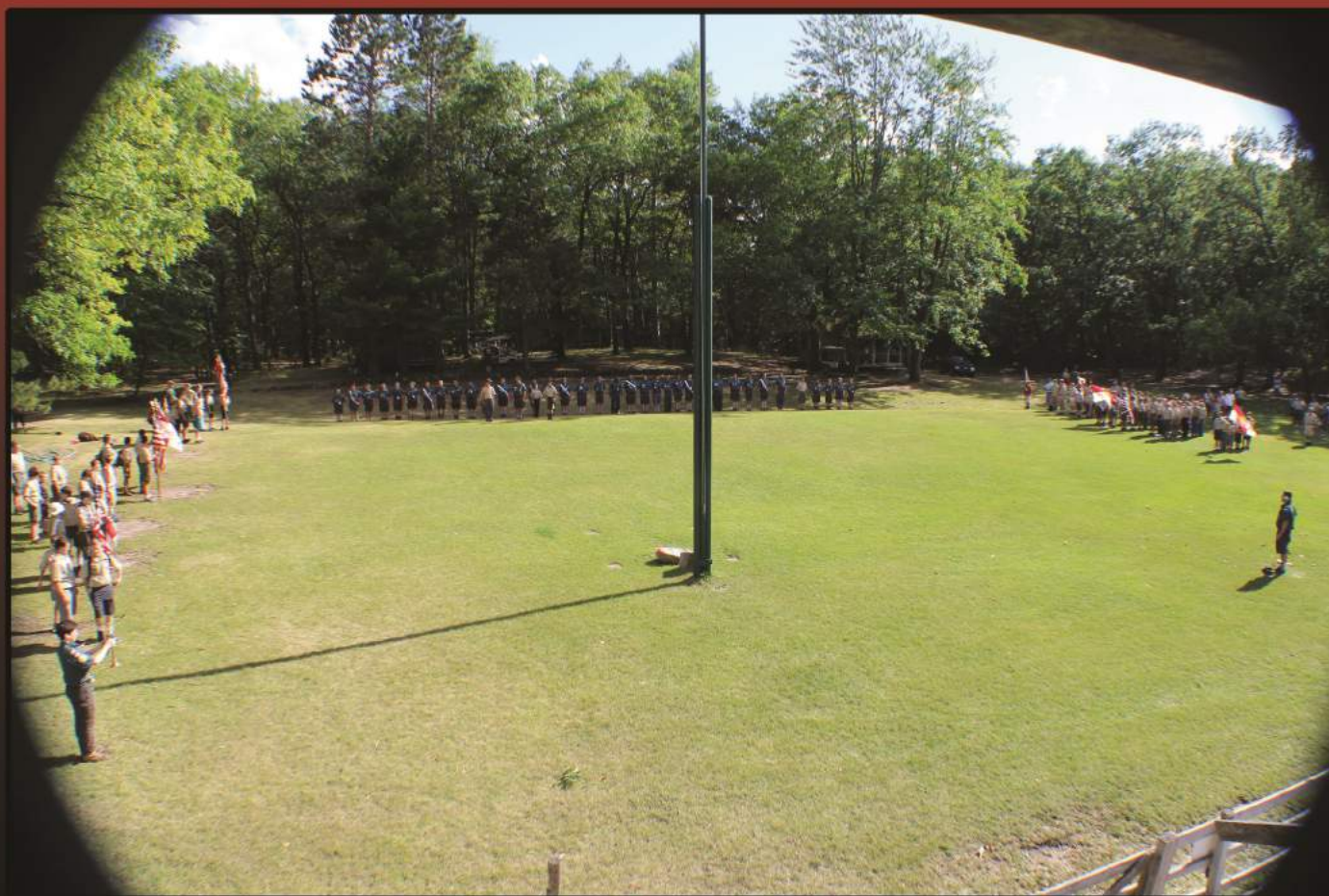


Camp Rotary Leader's Guide

2017



THE MAGIC OF SCOUTING



BOY SCOUTS OF AMERICA
MICHIGAN CROSSROADS COUNCIL

Dear Scouts and Scouters:

Welcome to the 2017 Summer Camping season at Camp Rotary. We are excited to have you as part of one of America’s longest continuously running summer camps. We had a record breaking year in 2016 and are ready to make 2017 the best season our camp has ever seen.

This guide has all the important information you will need for your stay at Camp Rotary. It is designed for adult leaders, parents, and youth leadership of your unit. Please make plans to review it completely.

We have worked hard this off-season to put together yet another exciting program. With changes to our program areas and a major overhaul to the PATH Program, we encourage you to look at all of our program features provided in this guide. We look forward to seeing you and your Scouts participate in everything that Camp Rotary has to offer.


Our camp staff is committed to exceeding your expectations. They are carefully selected and trained to assist you and your Scouts. Your Camp Rotary experience will be filled with adventures you will never forget!

A true Scouting adventure is waiting for your Scouts and Camp Rotary this summer! You will be awed by the natural beauty of Lake Beebe and the surrounding woodlands, thrilled by the array of Scouting adventures found in no other camp, and overjoyed by the friendship and fellowship you will experience all week.

If you have any questions, please call or email me. I want to hear from you to ensure success for you and your Scouts. For the latest summer camp information, please visit the Camp Rotary section on the Michigan Crossroads Council website at <http://michiganscouting.org/outdooradventures/boy-scout-camp/boy-scout-summer-camp/camp-rotary-boy-scout-summer-camp/>

I look forward to your arrival this summer; Let the Adventure Begin!

Yours in Scouting,



Andrew T. Wright
Camp Director | Camp Rotary
andrew.wright@scouting.org
989-386-7943

BSA MISSION STATEMENT

It is the mission of the Boy Scouts of America to prepare young people to make ethical choices over their lifetimes by instilling in them the values of the Scout Oath and Law:

Scout Oath

On my honor I will do my best,
To do my duty to God and my country,
and To obey the Scout Law.
To help other people at all time,
To keep myself physically strong,
mentally awake, and morally straight.



Scout Law - A Scout is:

| | |
|-------------|----------|
| Trustworthy | Obedient |
| Loyal | Cheerful |
| Helpful | Thrifty |
| Friendly | Brave |
| Courteous | Clean |
| Kind | Reverent |

2017 Leaders Guide

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WELCOME TO CAMP ROTARY

Welcome to Camp Rotary! Summer, Fall, Winter, Spring - it matters not what time of the year you are interested in. Camp Rotary is the place to be. There is never a dull moment in the adventure of learning and experiencing all that the natural world has to offer. There are few places that can offer you the beauty, silence, atmosphere, privacy, ecology, wildlife, friendship, staffing, good food, adventure, outdoor program, and the all around perfection found at Camp Rotary!

No matter the time of year, Camp Rotary is ready and able to meet the needs of most individuals and groups. Summer Long Term Camping is the specialty for Boy Scout Troops and Venturing Crews from around the country. Often referred to as "The Best in the Country", Camp Rotary has a long and highly respected history in the Scout Summer Camping community. Troops from around the country have heard of the "Excellence of Program" that is the standard of performance displayed at Camp Rotary. These many years of experience in this field have led to a refinement in the Scout Camp Program seldom achieved by others.

