM and join in our last set of Exploration classes (age-appropriate).

Thursday (the 28th) please give a rough count by lunch to the kitchen of how many guests you expect on Saturday so we can get enough food!

Guests or their units can buy meals in the trading posts for:

Breakfast or lunch: \$4

Tuesday-Friday dinner: \$6

Saturday family dinner: \$8

Kids under 5 don't have to buy meals.

SIGNING IN AND OUT

To keep accurate records of who's in camp in case of emergencies, staff will enforce:

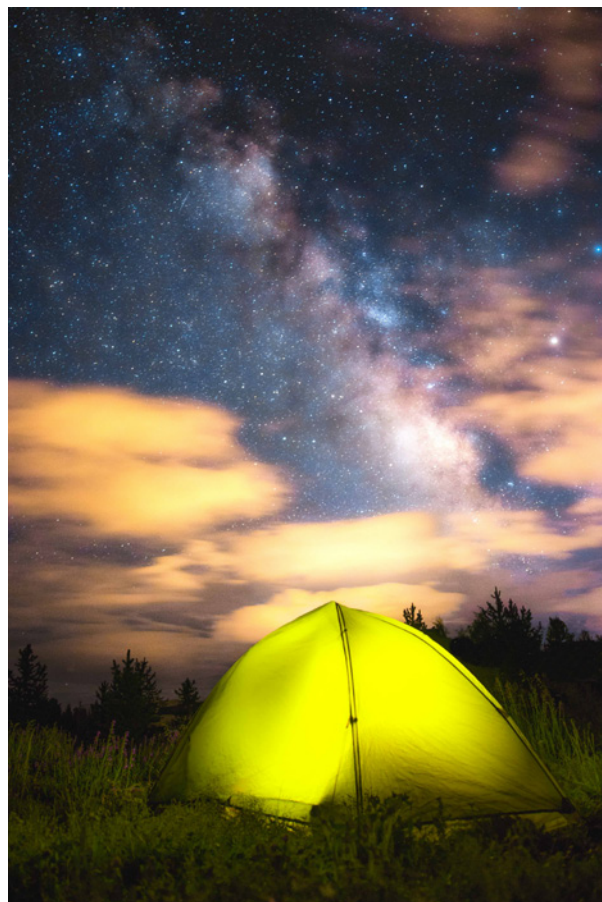
- Anyone **leaving temporarily** signs out on the "Temporary Sign-Out Board" and signs in when they return. If you do forget, call the camp office or a friend at camp immediately so they can do it for you.
- Anyone **going home** before the end of the week signs out on the "Leaving Camp Board"
- New **arrivals to camp after Tuesday** afternoon sign in on the "Entering Camp Board"
- Youth campers require an adult or staff escort to leave camp.

All of these boards will be located at the Trading Post and accessible 24/7.

CAMP RULES



Quiet hours are from 10 p.m. to 6 a.m. every day.
(limit noise to a level that cannot be heard outside your sleeping area)





Follow your unit's policy* on electronic devices; use electronics responsibly. While in classes, only use electronics for class. Do not post any picture of another participant or staff member on social media without their permission.



21+ 18+

Each unit must have 2 adults in camp at all times. One has to be a registered leader 21 or older. *Units with male youth need at least one male leader, and units with female youth need at least one female leader.*



Don't use other units' campsites as shortcuts to get around camp. Only enter campsites for the purpose of visiting that unit, with their permission.



Follow the Scout Oath, Scout Law, Outdoor Code, and all state laws. Hazing of any form, gambling, stealing, and fighting are prohibited at camp.



Alcohol, illegal drugs, fireworks, and weapons (except camp equipment) are never allowed in camp. Adults 21 and over who smoke may do so in the parking lot, away from the view of any camper.

Serious violation of the rules may result in participants being asked to leave camp. Decisions of the camp directors are final.

*Note to leaders: We want our Scouts to be safe and enjoy their experience in the outdoors. We believe that with engaging activities and mentoring from staff and leaders, smartphones have the potential to enhance this experience rather than detract from it. Scouts can dive deeper into merit badge topics by doing quick research, take notes, take pictures to remember camp, and most importantly, share the awesome time they're having with friends back home who might come to camp next year. Consider taking the opportunity to allow campers to bring phones and join us in training them how to use them safely and responsibly.

EMERGENCY PROCEDURES

In the event of an emergency, you'll hear a loud siren, and all staff will direct you to assemble with your unit at the flagpole area. Be attentive when the alarm sounds and make sure all youth, adults, and guests evacuate the campsite immediately. Unit leaders will give a report of everyone present or missing, and will be given further instruction as necessary, and/or if evacuation to the parking lot is required. All drivers of vehicles should have their car keys in their possession.

A camp-wide emergency drill will be conducted during camp and all staff and campers will be re-

quired to participate.

Report all injuries, illnesses, and accidents that can't be treated with simple Boy Scout first aid to the medic, who will be on call 24/7.

If it's a serious injury, do not move the victim! Report to the nearest staff member and assist in providing first aid until medical professionals arrive.

LEAVING CAMP

CHECKING OUT

- Your unit's checkout packet (including blue cards, other awards, medical forms, etc.) will be available starting at 9 PM on Saturday evening (after closing firebowl).
- Staff will be on hand to answer any questions you have.
- On Sunday morning, your campsite guide will help you inspect your campsite for any issues or lost items and pack up. They'll provide a checkout form and camp evaluation for you to complete.
- You're free to bring one vehicle into camp and begin loading from 6 AM on.
- We'll have flags and breakfast as normal and you can attend if you're able.
- Camp will be closed at 10 AM.
- If you want to leave before Sunday morning (eg. on Saturday night after firebowl), just make arrangements with your campsite guide.

See you next year!

Appendix: Unit Swim Classification Record



Unit Swim Classification Record

This is the individual's swim classification as of this date. Any change in status after this date (i.e., nonswimmer to beginner or beginner to swimmer) would require a reclassification test performed by an approved test administrator. Changes and corrections to the following chart should be initialed and dated by the test administrator.

SPECIAL NOTE: When swim tests are conducted away from camp, the camp aquatics director retains the right to review or retest any or all participants to ensure that standards have been maintained.

Unit Number _____

Date of Swim Test _____

	Full Name (Print) (Draw lines through blank spaces.)	Medical Recheck	Swim Classification		
			Nonswimmer	Beginner	Swimmer
1					
2					
3					
4					
5					
6					
7					
8					
9					
10					
11					
12					
13					
14					
15					

NAME OF PERSON CONDUCTING THE TEST:

Print Name

Signature

Qualification

Council/Agency (Red Cross, YMCA, etc.)

UNIT LEADER:

Print Name

Signature