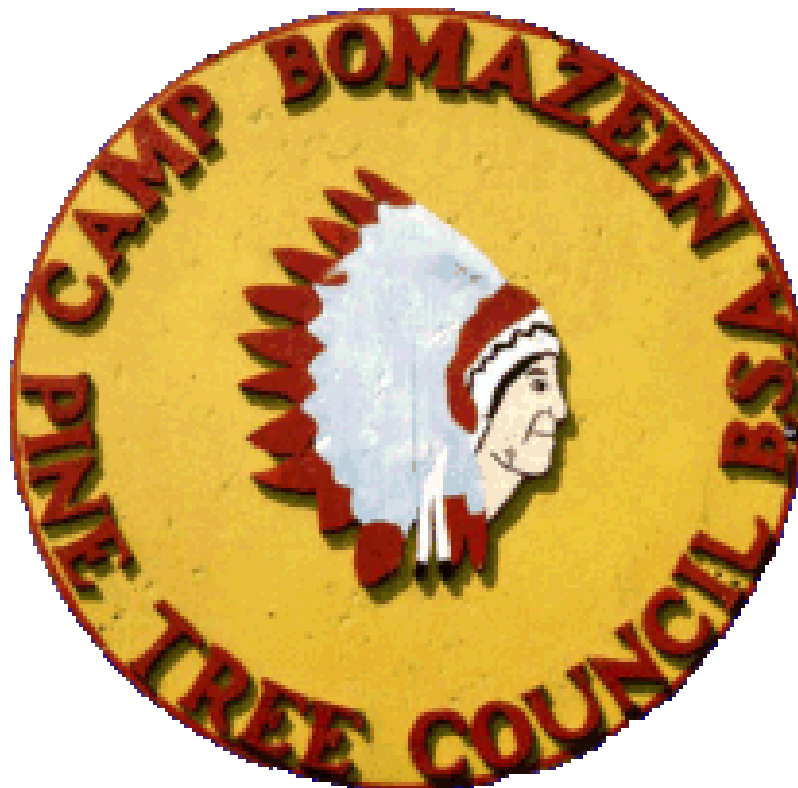


Camp Bomazeen



2018 Camp Guide

Revision 6

Dear Parent/Leader,

Thank you for choosing Camp Bomazeen as your Summer Camp this year. We have a lot of fun and exciting programs to offer. We are still offering several programs we had last year and have also added some new programming for this year. This year the Webelos Camp will include an extra day, running from Sunday thru Wednesday. An added highlight to the Webelos Program this year will include a family BBQ and closing campfire just like the Boy Scout Resident Camps offer.

Boy Scout Resident Camp will feature three weeks which will offer some of the popular programs from last year as well as a few new programs that are sure to interest your Scouts. For those of you who are new to Camp Bomazeen, we do not offer a traditional Boy Scout Camp where the boys register for individual "Merit Badge Classes". All of our programs are adventure based and will keep your Scouts busy all day and into the evening. Each program has several Merit Badges or special awards embedded into the program. Each program offers a lot of hands on activities and little sitting listening to people talk. The Megeso Trail Program (Eagle Trail) and the Public Service (Also Trail to Eagle) due to the nature of the Eagle Badges included in this program has more sitting than in the other programs. These programs also includes a day trip to the State Capital Building for a tour and opportunity to meet with one of Maine's US Senators. STEM will offer our Scouts three different experiences. Each week the badges in this program change. The Department of the Navy and their affiliates will provide your Scouts with hands on activities and challenges as they explore topics such as computer science, robotics, space exploration, astronomy, engineering and much more. Returning programs include Trades Adventure where your Scouts will learn useful skills from licensed tradesmen and put those skills to use while helping to make improvements around camp. Aquatics Adventure will keep your Scouts in or on the water all day and they will also learn CPR skills. Maine Woodsmen and Junior Guide will help your scouts learn more advanced camping and woods skills that will provided them with a great foundation of skills they can use throughout their lifetime. Nechemis will provide your 1st year Scouts with a ton of basic Scout Skills that will help them fulfill many of the Tenderfoot thru First Class Scout requirements and to earn a couple of merit badges also.

Camp Bomazeen will have tents and cots in the campsites. We ask that all scouts come prepared for this experience and remind them that there is no flames in tents and that aerosol spray bug repellants should be used outside of the tents.

We look forward to seeing you and your Scouts at Camp Bomazeen this summer. Online registration begins on January 1st.

Yours in Scouting,

Butch Dawbin
Camp Director
bd81670@gmail.com

Julie McKenney
Program Director
jamez5mck@gmail.com

Camp Commissioner

Important Dates to remember:

January 1, 2018 – Online Registration opens (www.pinetreetsa.org)

April 8, 2018 - Badges that have 90 day requirements need to start.

Saturday, April 28th - Deadline for Early Bird discount (Account must be paid in full)

Saturday, April 28th – Open House at Bomazeen, come meet some staff 1:00 p.m. – 3:00 p.m.

Wednesday July 5th - Venture Check in 2:00 p.m.

Sunday July 8th - Venture Checkout 10:00 am

Sunday, July 8th – Boy Scout Resident Camp Check in Week 1 – 2:00 p.m.

Friday, July 13th – Family BBQ and Closing Campfire Week 1 – 5:00 p.m.

Friday July 13th - Venture Check in 4:00 pm

Sunday July 15th Venture Check out 10:00 am

Sunday July 15th Boy Scout Resident Camp check in week 2 2:00 p.m.

Friday July 20th Family BBQ and Closing campfire 5:00 p.m.

Saturday, July 22nd – Check in for Fun Pack Weekend – 9:00 a.m.

Sunday, July 22nd – Check out for Fun Pack Weekend – 10:45 a.m.

Sunday July 22nd - Boy Scout Resident Camp check in week 3 2:00 p.m.