Weekend camping, weeklong camping, tent camping, cabin camping, dining lodge food service, patrol style cooking in your cabin or campsite are all available on a year around basis. Conferences, Retreats, Scout Troops, Schools, College Fraternity and Sorority groups, Church Youth Groups, Fire Department training, School Football Team practicing and Band Camp programs are just some of the types of groups that have found Camp Rotary to be the place to make their programs come alive.

Just think - 1,100 acres of forests, lakes, streams and trails, populated by hundreds of creatures who make their homes in the lush surroundings of Camp Rotary. Located within the boundaries of these beautiful acres, you will find cabins to house up to 40 people each. The cabins are equipped with indoor sanitary facilities, kitchen equipment, electricity and even heat for those cold winter nights. There are meeting rooms, dining rooms, rest rooms and great food to be found in the Central Lodge. Just up from the parking lot and office, and on the way to Central Lodge, you will find the well-equipped Ecology Center. Majestic displays of the Natural World around us, warm heated meeting space in the winter and an outstanding alternative classroom facility just waiting for you and your group. You might also check out the new Doan Conference Center.

Summer Camp allows a Scout to share in fellowship and learn about and exchange experiences with other Scouts. This type of interaction is what Scouting is all about. Summer camp is just one place where we can encourage and develop it. The greatest reward from camp will be the lasting memories each Scout will carry with them for the rest of their life.

Let the Adventure Begin!



FOLLOW CAMP ROTARY ON FACEBOOK, TWITTER, AND INSTAGRAM!

Just search for CampRotaryBSA



Prepared. For Life.™

Camp Rotary History



History tells us that Lake Beebe was, from early times, used by the Ottawa, Potawatomi and Chippewa Indians as camping and fishing grounds. During some periods they used the area as a more permanent site. These tribes did not use tepees but lived in dome-shaped lodges covered with wood bark. Lake Beebe, a beautiful spring-fed lake approximately 30 acres in size with towering pines in the surrounding acreage lies not far northeast of Clare, Michigan and is centered in a 1,164 acre tract.

Founded as a lumber camp by Ed Pratt in 1886, Camp Rotary had a lot to offer the lumberjacks of the time. Each year, they would fill up Lake Beebe with the sawn timbers and then would blow up the dam so that they could get their timbers through the waterway system to the sawmills in Bay City.

In 1924 the camp at Lake Arnold became inadequate for the growing area Boy Scout Council. Members of The Saginaw Rotary Club became aware of this problem and, with Boy Scout executives began to look for a new site. Beebe Lake, located on a 440 acre site just north of Clare, was inspected. The search team was particularly impressed with the beauty, location and adaptability of the place.



The Boy Scouts moved into the camp at the end of August of 1925 and immediately began projects for improvement to make the grounds suitable for a Boy Scout Camp. A mess hall was built, a bathing beach was prepared and a new dam was built which raised the lake level by four feet. In 1932 an additional 40 acres was purchased, in 1950 another 40 acres, and in 1964 another 583 acres making the total 1,063. Improvements continued to be made, including the construction of a new health lodge in 1952, the Andersen chapel in 1956, Deer Lodge in 1959, the current Dining Hall in 1971, the Camp Office in 1974, the Nature Center in 1980, and the Doan Conference Center in 2006.



Many of the features from Camp Rotary's history are still visible today. The foundation of the water tower (constructed in 1962), which also served as the rappelling tower, still sits across from the Andersen Chapel. The 10 campsites located on the south side of Lake Beebe are still in their same locations and hold the same names as they did when they were plotted in 1964. Fort Scott campsite still sits on the hill west of the lake, just as it has since 1948. The archery and rifle ranges have hosted Scouts in the same locations since 1965.

We are proud to share Camp Rotary's long standing tradition with you. We hope that you will enjoy our programs and the rich woodland history as hundreds of thousands of Scouts and Scouters have before. We are pleased you have decided to become a part of Camp Rotary history.

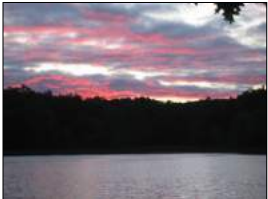
“The Magic of Scouting”

The lights in the theatre dim. You are sitting at the edge of your seat, shivering with anticipation. A man steps out on stage and welcomes you to the show. He promises to amaze and astound with his skills in prestidigitation. Magic.

What follows throughout the show is wonder after wonder as The Magician pulls a rabbit out of a hat, makes his assistant vanish, reads the minds of audience members, and more. You are amazed and think to yourself, “I wish I could do that!”



Magic, in some way, is a part of every culture. It fills you with wonder, provides an escape from the everyday, and can bring joy to those who experience it. Scouting is very much like Magic. It brings a sense of wonder and learning, adventures that take Scouts and Scouters a like away from the everyday.



Come join us for a magical time here at Camp Rotary. We have many new and wondrous things for you this year, so join your fellow Scouts and the Camp Staff as we enjoy the wonder that is **The Magic of Scouting!**

We look forward to your arrival at Camp Rotary this summer. Let the Adventure Begin!



PROGRAM AREAS

Shooting Sports



One of the highlights of your Scouts' week at camp will undoubtedly be their time spent at one of our shooting sports ranges. Whether archery, rifle, shotgun, or muzzle loader, nothing compares to the thrill of learning a new skill! Your Scouts will be taught how to safely enjoy what many have come to know as a hobby for life. Camp Rotary's shooting sports programs emphasize safety and skill training in an area that is often unique to our Scouts' outdoor summer camp experience. With the reconstruction

of the archery and rifle ranges, expanding both from 8 stations to 16 stations, the Shootings Sports program is pushing forward to continue to break new ground each and every year. Open shooting will be available during the week at all three ranges. Special evening programs will include Muzzle Loading Rifle, Top Shot, the Staff vs. Scoutmaster Shootout, a newly refurbished Action Archery Course, Robin Hood Shoot, Tomahawk Throwing, and the new Airsoft shooting experience.

Climbing & Rappelling



Our Climbing & Rappelling area will provide your Scouts with a challenge that will offer them the opportunity to learn new skills, test themselves, build self confidence, self reliance, and gain a sense of accomplishment. Climbing & rappelling are available to Scouts & Adults of all ages. Our 40' climbing tower has 2 sides of increasing challenge and difficulty. The rappelling side of the tower provides Scouts the quickest way back to ground level. Ready for something really cool? The Night Crawler will test your skills on the tower & our

755' Zip Line in the late evening hours!

Challenging Outdoor Personal Experience (COPE)



COPE is an outstanding opportunity for older Scouts to increase their self-confidence through a series of activities that will challenge them physically, mentally, and personally in a team-building setting. This fosters the development of teamwork, leadership, self-esteem, trust, and problem solving skills. COPE is a combination of both low & high course events. High COPE is more of a personal experience which will take an individual beyond what

they thought they could accomplish by themselves. Participants of High & Low COPE must be at least 13 years of age. For more information, see page 43.

PATH Program (1st Year Campers)



PATH (Primary Abilities Training Huddle) is a special program designed for your 1st year campers who have not yet reached the rank of 1st Class. PATH Scouts visit most every program area at camp as they work on the “skill instruction” requirements for their Tenderfoot, 2nd & 1st Class ranks. PATH Scouts also take part in a special overnight campout, where they cook their own meals, and enjoy an evening campfire program. They will earn the Fingerprinting Merit Badge as part of their PATH experience. PATH Scouts are encouraged to bring their own tent, backpack, and an adult leader or two who can assist with the PATH program. The PATH program is available to Scouts to use as they need. Scouts can take part in all of the PATH program or just the parts they need to advance. PATH provides your Scouts with the skill instruction needed to be tested by your unit’s adult leadership - our staff does not sign-off on advancement. Adult participation is required for your Scouts to receive the maximum benefit from PATH. See page 13 for this summer’s PATH schedule. Adults that attend the PATH program for the whole week will receive their IOLS training.