Friday, July 27th – Family BBQ and Closing Campfire Week 3 – 5:00 p.m.

Sunday , July 29th – Webelos Camp Check in 2:00 p.m.

Wednesday, Aug 1st – Webelos Camp Family BBQ and Closing Campfire – 5:00 p.m

Table of Contents

General Camp Information pg. 3 - 10

Emergency Information pg 11

Boy Scout Resident Camp Programs pgs 12 – 18

Packing List pg 19

Parent Information Page pg 20

Webelos Resident Camp Program pgs 22 – 25

Special Diet Information Form pg 26

General Camp Information

Medications, Drugs and Alcohol

Per BSA and State of Maine law, all prescription drugs **must be kept under lock and key in the Health Lodge** and dispensed under the Health Officer's supervision. Scouts/Leaders with Asthma, must complete an additional form that contains their doctor's plan for treating their condition (Emergency Medication Plan). See forms listed on the registration page or under forms on the Council webpage at www.pinetreebsa.org. Please make sure this form is completed and signed at the same time as the annual health form prior to arrival at camp. All medications remain in the health lodge except for medications carried for life-threatening conditions such as inhalers, heart medication, and Epi-pens. The Health Officer will meet with individual requiring these medications to ensure they know how to use them and are capable of carrying and using them as prescribed. Alcohol and illegal drugs of any type are prohibited on camp property. Possession or use of them on camp property will be cause for immediate removal from camp. There will be no refund of camp fees.

Tobacco

It is the responsibility of the Boy Scouts of America to protect the health and safety of the young people in the program. As a result, adults are asked to use discretion when using tobacco products in any form, and **must avoid them in the presence of campers**. All camp buildings, campsites and program areas are smoke-free environments. The use of tobacco products by anyone under the age of 18 is strictly prohibited. Smoking is only allowed in the designated smoking areas, which are out of the view of campers.

Firearms and Archery Equipment

Firearms and ammunition are available at camp for use at the range. No other firearms or ammunition will be permitted at camp. All personal archery equipment must be left at home.

Fireworks

Fireworks of any kind are not allowed in camp. Violation of this rule may lead to immediate dismissal from camp.

Vehicles

Safety considerations require vehicle traffic at camp to be kept to a minimum. Personal vehicles of leaders, staff, campers, and visitors are restricted to the parking lot. Please have all gear consolidated into either your troop trailer or one vehicle that can be easily driven to, or close to your campsite to be unloaded. **Troop trailers are not allowed to be stored in the campsites. Scouts may not be transported in the beds of trucks or on/in trailers.** Everyone riding in a vehicle must wear a seatbelt at all times. Please inform any part-time leaders or visitors that they will not be able to drive to the campsites. The maximum speed of all vehicles on camp roads is 5 mph. Once your troop's gear is unloaded, vehicles must be parked in the camp parking lots.

Restricted Areas

Scouts and leaders are restricted from staff areas at all times. Campsites of other troops are off limits and should not be visited or passed through on the way to or from other areas without prior approval or

permission from the unit(s) camping in the site.

Liquid Fuels

Boy Scouts of America policy permits use of liquid fuels only under direct supervision of a knowledgeable adult. Gasoline or other flammables cannot be stored in the campsite. Extra liquid fuel is to be safely stored and locked up in the flammable shed near the Archery Range. Be sure to mark your containers with your unit number.

Valuables

The camp staff is not responsible for the safety of camper valuables. Each unit may wish to bring a lock box for money and other valuables. **NO VALUABLES SHOULD BE TAKEN TO THE SHOWER HOUSE.**

Health and Safety

A Health Lodge is staffed with a qualified Health Officer on duty 24 hours a day. In addition, Camp Bomazeen has an agreement with a local physician and area hospitals in the event that additional medical treatment is deemed necessary. In the case of non-life threatening injury or illness, the troop's leadership or the Scout's parents will be asked to provide transportation to the hospital or elsewhere as directed. Emergency services will be called in the case of accidents of a more serious or critical nature.

Medical Forms

A physical examination is required for each Scout and adult attending camp. Medical forms can be found at www.scouting.org/media/forms or on the Council website at <https://leaders.pinetreetsa.org/links.html>. All Scouts and adults must have a current physical within the 12 months prior to their week of camp. ***If a Scout or Scouter arrives at camp without a medical form, it is the Scout or Scouters responsibility to obtain the physical examination before being allowed to stay overnight in camp. A certified and licensed physician, nurse practitioner, or physician assistant must complete the physical examination. (The Health Officer has the final say on whether a Scout or Scouter can remain at camp until the medical form arrives). Until a medical form is on file in camp a Scout will be restricted from most camp activities.***

Uniforms

Official uniforms are to be worn by Scouts and leaders for evening retreat and dinner meals. Official uniforms should also be worn to the Family Night campfire. Activity uniforms (Class B) are appropriate for all other times except when specifically instructed otherwise.



Footwear

Closed toed shoes or sneakers must be worn at all times while in camp. Open-toed sandals, clogs, crocs, and flip-flops are **NOT** permitted. There are a lot of roots, rocks, and other natural materials that could cause injury to exposed toes. Please advise any visitors of this policy prior to the start of camp. Shower shoes, sandals, crocs and flip-flops should only be worn while in the shower area or at the waterfront area. No bare feet are allowed in camp other than in the shower or while swimming!

Camp Security

All campers, leaders, and visitors must check in and out at the camp office. It is strongly recommended that Scouts do not leave camp. Any Scout leaving camp must have a signed Camper Release form stating when the Scout will be leaving and whom he will be leaving with on file in the camp office prior to the

day he is leaving except in emergency situations. All adult leaders and Scouts must follow the Scout Oath and Law at all times while at camp. Those individuals that cause vandalism, intimidation of others, theft, etc. **will be sent home immediately or removed from the camp by the Kennebec County Sherriff's Office or Maine State Police.** We must work together to ensure that summer camp is a safe haven for Scouts and their leaders to enjoy the great outdoors and the Scouting program. Camp staff and participants will be issued an ID bracelet at check in. All visitors must sign in at the Camp Office (Dinning Hall) or at the Health Lodge and receive a visitor's tag before entering any of the campsites or program areas to visit with their son or a unit.