Scoutcraft Skill Center (SCSC)



Scoutcraft offers instruction in the skills that are vital to the outdoor Scouting program such as camping, cooking, knot tying, splicing, lashing, fire building, and how to safely use axe yard tools. Scoutcraft will help your Scouts develop the basic skills of hiking and camping and will help them appreciate and understand the out-of-doors by making the best use of their own abilities and their natural surroundings. Scoutcraft will teach your Scouts how to use these skills so they will be qualified to camp successfully on their own.

Aquatics



The Waterfront at Camp Rotary is second to none! Open swimming and boating are available Monday through Thursday. Snorkeling, Mile Swim, Kayaking BSA, and Instructional Swim are also offered during the week. Adult Leaders have the opportunity to complete the new Paddle Craft Safety and Swimming & Water Rescue trainings. Be sure to allow time for the Polar Bear swim and the weekly Water Games, that are sure to be a hit with your Scouts! All campers and adults who wish to enter the waterfront must have a Buddy Tag. Buddy Tags are not issued to anyone who does not possess a valid BSA Health Form. Anyone who wishes to swim or boat must pass the BSA swimmer test at camp; pool certification will not be accepted, unless conducted by an approved MCC location. Camp Rotary reserves the right to re-test for safety reasons.

Handicraft



Handicraft will help your Scouts discover their creative side! Every Scout brings to camp a wide variety of talents and skills. The Handicraft area provides Scouts the opportunity to explore their different talents & skills, perhaps one of which may lead to an enjoyable life-long hobby. Whether your Scouts want to make something out of wood, paper, or leather, they can get the help they need in Handicraft. Parents love hand-made gifts and Scouts love to make them. The camp fee now includes all Merit Badge related program costs, however, Scouts may want to bring some extra money for additional handicraft kits beyond the ones that will be provided.

M.A.D.E.



If your Scouts are looking for an entirely new experience at camp, the M.A.D.E. (Multimedia Application Design Environment) Program is for them! We offer your Scouts the opportunity to explore the worlds of theatre, music, graphic design, movie making, game design, and so much more! Whether your Scout enjoys performing, writing, or being behind the camera, we have something for them. M.A.D.E. also plays host to the Citizenship and Communication's merit badges. Other events to check out in the M.A.D.E Program are our Artemis (Spaceship Bridge Simulator) and Mario Kart. Please note that some merit badges require musical instruments. Please check the requirements and recommendations for each M.A.D.E. Merit Badge. The Doan Center is home for M.A.D.E.

Nature



The entire camp is our Nature Area. There are trails, demonstrations of conservation skills, as well as additional instruction available in each of the many Nature Merit Badges offered by Camp Rotary. Many animal displays and hands-on learning opportunities can be found in the Heavenrich Nature Center and area. Be sure to visit the Snake Pit, Turtle Pond, and take a stroll down the Nature Trail during your week at Camp Rotary.

Industrial Arts



If your Scouts are looking for something interesting and hands-on, check out the Industrial Arts Center. Intended to be geared towards older Scouts that have experienced most other badges, they can learn about the skill areas of Plumbing, Electricity, Farm Mechanics, Metalwork, & Welding. These skills can even turn into a future career!

Trading Post



The Trading Post plays host to those merit badges that Scouts who might have an interest in business would enjoy. Scouts have the opportunity to learn skills in Salesmanship and Entrepreneurship. Taking a Trading Post merit badge class will allow Scouts to work on interaction with other people, speaking skills, and much more! Make sure to check out our trading post items that will be on special sale, exclusively from Scouts that are taking Trading Post classes.

Health Office



Interested in joining the medical field? How about police, fire, rescue? If any of these sound like fun, then our Health Office program area is the place for you! Teaching many skills; from repairing minor scrapes or burns, to the correct way to move a person from danger, to lifesaving techniques, the Health Office will never disappoint Scouts with what they will learn. The Health Office plays home to the First Aid and Emergency Preparedness merit badges.



Camp Rotary General Schedule 2017*

*SUBJECT TO CHANGE

| Time | Sunday | Monday | Tuesday | Wednesday | Thursday | Friday | Saturday |
|---|----------------------------------|---|--|---|--|--|---|
| 6:30 AM | | | | Polar Bear Swim | | | |
| 7:45 AM | | Flag Raising | Flag Raising | Flag Raising | Flag Raising | Flag Raising | Flag Raising |
| 8:00 AM | | Breakfast | Breakfast | Breakfast | Breakfast | Breakfast | Breakfast |
| 9 - 10 AM | Camp Closed | COPE Sign-Up After Breakfast | | | | | Camp Awards Closing Ceremony @ Parade Field |
| 10 - 11 AM | | Swimming & Water Rescue 10-12 | Swimming & Water Rescue 10-12 | Paddle Craft Safety 10-12 | Paddle Craft Safety 10-12 | | |
| 11 - 12 | | Snorkeling/Kayaking BSA Stand-Up Paddleboard | Snorkeling/Kayaking BSA Stand-Up Paddleboard | Snorkeling/Kayaking BSA Stand-Up Paddleboard | | | Camp Dismissed |
| 12:15 PM | | Lunch | Lunch | Lunch | Lunch | Lunch | |
| 9:00 am - 12:00 noon - Program Areas Open Daily - 1:30 pm - 4:30 pm | | | | | | | |
| 1:30-2:30 | | Swimming & Water Rescue 1:30-3:30 | Swimming & Water Rescue 1:30-3:30 | Paddle Craft Safety 1:30-3:30 | Paddle Craft Safety 1:30-3:30 | Free Climb 1:30 - 3:30 Sidewalk Chalk 1:30 - 4:30 | |
| 2:30-3:30 | | Open Boating | Open Boating | Open Boating 1:30-4:30 Open Rifle 2:30-4:30 | Open Boating 1:30-4:30 Open Zip Line 2:30-4:30 | Open Boating 1:30-4:30 Open Rifle 2:30-4:30 | |
| 3:30-4:30 | Troop Check-In Begins @ 12:30 pm | Mile Swim Meeting - Instructional Swim - Open Swim - Open Boating | Mile Swim Meeting - Instructional Swim - Open Swim - Open Boating | Mile Swim 900 yds - Instructional Swim - Open Swim - Open Boating | Mile Swim Instructional Swim - Open Swim | Mile Swim | |
| 4:30-5:45 | | Ultimate Frisbee Challenge Free Time | Staff vs. SM Volleyball Challenge / Free Time | Rotary Carnival - Games Begin @ 4:45, Dinner @ 6:00 Vespers to follow Dinner Dutch Oven Cook-off 5-15 | Camp Mystery Challenge Free Time | Free Time | Camp Closed |
| 5:45 PM | Flag Lowering | Flag Lowering | Flag Lowering | No Flag Lowering On Wednesday | Flag Lowering | Flag Lowering | |
| 6:00 PM | Dinner | Dinner | Dinner | | Dinner | Dinner | |
| 7-9 pm | Scoutmaster / SPL Roundtable | Fly Fishing - Open Swim - Open Boating - Tomahawk Throw & Robin Hood Shoot - Tie-Dye Night - Main Kart - Open Climb - Leave No Trace - Reptile & Amphibian Hunt | Open Swim - Open Boating - Adult Leader Shotgun Shoot - Lego Night - SCSJ Lumberjack Competition - Critter Crawl - Smash Bros Night - Cannon Ball Competition - Open Climb - Build Your Own Hammock - Sandcastle Competition | All Program Areas Closed | Aquatics Ninja Warrior - Open Swim - Open Boating - Action Archery - Open Rifle & Archery - Open Climb - Magic Core Night - Cardboard Boat Race - Big Dandy Bass - Top Shot - Muzzle Loading Rifle Shoot - Turtle Tumble | Closing Campfire - OA Callout - Spirit of the Eagle | |
| 9:00 PM | Opening Campfire | MACE Movie Night @ Trading Post 8-15 Night Crawler (Meet at 9:30 pm) 8-15 | | | | | |
| 10:00 PM | * All Blue Cards Due * | | | | | | |
| 11:00 PM | Lights Out | Lights Out | Lights Out | Lights Out | Lights Out | Lights Out | Lights Out |

Camp Rotary Program Schedule – 2017

All Program Areas are open 9:00am to 12:00 noon, 1:30 – 4:30 pm, and 7:00 – 9:00 pm except Wednesday & Friday.
Special Event details will be announced daily at flag and at mealtime. All MB Classes meet M-F unless otherwise noted.

Aquatics

Canoeing + 10:00-11:00am or 2:30-3:30pm
 Kayaking + 9:00-10:00am or 1:30-2:30pm
 Lifesaving + 9:00-10:00am or 10:00-11:00am or 1:30-2:30pm or 2:30-3:30pm
 Motor Boating + 9:00-10:00am or 1:30-2:30pm
 Rowing + 10:00-11:00am or 2:30-3:30pm
 Small Boat Sailing + 10:00-12:00 noon or 1:30-3:30pm
 Swimming + 10:00-11:00am or 11:00-12:00pm
 1:30-2:30pm or 2:30-3:30pm
 Swimming & Water Rescue 10am – Noon, & 1:30-3:30pm, M & TU
 Paddle Craft Safety 10am – Noon, & 1:30-3:30pm, W & TH
 (must attend all sessions to complete)

BSA Stand-up Paddleboard Award 11:00-12:00 noon M, TU, W
 Snorkeling BSA 11:00-12:00 noon M, TU, W
 Kayaking BSA 11:00-12:00 noon M, TU, W

Mile Swim Meeting Monday @ 3:30pm
 Mile Swim Qualification Tuesday @ 3:30pm
 Mile Swim – 900 yards Wednesday @ 3:30pm
 Mile Swim Thursday & Friday 3:30pm

Open Swim 3:30-4:30pm M-TH
 7:00-9:00pm M, TU, TH
 Instructional Swim 3:30-4:30pm & by appointment
 Open Boating 1:30pm-4:30pm M-TH and 1:30pm-3:30pm F
 7:00pm-9:00pm M-TU

Aquatics Ninja Warrior Thursday @ 8:00pm
 Polar Bear Swim Wednesday @ 6:30am

COPE/Climbing

Climbing Merit Badge 10:00-12:00pm or 2:30-4:30pm
 COPE 1:30-4:30pm M, TU, W, TH
 Slack Lining 10:00-12:00 noon M, TU, W
 7:00-9:00pm M, TU, TH
 10:00-12:00 noon TH, F
 1:30-3:30pm F
 Open Climbing/Rappelling 7:00-9:00pm M, TU, TH
 Open Zip Line 1:30-3:30pm F

Climb on Safety 9:00-10:00am M

Night Crawler \$ 8:30pm TU

Health Office

Emergency Preparedness + 1:30-2:30pm or 2:30-3:30pm
 First Aid + 9:30-11:00am

Fly Fishing +

7:00-10:00pm M

Handicraft

Animation 10:00-12:00 noon or 2:30-4:30pm
 Art 9:00-10:00am or 1:30-2:30pm
 Basketry 10:00-11:00am or 2:30-3:30pm
 Coin Collecting + 7:00-8:00pm M
 Collections + 7:00-8:00pm TU
 Fingerprinting 7:00-8:00pm TH
 Indian Lore 9:00-10:00am or 1:30-2:30pm
 Leatherwork 11:00-12:00 noon or 3:30-4:30pm
 Model Design & Building 10:00-11:00am or 2:30-3:30pm
 Sculpture 9:00-10:00am or 1:30-2:30pm
 Wood Carving 11:00-12:00 noon or 3:30-4:30pm

MADE

Chess 9:00-10:00am or 1:30-2:30pm
 Citizenship/Nation + 10:00-11:00am or 2:30-3:30pm
 Citizenship/World + 11:00-12:00 noon or 3:30-4:30pm
 Communications + 9:00-10:00am or 1:30-2:30pm
 Digital Technology + 10:00-11:00am or 2:30-3:30pm
 Game Design + 11:00-12:00 noon or 3:30-4:30pm
 Graphic Arts 9:00-10:00am
 Movie Making 10:00-11:00am or 2:30-3:30pm
 Photography 7:00-9:00pm M, TU, TH
 Programming + 11:00-12:00 noon
 Robotics 3:30-4:30pm
 Theater 1:30-2:30pm

Nature

Astronomy 8:00pm-9:00pm M, TU, TH
 Bird Study + 10:00-11:00am or 2:30-3:30pm
 Environmental Science + 9:00-11:00am or 1:30-3:30pm
 Fish & Wildlife Management + 10:00-11:00am or 2:30-3:30pm
 Forestry 9:00-10:00am or 1:30-2:30pm
 Geology 7:00-9:00pm M, TU, TH
 Mammal Study 11:00-12:00 noon or 3:30-4:30pm
 Nature + 11:00-12:00 noon or 3:30-4:30pm
 Reptile & Amphibian Study + 9:00-10:00am or 1:30-2:30pm
 Soil & Water Conservation 9:00-10:00am or 1:30-2:30pm
 Space Exploration 11:00-12:00 noon or 3:30-4:30pm
 Sustainability + 11:00-12:00 noon or 3:30-4:30pm
 Weather 10:00-11:00am or 2:30-3:30pm

Scoutcraft

Archaeology + 10:00-11:00am or 2:30-3:30pm
 Camping + 9:00-10:00am or 1:30-2:30pm
 Cooking + 11:00am-1:30pm
 Fishing 11:00-12:00 noon or 3:30-4:30pm
 Geocaching + 9:00-10:00am
 Orienteering 10:00-11:00am or 2:30-3:30pm
 Pioneering 9:00-10:00am or 1:30-2:30pm
 Search and Rescue + 11:00-12:00 noon or 2:30-3:30pm
 Signs, Signals, & Codes+ 10:00-11:00am or 2:30-3:30pm
 Wilderness Survival 3:30-4:30pm M-TH
 Leave No Trace 7:00-9:00pm M
 Trek on Safety 7:00-8:00pm TH