Personal Safety

Swimming is permitted only at the waterfront and in accordance with BSA policies and procedures. The use of the buddy system throughout camp is mandatory.

Troop Leadership

Each troop must follow the BSA's two-deep leadership policy in camp at all times. One leader must be at least 21 years old and the other must be at least 18. If there is a substitution for the troop leader, then there should be an overlapping period of time during which both adults are in camp in order to maintain program continuity and adult supervision over the troop at all times.

Parents and Visitors

Parents and visitors are invited to visit camp, especially on Friday evening. Parents may dine with the campers. Due to inventory restrictions, reservations are required for those parents wishing to eat with their troop on Family night. These reservations may be made at the Trading Post.

Registration/Insurance

In accordance with BSA policy, every Scout that attends summer camp must be registered with the Boy Scouts of America. Pine Tree Council provides accident and illness insurance for all registered members of Pine Tree Council; however, it is supplemental to the Scout's/Scouter's primary insurance.

Trading Post

Our Trading Post is well stocked with merit badge pamphlets, souvenirs, and snacks. The amount each boy will spend will depend upon his personal needs and whether his interests require special purchases, such as camp souvenirs, handicraft items or snacks. The Trading Post will be open daily. It will close during some special programs such as the interfaith service and 30 minutes before/after a meal so the staff may participate.

Mail Service

The camp has daily mail service. No mail should be sent to the Scout after Wednesday of the week he is at camp because it will not arrive on time. Please addressed as follows:

Camp Bomazeen
Scout's Name & Troop #
656 Horse Point Road
Belgrade, ME 04917

Incoming mail is distributed to the troops as soon as



possible. Any mail received after a Scout has left camp will be returned to the sender.

Telephone

The camp telephone number for administration and emergencies is (207) 465-3098. The camp telephone is used for camp business only. It is not available for personal calls. Cell phone coverage is limited but attainable. However, it is not recommended that Scouts carry or have in their possession personal cell phones. Each troop should have a phone policy in place. If Scouts are seen in program areas or in general camp areas with cell phones, they will be confiscated and returned to the Scout's unit leader. Possession of a personal cell phone by campers often leads to homesickness.



Lost and Found

The camp's lost and found is located outside the Trading Post. Leaders please remind Scouts to have **personal gear clearly marked with the Scout's name and troop number**. Each Scout needs to take care of and safeguard his personal property. Camp Bomazeen is not responsible for lost, stolen, or damaged items. Items not claimed within 30 days of the close of camp will be donated to local charities or disposed of.

Religious Services

Scouts of all faiths observe the 12th point of the Scout Law by worshipping in the manner of their choice. Scouts will have an opportunity to attend a non-denominational worship service on Sunday Afternoon at 5:00 p.m. in the dining hall basement or Council Ring depending on weather.

Hazing

Hazing is strictly prohibited. Camp is intended to help Scouts grow. There is no room for hazing or harassment. Knowledge of any abuse should be reported to the Camp Director or Program Director immediately.

Dining Hall

Meals will be served as follows: Breakfast – 7:30am, Lunch – 12:00pm, Dinner – 6:00pm unless otherwise noted. Scouts will sit with their troop at their assigned tables. We will ask troops to provide two Scouts to set their troop's benches down before the meal and to wash the tables, sweep the floor, and place the benches back on the tables after each meal. Staff members will be eating with the troops in the dining hall, scouts will select an assigned number of totems for their tables, and those staff members will sit with your troop.

Dining Hall Procedures

Waiters are expected to arrive at the dining hall 15 minutes prior to the start of breakfast and dinner meals. There are no waiters needed for lunch or for Friday



night's BBQ. When waiters arrive at the dining hall they will be greeted by a member of the dining hall staff and given directions of how to set the table. All waiters will need to stay after the meal to clean the table, the floor and set benches back on the tables. Units should gather on the lawn behind the dining hall 5 minutes before the meal and wait to be invited into the dining hall. Tables will be dismissed to the serving line by a member of the dining hall staff, which will help prevent congestion and minimize serving time. Tables will also be dismissed to the salad bar in an orderly fashion as well. Please follow the established traffic pattern, which will be explained at the first meal. The kitchen staff is off on Thursday's; however, breakfast and lunch will still be served in the dining hall. Each program will cook their dinner in their site or designated area.

Visitor Meals

Visitors may purchase meals at the Camp Office or at the Trading Post. The fees are as follows.

Breakfast - \$5.00

Lunch - \$6.00

Dinner - \$7.00

Friday Night Family BBQ and Closing Campfire.

Families are invited to attend the Friday Night Family BBQ and closing campfire. The meal will consist of Burgers, Hotdogs, pasta salad, chips, dessert and choice of iced tea, lemonade, bug juice, or ice water. The BBQ will begin at 5:00 p.m. following retreat and the closing campfire will begin promptly at 6:30 p.m. BBQ Tickets can be purchased on Sunday during check in: Adults - \$7.00 each and Children 12 and under - \$4.00. All tickets should be purchased by Tuesday at noon. Advancement packets and special awards will be presented at the closing campfire.

Camp Menu and Dietary Needs

Most special dietary needs can be met by informing the Camp Director at least 2 weeks prior to arrival to ensure appropriate menu items can be obtained. A state registered dietitian has approved the camp menu. If any member of your unit has food allergies or restrictions please complete the special diet form (Appendix B) and send it to Butch Dawbin, 4 Dawbin Drive, West Gardiner, Maine 04345 before June 14th to ensure accommodations can be made.