Shooting Sports

Archery 9:00-10:00am or 10:00-11:00 or 11:00-12:00noon or 1:30-2:30pm
 Rifle Shooting 9:00-10:00am or 10:00-11:00 or 11:00-12:00noon or 1:30-2:30pm
 Shotgun Shooting 9:00-10:00am or 10:00-11:00 or 11:00-12:00noon or 1:30-2:30pm
 Hunter Safety + 2:30-3:30pm
 Open Shooting/Archery 2:30-4:30pm TU-F
 7:00-9:00pm M, TU, TH
 Open Shooting/Rifle \$ 2:30-4:30pm TU-F
 7:00-9:00pm M, TU
 Open Shooting/Shotgun \$ 3:30-4:30pm
 7:00-9:00pm M, TU

Industrial Arts

Electricity + 10:00-11:00am or 2:30-3:30pm
 Farm Mechanics + 9:00-10:00am or 1:30-2:30pm
 Metalworking 7:00-9:00pm M, TU, TH
 Plumbing 7:00-8:00pm M, TU, TH
 Welding 11:00-12:00 noon or 3:30-4:30pm

Trading Post

Entrepreneurship 10:00-11:00am
 Salesmanship 2:30-3:30pm

IOLS Training

9:00-12:00 noon and 1:30-3:30pm M-F
 7:00-8:00pm M, TU
 (must attend all sessions to complete)

Camp Services

Quartermaster Open as posted
Trading Post 8:30am - 12:00 noon }
 1:15 - 5:00pm } M, TU, TH
 6:45 - 9:15pm }
 1:15 - 6:00pm WED }
 6:45 - 9:15pm FRI }
 9:30 - 11:00am SAT }
 1:00 - 5:00pm, 7:15-8:30pm SUN }
Meal Times 8:00am Breakfast
 12:15pm Lunch
 6:00pm Dinner
 4:45pm Wed. Carnival - Games Start
 6:00pm Wed. Carnival - Dinner
Flag Ceremonies 7:45am Flag Raising
 5:45pm Flag Lowering
Camp Office 9:00am-12:00 noon }
 1:00-5:00pm } M-F
 7:00-8:30pm }
 9:30am-12:00 noon SAT
 12:30-5:00pm SUN }

Lost & Found

First check the tote on the office porch just under the sign-out book.
 For items of value, please check with the Camp Clerk.

Closing Ceremony – 9:00am Saturday Morning
 All Program Areas will be closed on Wednesday & Friday Evenings

\$ Denotes additional program fee required
 + Denotes pre-requisite required

*Camper Fee includes all Merit Badge related program costs. Non-Merit Badge Activities (i.e. Open Rifle Shoot) require a Program Ticket to be purchased at the Trading Post or Camp Office

PLEASE MAKE SURE ALL BLUE CARDS ARE TURNED INTO THE CAMP OFFICE ON SUNDAY EVENING OR YOUR TROOP GUIDE BY THE START OF SUNDAY CAMPFIRE.

***All times and information are subject to change**

PATH Program Schedule

* All times subject to change based on PATH attendance & adult leader assistance *

| | Monday | Tuesday | Wednesday | Thursday | Friday |
|---------------|---|--|--|--|--|
| 9:00 - 10:00 | Opening Patrol Method Scout Req. #3a-b | First Aid Tenderfoot Req. #4a-c | Citizenship Scout Req. #1f Tenderfoot Req. #7a 2nd Class Req. #8a-b 1st Class Req. #9a | Tent Pitching | Hike to PATH |
| 10:00 - 11:00 | Troop Leadership & Advancement Scout Req. #2a-d Tenderfoot Req. #8 | Knots & Rope Scout Req. #4a-b Tenderfoot Req. #3a-c | 5 Mile Hike 10 Plants & Animals Tenderfoot Req. #5a-c 2nd Class Req. #3a-d, #4 1st Class Req. #5a, #5c | Prepare for Overnight | Hit the Showers |
| 11:00 - 12:00 | Initiative Games | Totin' Chip Scout Req. #5 Tenderfoot Req. #3d | | | Open |
| 1:30 - 2:30 | Youth Protection Training 2nd Class Req. #9a-b | First Aid 2nd Class Req. #6a-e 1st Class Req. #7a-c | Safe Swim Defense Safety Afloat Lifesaving Skills 2nd Class Req. #5a, #5c-d 1st Class Req. #6b-e | Depart for Overnight @ 2:00 pm | Fingerprinting Merit Badge* Blue Card Required - Closing Ceremony |
| 2:30 - 3:30 | Rifle & Archery Range* | Initiative Games | | Overnighter Scout Req. #1e Tenderfoot Req. #1a-c, #2a-c 2nd Class Req. #2b-c 1st Class Req. #1b | Boating* |
| 3:30 - 4:30 | | Drugs & Alcohol Awareness* 2nd Class Req. #7c | Knots & Rope 2nd Class Req. #2f-g 1st Class Req. #3a-d | Open | |
| Evening | I.O.L.S. Supplemental Adult Training | I.O.L.S. Supplemental Adult Training | OPEN | PATH Campfire Program | Open |

*activity not required for the PATH patch

All times subject to change based on PATH class sizes & adult participation

Note to Unit Leaders: Please be advised that the Camp Rotary PATH Staff will provide your PATH Scouts with the skill instruction as required by the rank advancement standard. It is the responsibility of the adult troop leadership to determine if the Scout has mastered proficiency in the skill being tested for rank advancement. The PATH Staff does not sign-off on rank requirements.

Introduction to Outdoor Leadership Skills (IOLS) Training

Any Adult Leader who wishes to participate in IOLS training while here at Camp Rotary must be present at all sessions of the PATH Program (unless otherwise instructed by the Camp Rotary PATH Staff) as well as the two (2) supplemental sessions Monday and Tuesday night.

MERIT BADGES

The 2017 Camp Rotary Merit Badges offered are listed individually on the following pages. Beginning on March 6, 2017, you can sign up your Scouts for Merit badges online - see page 76 for details. All merit badge classes have attendance limits so early enrollment is advised. All Merit Badge classes meet daily at the times listed unless specified otherwise. Please be sure your Scouts come prepared for the badges they wish to complete: MB Book, pre-requirements completed, etc. "Be Prepared!"

Merit Badge Program

Camp Rotary offers Merit Badges on a scheduled basis and requires each Scout to arrive at camp with: (1) a fully-completed Blue Card, and (2) all pre-requisites completed for each Merit Badge they intend to take. The Scout should also have read completely the current Merit Badge book for each Merit Badge they intend to take and should have the Merit Badge book/books with them at camp for reference if needed. Blue cards will be collected on Sunday. *Please arrive at camp prepared to turn in your unit's Blue Cards on Sunday evening.*

At the conclusion of the week, each Scoutmaster will receive a print-out of their Scouts' Merit Badge accomplishments, including completes, partials, and an itemized list of any requirement not completed during the week. This print-out will NOT be available before your Troop checkout. Blue Cards (both completes & partials) will be included with the Scoutmaster's packet received upon checkout at the end of the week.

Troop Leaders are encouraged to review their Scout's Merit Badge records prior to leaving camp. Any irregularities should be brought to the Camp Office immediately for corrective action. Troop Leaders are encouraged to check with our Area Directors as often as necessary to review the individual progress of their Scouts to avoid any "surprises" at the end of the week. It is the unit leader's responsibility to keep track of your Scouts' class schedules.



Tips to help ensure Merit Badge success for your Scouts:

- ◆ Be sure each Blue Card is filled out completely and legibly before arriving at camp. Valuable time is lost when Blue Cards are missing a signature or are illegible. Our Area Instructors have been told to immediately return to the Scoutmaster any Blue Card not properly filled out. Your Troop Guide will collect your Blue Cards on Sunday.
- ◆ Check in periodically with your Scouts' counselors to review their progress and address any problems which arise. Scouts who turn in a Blue Card but do not attend class will be marked as "No Show" on the Merit Badge print-out you receive at the end of the week.
- ◆ Review the Merit Badge print-out at the conclusion of the week before leaving camp. It is much easier to make any necessary corrections before you leave camp than weeks or months later.

All of Camp Rotary's Merit Badge Counselors are registered with the BSA for the Merit Badges they instruct. If you have any questions or concerns, please feel free to speak with the Program Director or Camp Director.

All Merit Badges taught this summer will be based on the 2016 Boy Scout Requirements Book #33216.

Scouts are expected to have read the current Merit Badge Book before arriving at camp & have the current Merit Badge book with them at camp. Please be sure all Blue Cards are completely filled out and ready to turn in on Sunday evening. An example of a properly filled out Blue Card can be found below.

| <p>Information for Applicant</p> <ul style="list-style-type: none"> A merit badge application can be approved only by a registered merit badge counselor. You must have a buddy with you (Scout buddy system) at each meeting with the merit badge counselor. Turn in your approved application to your unit leader. You will be awarded the merit badge emblem and certificate at a suitable occasion. <p>Information for Counselor</p> <ul style="list-style-type: none"> Merit badge applications must be signed in advance by the applicant's unit leader. The Scout must have his buddy (Scout buddy system) in attendance at all instructional sessions. You may not change any requirement, but you may share your knowledge or experience that will make the counseling more interesting and valuable. <p>SKU 34124  7 30176 34528 4 34124 2011 Printing ©2011 Boy Scouts of America DATA/Murcy, PA ©2011/062/105</p> | <table border="1"> <tr><th>Counselor Initial</th><td></td></tr> <tr><th>Date of approval</th><td></td></tr> <tr><th>Requirement No. and letter</th><td></td></tr> <tr><th>Counselor Initial</th><td></td></tr> <tr><th>Date of approval</th><td></td></tr> <tr><th>Requirement No. and letter</th><td></td></tr> </table> | Counselor Initial | | Date of approval | | Requirement No. and letter | | Counselor Initial | | Date of approval | | Requirement No. and letter | | <p>APPLICATION FOR MERIT BADGE</p> <p>Name JOHNNY SCOUT Address 123 MAIN ST. City ANYTOWN, MI 12345</p> <p>Is a registered <input checked="" type="checkbox"/> Boy Scout <input type="checkbox"/> Varsity Scout <input type="checkbox"/> Venturer of TROOP No. 123 <small>(troop, team, crew, ship)</small></p> <p>District SHORELINE Council WATER & WOODS</p> <p>and is qualified to begin working for merit badge noted on the reverse side. 6-1-16 <i>Scoutmaster</i> <small>Date Signature of unit leader</small></p> <p> BOY SCOUTS OF AMERICA 34124</p> |
|--|--|---|--|------------------|--|----------------------------|--|-------------------|--|------------------|--|----------------------------|--|--|
| Counselor Initial | | | | | | | | | | | | | | |
| Date of approval | | | | | | | | | | | | | | |
| Requirement No. and letter | | | | | | | | | | | | | | |
| Counselor Initial | | | | | | | | | | | | | | |
| Date of approval | | | | | | | | | | | | | | |
| Requirement No. and letter | | | | | | | | | | | | | | |
| <p>The applicant has personally appeared before me and demonstrated to my satisfaction that he has met all requirements for the (please print) FIRST AID <small>Merit badge</small></p> <p>Name of counselor _____ Address of counselor _____ City _____ Zip code _____ Telephone No. of counselor _____ Signature of counselor _____ Checked and recorded: Date _____ Initials _____ Certificate and badge presented _____ <small>Applicant will turn in this portion to his unit leader for record posting.</small></p> | <p>APPLICANT'S RECORD</p> <p>Name JOHNNY SCOUT has given me his completed application for the FIRST AID <small>Merit badge</small> Completed on _____ / _____ / _____ by _____ Signature of counselor _____ Signature of unit leader _____</p> <p><small>NOTE TO BOY SCOUT, VARSITY SCOUT, OR VENTURER: Retain this copy for your permanent records.</small></p> | <p>COUNSELOR'S RECORD</p> <p>Applicant JOHNNY SCOUT <input checked="" type="checkbox"/> Troop <input type="checkbox"/> Team Unit No. 123 <input type="checkbox"/> Crew FIRST AID <small>Merit badge</small> Date completed _____ / _____ / _____ Remarks: _____ <small>It is suggested that the counselor keep this record in case any question is raised later in regard to this award.</small></p> | | | | | | | | | | | | |

Scouts are not allowed to begin work on a Merit Badge without a Blue Card. If you need Merit Badge books or additional Blue Cards, they can be purchased at the Trading Post.

Your Unit Leadership needs to maintain a schedule of your Scouts' Merit Badge Classes & locations - This is not provided by the Camp Office.

Don't want to get writer's cramp? Try using mailing labels.

Johnny Scout
 123 Main Street
 Anytown, MI 12345

Troop 123
 Shoreline District - Water & Woods FSC




Have your own blue cardstock at home? Fill out and print your blue cards prior to coming to camp. Just follow this link:

<http://urbanleadershiplab.com/wp-content/uploads/2015/06/BLUE-CARD.pdf>

Merit Badge Pre-Reqs 2017

*Merit Badge Capacities are Subject to Change

| Merit Badges Offered | Pre-Reqs | Class Capacity |
|----------------------------|---|----------------|
| Animation | None | 8 |
| Archaeology | Req #9 | 16 |
| Archery | None | 16 |
| Art | None | 16 |
| Astronomy | Req #5b | 16 |
| Basketry | None | 10 |
| Bird Study | Req #8 | 16 |
| Camping | Req #4b, #5c, #7b, #8d, #9a, #9b | 24 |
| Canoeing | Req #2, #7a, #7b | 18 |
| Chess | None | 16 |
| Citizenship in the Nation | Req #2a, #2b, or #2c | 20 |
| Citizenship in the World | None | 22 |
| Climbing | None | 12 |
| Coin Collecting | Req #7, #9 | 20 |
| Collections | Req #5B – Bring collection/photo | 20 |
| Communications | Req #3, #5, #7, #8 | 20 |
| Cooking | Req #5, #6, #7 | 26 |
| Digital Technology | Req #1, #5b, #6 (bring to camp) | 20 |
| Electricity | Req #2, #8, #9a | 10 |
| Emergency Preparedness | Req #1, #2c, #6c, #8b, #8c | 26 |
| Entrepreneurship | Req #3 | 6 |
| Environmental Science | Req #6 | 24 |
| Farm Mechanics | Req #5 | 8 |
| Fingerprinting | None | 30 |
| First Aid | Req #1, #2d, #7 | 26 |
| Fish & Wildlife Management | Req #5 | 24 |
| Fishing | None | 16 |
| Fly Fishing | Req #4, #10 | 10 |
| Forestry | None | 12 |
| Game Design | Req #5, #6, #7 | 16 |
| Geocaching | Req #8, #9 | 16 |
| Geology | None | 24 |
| Graphic Arts | None | 18 |
| Indian Lore | None | 16 |
| Kayaking | Req #2 | 16 |
| Leatherwork | None | 12 |
| Lifesaving | Req #1a | 8 |
| Mammal Study | None | 26 |
| Metalworking | None | 6 |
| Model Design & Building | None | 14 |
| Motor Boating | Req #2a | 10 |
| Movie Making | None | 20 |
| Nature | Req #4a2 | 10 |
| Orienteering | None | 16 |
| Photography | None | 16 |
| Pioneering | None | 16 |
| Plumbing | None | 10 |
| Programming | Req #1a | 8 |
| Reptile & Amphibian Study | Req #8 | 20 |
| Rifle Shooting | None | 16 |
| Robotics | Req #6a, or #6b | 8 |
| Rowing | Req #2 | 14 |
| Salesmanship | None | 6 |
| Sculpture | None | 12 |
| Search & Rescue | Req #6a | 16 |
| Shotgun Shooting | Rifle MB Recommended | 8 |
| Sign, Signals, & Codes | Req #7 | 26 |
| Small Boat Sailing | Req #2 | 8 |
| Soil & Water Conservation | None | 10 |
| Space Exploration | None | 16 |
| Sustainability | Req #2-Water-A, #2-Food-A, #2-Community-B or C, #2-Energy-B or C, #2-Stuff-A, #4, #5a | 24 |
| Swimming | Req #2 | 16 |
| Theater | Req #1 | 16 |
| Weather | None | 30 |
| Welding | None | 10 |
| Wilderness Survival | None | 20 |
| Woodcarving | None | 10 |