Camp Facilities

The buildings and developed areas of the camp include: troop campsites, a dining hall, administration office, a trading post, shooting sport ranges, a shower house, program areas, and a complete waterfront. Campsites are located throughout the wooded areas and are provided with a water faucet, fire suppression equipment, a fire ring, and a latrine (some latrines are shared between sites). Any equipment or camp property damaged by the troop will be replaced by the troop. The troop is financially responsible for any monetary loss to the camp/Council.

Camp Staff

It is the desire of the Pine Tree Council and Camp Bomazeen to provide the best quality instructors for our camp program. The camp staff arrives before camp opens to prepare the camp and program areas to ensure your campsite is ready for your arrival and that your Scouts receive a high quality program. Scouts ages 15 and above by June 1, 2018 are eligible to apply for a camp staff position. Applications for camp staff positions may be obtained at the Council Service Center or online at www.pinetrebsa.org.

Daily Leader Meetings

Leader meetings will be held each morning at 8:45 am outside the Camp Office. Leaders in camp are

encouraged to attend. This is where you will find out about any changes or additions to camp program and where questions or concerns can be addressed.

Damage to Camp Equipment and/or Facilities

Each Unit is responsible for taking care of the camp equipment that is assigned for their use. In the case of damage to this equipment, the unit and unit leaders are responsible for paying for repairs or replacement. Camp Bomazeen reserves the right to assess appropriate fees to a unit for any equipment damaged or lost during their stay. Upon arrival at the campsite, adult leadership should inspect their campsite with their assigned staff member/campsite host. Any existing damage should be brought to the attention of the Camp Director as soon as possible. All equipment and facilities will be inspected by unit leaders and their campsite host on the last day of their stay to ensure no damage or lost has occurred.

Skit and Song Standards

The Pine Tree Council and the Boy Scouts of America believe that Scouting is a character building organization, and that this concept should permeate our program to all levels, including skits and songs.

1. All skits, songs, and run-ons, must be screened by the unit leader and the person in charge of organizing the campfire prior to its performance in front of a group.
2. Campfire programs are the place where the positive example is set.
3. No toilet humor – anything that involves bodily functions, toilet paper, etc.
4. No water – where the audience, participants, or stage area gets wet.
5. No embarrassing an audience member without their prior knowledge and agreement to participate.
6. No racial put-downs, making fun of mental or physical abilities, religious groups, or others.
7. No portrayal of violent behavior.
8. Avoid anything that is not in keeping with the ideals of the Boy Scouts.
9. No performances with sexual overtones.
10. Unacceptable acts that get on stage will be removed immediately.

You may find that many traditional skits and songs that have been performed in the Boy Scouts for years are not acceptable under these standards. However, many of these songs and skits can be modified to meet these standards.

Toilet Paper, Garbage Bags

Toilet paper and garbage bags are available upon request either at the Camp Office or the Trading Post.

Early Release of Campers

Scouts who will be leaving camp at times that differ from their unit's departure must have a Camper Release Form. There are two forms that will be used. One is for pre-arranged absences such as baseball games, vacations, etc. The other form is for situations such as illness, homesickness, or family emergencies. Both forms are located at the camp office and should be completed before parents leave. These forms will also be available at the May Roundtable meeting and at the Camp Open House.

Have FUN!

Programs offered during camp are designed to enhance the troops' programs. Each troop is encouraged to participate in the activities offered each evening. Troops should feel free to check out some of the sporting equipment from the Program Director for games in their campsites. Troops are also encouraged to plan and carry out at least one inter-troop activity throughout the week. Leaders are encouraged to accept the Camp Bomazeen Leader Challenge.

Camp Check-In

All units should have one adult leader and the Senior Patrol Leader attend the leader meeting at 1:00 p.m. in the dining hall prior to their check-in. Check in this year will take place at the Picnic tables on the side of the Dining Hall or in the basement of the dining hall during inclement weather. Med checks will take place there as well. Once your unit has checked in, turned in all medical forms and medications, you will be given a guide to assist you with the rest of camp. This guide is there to help you throughout camp. He/She has the knowledge to assist you and can be a great resource. A vehicle pass will be issued to take one vehicle to or near your campsite to unload gear. All vehicles must be returned to the parking lot before dinner is served. Please be HELPFUL and COURTEOUS by making sure all vehicles are parked in the parking lot as soon as they are unloaded. Thank you in advance for your help in this matter.

Medical Recheck

All camp participants (youth and adults) must have a valid medical form on file in the Health Lodge in order to stay overnight and/or participate in camp programs, no exceptions. Units that send their medical forms in prior to their arrival at camp will decrease the time spent at check in. Buddy tags will be ready for you at check in Units who do not send in their medical forms ahead of time will need to have each adult/Scout wait in line with their medical form along with any medications they brought to Camp with them. Once cleared by the Health Officer, each participant will be given a buddy tag. Once everyone in the group has been checked in and cleared by the health officer, the unit can head to the waterfront for their swim tests.

Injuries/Illness

We want to prevent minor injuries such as simple cuts, splinters, and blisters from becoming infected by ensuring they have been cleaned/bandaged properly. Please check with the Health Officer if you have any questions. Injuries requiring immediate medical attention can be reported to any program area and the Camp Health Officer will be radioed for a rapid response. Any injury requiring more than a band-aid needs to be reported to the Health Officer. Illnesses must be reported to the Camp Health Officer. This will help protect the health and wellness of the camp. Scouts visiting the Health Lodge must be accompanied by a buddy or by two adults to ensure compliance with youth protection policies. Any serious injuries or illnesses will be treated at Maine General Medical Center Waterville or Augusta Campus, or at Inland Hospital in Waterville. Two troop leaders or the Scout's parent must transport Scouts who do not require ambulance service. Camp personnel and vehicles cannot be utilized to transport non-serious cases from the camp. If parents or adult leaders have a preference as to which facility they would like their child or themselves to be transported to in case of emergency, please be sure to indicate it on the Medical Form.