| Animation | Archaeology | Archery |
|---|---|---|
| <p><u>Times Offered</u></p> <p>10:00 - 11:00 am or 2:30 - 3:30 pm</p> | <p><u>Times Offered</u></p> <p>10:00 - 11:00 am or 2:30 - 3:30 pm</p> | <p><u>Times Offered</u></p> <p>9:00 - 10:00 am or 10:00 - 11:00 am or 11:00 - 12:00 pm or 1:30—2:30 pm</p> |
| <p><u>Location</u></p> <p>Deer Lodge</p> | <p><u>Location</u></p> <p>Scoutcraft</p> | <p><u>Location</u></p> <p>Archery Range</p> |
| <p><u>Recommended For</u></p> <p>3rd Year Camper & Older</p> <p></p> | <p><u>Recommended For</u></p> <p>2nd Year Camper & Older</p> <p></p> | <p><u>Recommended For</u></p> <p>2nd Year Camper & Older</p> <p></p> |
| <p><u>Pre-Requisite</u></p> <p>None</p> | <p><u>Pre-Requisite</u></p> <p>Req. #9</p> | <p><u>Pre-Requisite</u></p> <p>None</p> |
| <p><u>Recommended Materials</u></p> <p>Animation MB Book</p> | <p><u>Recommended Materials</u></p> <p>Archaeology MB Book Notebook/Journal</p> | <p><u>Recommended Materials</u></p> <p>Archery MB Book</p> |
| <p><u>Expected Cost</u></p> <p>None</p> | <p><u>Expected Cost</u></p> <p>None</p> | <p><u>Expected Cost</u></p> <p>None</p> |
| <p><u>Other Information</u></p> | <p><u>Other Information</u></p> | <p><u>Other Information</u></p> <p>Scouts need to budget time to attend Open Shoot to complete qualification targets</p> |

| Art | Astronomy | Basketry |
|---|--|---|
| <p><u>Times Offered</u></p> <p>9:00 - 10:00 am or 1:30 - 2:30 pm</p> | <p><u>Times Offered</u></p> <p>8:00 - 9:00 pm M, TU, TH</p> | <p><u>Times Offered</u></p> <p>10:00 - 11:00 am or 2:30 - 3:30 pm</p> |
| <p><u>Location</u></p> <p>Deer Lodge</p> | <p><u>Location</u></p> <p>Nature</p> | <p><u>Location</u></p> <p>Deer Lodge</p> |
| <p><u>Recommended For</u></p> <p>1st Year Camper & Older</p> <p></p> | <p><u>Recommended For</u></p> <p>2nd Year Camper & Older</p> <p> </p> | <p><u>Recommended For</u></p> <p>1st Year Camper & Older</p> <p></p> |
| <p><u>Pre-Requisite</u></p> <p>None</p> | <p><u>Pre-Requisite</u></p> <p>Req. #5b</p> | <p><u>Pre-Requisite</u></p> <p>None</p> |
| <p><u>Recommended Materials</u></p> <p>Art MB Book</p> | <p><u>Recommended Materials</u></p> <p>Astronomy MB Book Notebook / Journal</p> | <p><u>Recommended Materials</u></p> <p>Basketry MB Book</p> |
| <p><u>Expected Cost</u></p> <p>None</p> | <p><u>Expected Cost</u></p> <p>None</p> | <p><u>Expected Cost</u></p> <p>Basketry Kit to complete the MB will be provided</p> |
| <p><u>Other Information</u></p> | <p><u>Other Information</u></p> <p>Scouts will be required to attend a star gazing session on Tuesday evening at 10:00 pm</p> | <p><u>Other Information</u></p> <p>Additional kits are available at the Trading Post</p> |

| Bird Study | Camping | Canoeing |
|---|---|---|
| <p><u>Times Offered</u></p> <p>10:00 - 11:00 am or 2:30 - 3:30 pm</p> | <p><u>Times Offered</u></p> <p>9:00 - 10:00 am or 1:30 - 2:30 pm</p> | <p><u>Times Offered</u></p> <p>10:00 - 11:00 am or 2:30 - 3:30 pm</p> |
| <p><u>Location</u></p> <p>Nature Center</p> | <p><u>Location</u></p> <p>Scoutcraft Pavilion</p> | <p><u>Location</u></p> <p>Waterfront</p> |
| <p><u>Recommended For</u></p> <p>2nd Year Camper & Older</p> <p></p> | <p><u>Recommended For</u></p> <p>2nd Year Camper & Older</p> <p></p> | <p><u>Recommended For</u></p> <p>2nd Year Camper & Older</p> <p></p> |
| <p><u>Pre-Requisite</u></p> <p>Req. #8</p> | <p><u>Pre-Requisite</u></p> <p>Req. #4b, #5c, #7b, #8d, #9a, #9b</p> | <p><u>Pre-Requisite</u></p> <p>Req. #2, #7a, #7b</p> |
| <p><u>Recommended Materials</u></p> <p>Bird Study MB Book Notebook/Journal Bird Field Guide</p> | <p><u>Recommended Materials</u></p> <p>Camping MB Book Backpack</p> | <p><u>Recommended Materials</u></p> <p>Canoeing MB Book Notebook/Journal</p> |
| <p><u>Expected Cost</u></p> <p>None</p> | <p><u>Expected Cost</u></p> <p>None</p> | <p><u>Expected Cost</u></p> <p>None</p> |
| <p><u>Other Information</u></p> | <p><u>Other Information</u></p> | <p><u>Other Information</u></p> <p>Must pass the BSA Swim Test</p> |