Our Health Lodge is a first aid station. It is not manned or equipped to be an infirmary. If an injury or sickness cannot be treated/healed in a 2-3 hour time period, we must send the Scout or leader to a medical facility for evaluation or returned to his campsite and in some cases be sent home.

All medical decisions made by the onsite medical personnel are final. Injuries or illnesses that cannot

be treated at camp, but require further treatment, must be evaluated at a hospital, express care facility, or doctor's office. Scouts, leaders, or staff sent for treatment must have a note from the doctor or care facility clearing the individual for participation at camp. Any medications or special instructions provided by the doctor, hospital or express care facility must be turned in to the Health Officer upon the Scout's/Leader's/ or Staff Member's return to camp. If the Health Lodge is not equipped to provide the continued treatment/care specified in the doctor's instructions, the parent/participant will be required to provide the supplies or special equipment required in order for the individual to remain at camp. In some instances it may be determined that the Health Lodge is not able to provide the required care and the individual will not be able to return to camp. Any treatment received outside of camp is at the individual's/or parents own expense.

Troops should be prepared to provide first aid for minor injuries in their campsite. The following items are suggested list of items to be in your kit: non-latex gloves, band-aids, first-aid cream, sterile pads, Aloe sunburn lotion, lip salve, mole skin, cleansing pads. The "First Aid" Merit Badge pamphlet has an excellent list of basic first aid supplies.

Emergency Procedures

During any emergency, the Camp Office (located in the lower level of the Dining Hall) will become the Emergency Headquarters and is under the direction of the camp administration. All camp staff members not assigned other duties are to report immediately to the Camp Office.

Limitations of Activity

Scouts and leaders will be notified as necessary if activity must be limited due to temperature, humidity, or severe weather.

Assembly

Signal: High Pitched siren

Procedure: All Scouts and leaders are to assemble at the parade field (flag poles) to wait quietly for instructions from the camp administration.

Fire

In the case of fire, evacuate the tent, building, or area immediately. Notify the camp administration immediately. **All fires are to be reported as soon as possible!**

First Aid

Report all first aid cases to the Health Officer **IMMEDIATELY!** If possible, the patient is to be brought to the Health Lodge. If not possible, the adult leader, staff member in the area or another Scout should start immediate first aid while the Health Officer is on the way.

Child Abuse

Suspected child abuse – whether physical, mental, emotional, or sexual – should be reported to the Camp Director or Program Director.

Lost Person/Lost Swimmer

If you suspect a lost person or lost swimmer, immediately notify the Camp Director or Waterfront Director so that proper actions can be taken.

Unauthorized Person(s)

If you suspect unauthorized persons have intruded onto camp property, immediately notify the Camp Director or Program Director. Authorized visitors must sign in at the Camp Office and receive a visitor's identification tag. Any person in camp without a camp ID bracelet or visitor tag should be reported.

Camp Check-out Procedures

Friday Check-out Schedule

- 3:00 p.m. – Units should have all of their unit gear packed up in their campsite and ready to load.
- 3:15 p.m. – Troops meet with Camp Commissioner to have their site inspection completed.
- 4:00 p.m. – Unit leader can pick Troop packet at the Camp Office
- 4:00 p.m. – Retreat
- 5:00 p.m. - Family BBQ (Tickets required for family members only)
- 5:00 p.m. – Pick up of medications from the Health Lodge by parents or unit leader.
- 6:45 p.m. – Closing Campfire

Programs Offered

Scouts must come prepared with blue cards signed by their unit leader.

Canoe Trek

Program Overview –

The Canoe Trek is an experience of a lifetime. Scouts will be canoe and camp along the river on this trip. Each participant must pass the BSA Swimmer's Test, have the canoeing merit badge, and must have the upper body strength to paddle continuously up to 15 miles per day. All participants must be in good physical condition. There are also multiple portages, one of which is 2 miles. Excellent adventure for older scouts as well as an opportunity to test their knowledge and skills.

Advancement – Scouts will earn the 50 miler Award and work on Fishing, Mammal Study, Nature and Whitewater Merit badges. Successful completion of these badges depends on paddling time, weather, and water flow.



Trades Adventure

Program Overview – Here is your chance to spend a week learning and getting hands on experience with some of the skills needed to become an electrician, plumber, home repairman, or a welder. You will have the opportunity to learn these skills from licensed contractors in these fields. This program will help you learn a new skill or you might even be interested in choosing one of these trades as a career.

Advancement: Merit Badges you will work on in this program include, Electricity, Plumbing, Home Repairs, Welding and Painting. Scouts will be learning skills and completing hands on activities under the direction of licensed contractors in these fields. The skills they learn and the activities they do will not only give them experience of things contractors in these fields do every day, but will also fulfill the requirements to earn the four merit badges focused on in this program.

Things to bring with you: Copies of the merit badge books (optional), a pair of work gloves, **long pants (jeans) (mandatory)**, **long sleeve shirt (mandatory)**, notebook, and pens or pencils.



Frontiersmen Method Adventure Week Track 1/Track2/Track 3/Track 4(Week 3 Only)

Frontiersman Adventure Track 1

Age Rank Requirement. You must be age 13 and 1st Class Rank.

Life like learning the ways of the frontiersmen of the 1800s fur trade. A living history program.

Program Overview - Go back in time and live in the days of the 1840's. Learn the skills and ways of the early settlers and explorers in this week long rendezvous. You will learn primitive cooking skills, fire building, archery, camp craft and native lore. You will learn how to make candles and candle lanterns. This program is designed for older Scouts who are looking for a unique experience. Scouts in this program will not be camping with their unit. The Frontiersman program will have its own outpost campsite. Scouts in this program will reunite with their troop at end of the week. Due to the restrictions for shooting sports restrictions and the physical/mental demand of this program Scouts must be at least 13 years old(as of July 9th, 2018) and First Class Rank for Track 1

Frontiersman Adventure Week Track 2

Age Rank Requirement. You must be age 14 and 1st Class Rank.

Life like learning the ways of the frontiersmen of the 1800s fur trade. A living history program.

Program Overview - Go back in time and live in the days of the 1840's. Learn the skills and ways of the early settlers and explorers in this week long rendezvous. You will learn primitive cooking skills, blacksmithing techniques. You will have the opportunity to make musket balls and shoot black powder rifles. You will learn how to make a backpack basket. This program is designed for older Scouts who are looking for a unique experience. Scouts in this program will not be camping with their unit. The Frontiersman program will have its own outpost campsite. Scouts in this program will reunite with their troop at end of the week. Due to the restrictions for shooting sports restrictions and the physical/mental demand of this program Scouts must be at least 14 years old(as of July 9th, 2018) and First Class Rank for Track 2

Frontiersman Adventure Track 3

Age Rank Requirement. You must be age 15 and 1st Class Rank and have completed at least Frontiersman 1 or Frontiersman 2.

Life like learning the ways of the frontiersmen of the 1800s fur trade. A living history program.

Program Overview - Go back in time and live in the days of the 1840's. Learn the skills and ways of the early settlers and explorers in this week long rendezvous. Scouts who completed Track 1 or 2 and be at least 15 years old and 1st class Rank may register for Track 3 where they will have the opportunity to explore woodworking skills and learn some basic shipwright skills. You will have the opportunity to learn how to construct from scratch a three person skiff. You will also have the opportunity to work on completing any partial badges from Track 1 or Track 2 and will also learn more advanced living history skills. This program is for experienced and mature campers only. Please note that although you will earn a partial in Woodworking merit badge this program track is not a merit badge based program, rather an experience based program.

Frontiersman Adventure Track 4

Age Rank Requirement. You must be age 16 and Star Rank and have completed at least Frontiersman 1 or Frontiersman 2.

Life like learning the ways of the frontiersmen of the 1800s fur trade. A living history program.

Program Overview - Go back in time and live in the days of the 1840's. Learn the skills and ways of the early settlers and explorers in this week long rendezvous. Scouts who completed Track 1 or 2 and be at least 16 years old and Star Rank may register for Track 3 where they will have the opportunity to explore a more rich and deeper understanding of the fur trades of the 1840s. More information to be announced soon. Please note that this program track is not a merit badge based program, rather an experience based program.

Earn: TBA

Advancement – Scouts in this program will gain a lot of knowledge about how different life was during the 1840's. Scouts in **Track 1** will work on Archery(Long/Recurve Bow Track) Merit Badge, Leatherwork Merit Badge and Indian Lore Merit Badge. Scouts in **Track 2** will work on Rifle Shooting(Black Powder track) Merit Badge, Black Powder shooting, Basketry Merit Badge and Metal Work Merit Badge. **Track 3** will earn a partial in Woodworking. **Track 4**. May earn partials in various badges TBA. This program offers experiences the Scouts will find more rewarding than the merit badges they will earn. If you already have several of these merit badges don't let that stop you from participating in the Bush Craft Adventure. All Scouts may also have the opportunity to earn the Frontiersman Award.

For up to date information please visit the official Frontiersman Facebook Website at :
<https://www.facebook.com/Frontiersmancampbomazeen/>



Maine Woodsman Adventure

Program Overview - Scouts will take their basic Scout skills to a whole new level. They will further develop their map and compass skills, camping and cooking skills, canoeing skills, trip planning and Leave No Trace Principles. Scouts will work on Orienteering, Canoeing, Cooking, and Fire Safety Merit Badges. Those who can demonstrate their knowledge and proficient skills in all of the topic areas covered during the week will also be certified as a Maine Woodsman and will be eligible to register for the Junior Maine Guides Program during the 2018 Camp Season.

Advancement –

Merit Badge requirements are embedded into the program, Scouts will also be working on the following merit badges: Orienteering, wilderness survival, Cooking, and Emergency Preparedness. Scouts will also complete some of the requirements for Camping. They will start their journey towards this badge and receive a partial.

Things to bring with you: Personal tent, sleeping pad, compass, notebook, pens and pencils, water shoes or extra pair of sneakers that can get wet, sun block, hat, insect repellent (non-aerosol), bathing suit, extra towel, water bottle and a mess kit. A daypack will be very useful to Scouts in this program.



Junior Guide (Minimum 6 scouts; Limited to 12 Scouts)

Program Overview – The Junior Maine Guide Program is designed for Scouts who have completed the Maine Woodsmen Program and is ready to test their camping, trip planning and woodsman skills. They will also use their knowledge of the topics covered in the Maine Woodsman Program to demonstrate mastery of a wide variety of Woodsman skills.

Advancement - Scouts in this program will work toward earning the Search and Rescue, Fishing, Fish and Wildlife Conservation, Canoeing merit badges. Based on time and size of the group, Scouts may also work on additional merit badges such as Forestry or Mammal Study.



Aquatics Adventure Week

Program Overview – Spend your days in and on the water of Great Pond.

Scouts participating in this program will have the opportunity to improve their swimming and boating skills.

Advancement – Scouts will learn and practice lifesaving, boating, snorkeling, paddle boarding and CPR skills. Scouts will focus on four or five merit badges or Aquatic Awards based on their skill level. All Scouts who participate in this program must pass the BSA Swimmer's Test on Sunday at check-in. Scout will have a second opportunity to pass the BSA Swimmer's Test on Monday morning during the polar bear dip if they were unsuccessful Sunday afternoon. It is recommended that Scouts in this program already have Swimming Merit Badge. Scouts who do not have Swimming Merit Badge may join the Nechemis Swimming Merit Badge session in lieu of one of the Aquatic badges.



Megeso Trail- (Eagle's Trail)

Program Overview – This program is designed for Scouts who have reached the rank of Star or Life Scout and need to focus on a few Eagle Required Merit Badges. This program is not like traditional Trail to Eagle Weeks offered at other camps. Scouts will participate in a variety of activities and experiences that will help them meet the requirements of several Eagle required merit badges without sitting in a class environment. Scouts will spend a day in Augusta touring the State Capital, a historical site, and talking with politicians. All participants should attend the Camp Open House on Saturday, April 30th at 1:00 p.m. The counselors will be available that day to get the boys started on their prerequisites and initial physical fitness test, so that they can complete badges rather than receive partials.

Advancement – The Scouts in the Megeso Trail will be working on completing all of the requirements for Citizenship in the Community, Citizenship in the Nation, Citizenship in the World, Communications, Environmental Science/Sustainability, and Physical Fitness. They will also become familiar with the Life to Eagle Packet and learn what is required for paperwork for their Eagle Scout Project Proposal and final write up.



Nechemis (My Younger Brother) Bomazeen's "1st Year Scout" Program)



New Scouts will work on basic Scout skills, patrol method, basic rank requirements for Tenderfoot, Second Class and a few First Class requirements. Scouts will also work on Swimming, First Aid, and Fire Safety merit badges. Scouts in this program will earn their Totin' Chip and Fire n'Chit cards. This is a great program for Scouts who have just crossed over into your troop or who are new to Scouting.



Chip and Fire n'Chit cards. This is a great program for Scouts who have just crossed over into your troop or who are new to Scouting.



Advancement – Scouts will be working to complete a majority of the basic rank requirements for Tenderfoot, Second Class and First Class. They will also focus on First Aid skills, Map and Compass skills, and Swimming skills and satisfy most if not all of the requirements for First Aid Merit Badge, Fire Safety Merit Badge, and Swimming Merit Badge.



Surviving the Maine Woods – Wilderness Survival Adventure

Do you have what it takes to not only survive, but to thrive in the Maine Woods? Bring the basic Scout skills you have learned as a Tenderfoot, Second Class and First Class Scout to a whole new level. You will learn how to make a comfortable shelter in any weather condition without the use of tools. Fire making without matches or a lighter sound like fun? Well, these are all skills you will learn in this program as well as how to make useful items with materials found around you. You will make your own bowl, spoon and learn how to cook without a Coleman stove.

Advancement: As part of the Surviving the Maine Woods program you will work on Wilderness Survival Merit Badge, Mammal Study Merit Badge, Indian Lore, Emergency Preparedness, Signs, Signals, Codes Merit Badge.



Science, Technology, Engineering, Arts and Mathematics Adventure Week (STEAM)

Program Overview – Here is your chance to spend a week learning and getting hands on experience with science, technology, engineering, art, and mathematics needed to become a scientist, technology leader/ expert, and engineer. You will have the opportunity to learn these skills from STEM professionals in their respective fields. This program will help you learn STEM is fun, exciting, and filled with new ways to explore the world around you. You might even be interested in choosing one of these fields as a career or even start your own business (Startup!).



Advancement: Merit Badges you will work on in this program may include: Digital Technology, Energy, Robotics, Electronics, Photography and Art.

Scouts will be introduced to STEM principles, conduct hands on labs, tour and explore a local STEM centered business under the direction of STEM subject matter experts. STEM Adventure Scouts will have the opportunity to fulfill all the requirements of the Cyber Chip, receive the Cyber Chip and deeply explore the key principles as they relate to activities undertaken by the STEM Program and in their daily digital lives.

The activities and hands on experience will establish a solid foundation for future STEM experiences. STEM Adventure Scouts will learn the myths of STEM, how to discourage the myths associated with STEM by their peers, and the fruitful benefits realized by STEM professionals. STEM Adventure Scouts will receive the cyber chip and also fulfill many of the requirements to earn the merit badges associated with this program and the STEM NOVA Awards.

Things to bring with you: Blue Cards! Copies of the merit badge books (optional), personal digital device/Laptop (optional *Can be kept inside under lock and key when not in use), notebook, pens or pencils. Class B uniform and associated cloths need for camp activities such as swimming and games and personal fitness.

Shooting Sports Adventure

This adventure will provide you with the opportunity to learn how to handle a fire arm and archery equipment safely. Participants in this program will have the opportunity to learn how to safely handle and fire bb guns, air pellet guns, .22 rifles, shotguns, black powder (if age requirement is met), and how to correctly use a bow and arrow. Challenge yourself, and see how much your accuracy improves over the course of the week. Scouts in this program will also work toward meeting the certification requirements of the NRA basic rifle course. An additional fee is charged for this course to help offset the cost of ammunition and certification course.

Advancement opportunities include work on Rifle Shooting Merit Badge, Shotgun Merit Badge, Archery Merit Badge, and NRA Certification.



Public Service Week (Trail to Eagle Week 2)

US Senator Margaret Chase Smith of Skowhegan once said, "Public service must be more than doing a job efficiently and honestly. It must be a complete dedication to the people and to the nation."

Public Service Week is set up to help encourage Scouts to recognize that Public Service is honorable and good citizenship makes for stronger communities. The badges offered during the week provide Scouts not only the knowledge of the part they play in helping their towns and fellow citizens but lessons on how to communicate those goals to others. Scouts will work on the following Merit Badges during their stay at Camp Bomazeen: Citizenship in the Nation, Citizenship in the World, Public Speaking, Communications, Sustainability and Journalism.



Cinematography

The world of Media is a rewarding and exciting adventure. Come learn movie making, editing, script writing, photography and basic animation from an accomplished film and TV producer and accomplished well known story teller/writer. These classes will be sure to entertain and hopefully create interest in the exciting world of Multimedia entertainment and the arts.

Merit Badges taught during the session will be movie making, photography, animation and digital technology along with a new badge 'Multimedia'. Come along on this excellent adventure. Lights.....Camera.....Action!



What to Bring to Camp

(Make copies for each person going to camp)

Very Important Items:

_____ Complete Medical Form (Parts A, B, C) _____ Prescription Medications

Personal Gear:

_____ Tent (for certain programs)	_____ Class "A" Uniform	_____ Towel
_____ Sleeping Bag	_____ Hiking Boots	_____ Soap
_____ Jacket	_____ Hat	_____ Shower Shoes
_____ Sleep pad/air mat	_____ Socks (Several Pairs)	_____ Pocket Knife
_____ Scout T-shirts	_____ Shorts/ Scout Shorts	_____ Scout Handbook
_____ Swim Suit	_____ Underwear (Several Pairs)	_____ Toothbrush
_____ Rain Gear	_____ Insect Repellant	_____ Toothpaste
_____ Flashlight	_____ Scout pants/Jeans	_____ First Aid Kit
_____ Extra Batteries	_____ Washcloth	_____ OA Sash
_____ Notebook	_____ Trading Post Money	_____ Pens/Pencils
_____ Pillow	_____ Mess Kit	_____ Water Bottle

Program Must Have Items:

Trades Adventure: Long Pants, work gloves, long sleeve shirt, Merit Badge Books (Optional)

Maine Woodsmen: Water shoes, Compass (Silva is preferred), Sun Block, notebook, daypack, sleep pad, personal tent

Canoe Trek: Gear packed in a dry bag or 5 gallon bucket, long pants, water shoes or old sneakers to wear in the water, dry shoes to wear in camp. Hat, insect repellent and sun block is a must!

Frontiersman Adventure: Pants/Jeans, Pocket Knife, Sleep pad, Mess Kit,

Megeso Trail: Notebook, Pens/Pencils, Merit Badge Books (Optional)

Nechemis: Scout Handbook, Mess Kit, Compass, First Aid Kit (Scout Made), Long Pants (not jeans), Belt, Long Sleeve Button Down Shirt, Shoes that can get wet.

Aquatics Adventure: 2 or more Swim Suits, Long Pants (not jeans), Long Sleeve Button Down Shirt, Belt, Water Shoes or Old Sneakers that can get wet, Mask, Fins and Snorkel (if you have a set), Extra Towel, Sun Block, and a Hat.

Items to Leave at Home:

Pets

Radios

Fireworks

Aerosol Sprays

CD Players

Firearms/Weapons/Ammunition

Matches/Lighters

Sheath Knives

Archery Equipment

Please label ALL of your belongings

“The Parent Information Page”

You may wish to photocopy this sheet and give it to parents of Scouts attending Camp Bomazeen during the 2018 camp season.

Camp Mail:

A letter, postcard or a “goodie package” from home is one of the greatest cures for homesickness and helps encourage and motivate a Scout. Please do not wait too long to mail your letter or package as your Scout may leave camp without receiving your message or goodies.

Please address mail to camp as follows:

Camp Bomazeen
“Scout’s name and Troop Number”
656 Horse Point Road
Belgrade, ME 04917

Camp Phone

The phone number at Camp Bomazeen is **207-465-3098**. If you need to get a message to someone at camp you can call this number. While efforts will be made to deliver your message in a timely manner, Scouts and Leaders will be busy, so your patience is appreciated. If no one picks up, please leave a message.

We strongly recommend that Scouts leave their cell phones at home, especially younger Scouts. Research has shown that calling home actually increases the likelihood of a Scout experiencing homesickness and not making it through the week. We understand that this may be your son’s first time away from home and it may be a difficult time for your son or yourself. Feel free to call the camp office if you wish to check on your son or want to have your son’s Scout Leader contact you. If there is a concern regarding your son’s adjustment at camp you will receive a phone call from your son’s leader or a member of the camp staff.

Arrival and Departure -

Scouts can be dropped off at Camp on Sunday between **2:00 p.m. and 4:00 p.m.** If your son is coming with his Troop, his Troop may set a time to meet at camp so they can check in all at once. If your son is going to be attending camp with the Provisional Scout Troop, he will be greeted by a member of the camp staff upon arrival and will be introduced to other members of the Provisional unit

Camp ends late Friday afternoon. Parents can meet up with their son between 4:00 p.m. and 5:45 p.m. Those staying for the BBQ are invited to join us for retreat prior to the start of the BBQ. The closing campfire will follow the BBQ and will begin at 6:30 p.m. Scouts and parents can use the time between eating and the campfire to load their gear into their vehicle.

Camp Bomazeen 2018 Troop Roster

Name	Age	Rank	Program
1 _____	_____	_____	_____
2 _____	_____	_____	_____
3 _____	_____	_____	_____
4 _____	_____	_____	_____
5 _____	_____	_____	_____
6 _____	_____	_____	_____
7 _____	_____	_____	_____
8 _____	_____	_____	_____
9 _____	_____	_____	_____
10 _____	_____	_____	_____
11 _____	_____	_____	_____
12 _____	_____	_____	_____
13 _____	_____	_____	_____
14 _____	_____	_____	_____
15 _____	_____	_____	_____
16 _____	_____	_____	_____
17 _____	_____	_____	_____
18 _____	_____	_____	_____

Adults

1 _____	[] S [] M [] T [] W [] Th [] F
2 _____	[] S [] M [] T [] W [] Th [] F
3 _____	[] S [] M [] T [] W [] Th [] F

Use back for additional youth/adults if needed.

Appendix A

Special Diet Information Sheet

Name: _____ Troop # _____

Please list all food allergies: _____

Typical reaction if exposed to items listed above (i.e. rash, g.i. issues, anaphylaxis, etc.)

Please list sample breakfast items you typically eat: _____

Please list some lunch/dinner items you typically eat: _____

Other comments/concerns related to food at camp: _____