| | | |
|--|--|--|
| <h2>Chess</h2> | <h2>Citizenship in the Nation</h2> | <h2>Citizenship in the World</h2> |
| <u>Times Offered</u> 9:00 - 10:00 am or 1:30 - 2:30 pm | <u>Times Offered</u> 10:00 - 11:00 am or 2:30 - 3:30 pm | <u>Times Offered</u> 11:00 - 12:00 noon or 3:30 - 4:30 pm |
| <u>Location</u> Doan Center | <u>Location</u> Doan Center | <u>Location</u> Doan Center |
| <u>Recommended For</u> 2nd Year Camper & Older  | <u>Recommended For</u> 3rd Year Camper & Older  | <u>Recommended For</u> 3rd Year Camper & Older  |
| <u>Pre-Requisite</u> None | <u>Pre-Requisite</u> Req. #2a, #2b, or #2c | <u>Pre-Requisite</u> None |
| <u>Recommended Materials</u> Chess MB Book Notebook/Journal Chess Set | <u>Recommended Materials</u> Cit/Nation MB Book Notebook/Journal | <u>Recommended Materials</u> Cit/World MB Book Notebook/Journal |
| <u>Expected Cost</u> None | <u>Expected Cost</u> None | <u>Expected Cost</u> None |
| <u>Other Information</u> | <u>Other Information</u> This MB requires Scouts to work outside of class time. | <u>Other Information</u> This MB requires Scouts to work outside of class time. |



| Climbing | Coin Collecting | Collections |
|---|---|---|
| <p><u>Times Offered</u></p> <p>10:00 - 12:00 am or 2:30 - 4:30 noon</p> | <p><u>Times Offered</u></p> <p>7:00 - 8:00 pm M</p> | <p><u>Times Offered</u></p> <p>7:00 - 8:00 pm TU</p> |
| <p><u>Location</u></p> <p>Climbing Tower</p> | <p><u>Location</u></p> <p>Handicraft</p> | <p><u>Location</u></p> <p>Handicraft</p> |
| <p><u>Recommended For</u></p> <p>3rd Year Camper & Older</p> <p></p> | <p><u>Recommended For</u></p> <p>1st Year Camper & Older</p> <p></p> | <p><u>Recommended For</u></p> <p>1st Year Camper & Older</p> <p></p> |
| <p><u>Pre-Requisite</u></p> <p>None</p> | <p><u>Pre-Requisite</u></p> <p>Req. #7 & #9</p> | <p><u>Pre-Requisite</u></p> <p>#5b Bring a collection (or photo of) from home.</p> |
| <p><u>Recommended Materials</u></p> <p>Climbing MB Book</p> | <p><u>Recommended Materials</u></p> <p>Coin Collecting MB Book Notebook/Journal Coin Collection</p> | <p><u>Recommended Materials</u></p> <p>Collections MB Book</p> |
| <p><u>Expected Cost</u></p> <p>None</p> | <p><u>Expected Cost</u></p> <p>None</p> | <p><u>Expected Cost</u></p> <p>None</p> |
| <p><u>Other Information</u></p> <p>Scouts taking this badge will need to attend open climbs outside of class time.</p> | <p><u>Other Information</u></p> | <p><u>Other Information</u></p> <p>Stamp & Coin collecting are excluded from eligibility for this merit badge.</p> |




| Communications | Cooking | Digital Technology |
|---|---|---|
| <p><u>Times Offered</u></p> <p>9:00 - 10:00 am or 1:30 - 2:30 pm</p> | <p><u>Times Offered</u></p> <p>11:00 am - 1:30 pm</p> | <p><u>Times Offered</u></p> <p>10:00 - 11:00 am or 2:30 - 3:30 pm</p> |
| <p><u>Location</u></p> <p>Doan Center</p> | <p><u>Location</u></p> <p>Scoutcraft</p> | <p><u>Location</u></p> <p>Doan Center</p> |
| <p><u>Recommended For</u></p> <p>3rd Year Camper & Older</p> <p></p> | <p><u>Recommended For</u></p> <p>2nd Year Camper & Older</p> <p></p> | <p><u>Recommended For</u></p> <p>3rd Year Camper & Older</p> <p></p> |
| <p><u>Pre-Requisite</u></p> <p>Req. #3, #5, #7, #8</p> | <p><u>Pre-Requisite</u></p> <p>Req. #5, #6, #7</p> | <p><u>Pre-Requisite</u></p> <p>Req. #1, #5b, #6 (bring to camp)</p> |
| <p><u>Recommended Materials</u></p> <p>Communications MB Book Notebook/Journal</p> | <p><u>Recommended Materials</u></p> <p>Cooking MB Book Mess Kit</p> | <p><u>Recommended Materials</u></p> <p>Digital Technology MB Book Notebook/Journal</p> |
| <p><u>Expected Cost</u></p> <p>None</p> | <p><u>Expected Cost</u></p> <p>None</p> | <p><u>Expected Cost</u></p> <p>None</p> |
| <p><u>Other Information</u></p> <p>This MB requires Scouts to work outside of class time.</p> | <p><u>Other Information</u></p> <p>Scouts will be cooking their lunch during class time on Wednesday, Thursday, and Friday.</p> | <p><u>Other Information</u></p> <p>Bring requirement #6 with you to camp</p> |

| | | |
|---|---|---|
| <h2>Electricity</h2> | <h2>Emergency Preparedness</h2> | <h2>Entrepreneurship</h2> |
| <p style="text-align: center;"><u>Times Offered</u></p> <p style="text-align: center;">10:00 am - 11:00 am or 2:30 - 3:30 pm</p> | <p style="text-align: center;"><u>Times Offered</u></p> <p style="text-align: center;">1:30 - 2:30 pm or 2:30 - 3:30 pm</p> | <p style="text-align: center;"><u>Times Offered</u></p> <p style="text-align: center;">10:00 am - 11:00 am</p> |
| <p style="text-align: center;"><u>Location</u></p> <p style="text-align: center;">Shop</p> | <p style="text-align: center;"><u>Location</u></p> <p style="text-align: center;">Dining Hall Deck</p> | <p style="text-align: center;"><u>Location</u></p> <p style="text-align: center;">Trading Post</p> |
| <p style="text-align: center;"><u>Recommended For</u></p> <p style="text-align: center;">2nd Year Camper & Older</p> <p style="text-align: center;"></p> | <p style="text-align: center;"><u>Recommended For</u></p> <p style="text-align: center;">3rd Year Camper & Older</p> <p style="text-align: center;"></p> | <p style="text-align: center;"><u>Recommended For</u></p> <p style="text-align: center;">3rd Year Camper & Older</p> <p style="text-align: center;"></p> |
| <p style="text-align: center;"><u>Pre-Requisite</u></p> <p style="text-align: center;">Req. #2, #8, & #9a</p> | <p style="text-align: center;"><u>Pre-Requisite</u></p> <p style="text-align: center;">Req. #1, #2c, #6c, #8b, #8c</p> | <p style="text-align: center;"><u>Pre-Requisite</u></p> <p style="text-align: center;">Req. #3</p> |
| <p style="text-align: center;"><u>Recommended Materials</u></p> <p style="text-align: center;">Electricity MB Book Notebook/Journal</p> | <p style="text-align: center;"><u>Recommended Materials</u></p> <p style="text-align: center;">Emergency Preparedness MB Book Notebook/Journal</p> | <p style="text-align: center;"><u>Recommended Materials</u></p> <p style="text-align: center;">Entrepreneurship MB Book Notebook/Journal</p> |
| <p style="text-align: center;"><u>Expected Cost</u></p> <p style="text-align: center;">None</p> | <p style="text-align: center;"><u>Expected Cost</u></p> <p style="text-align: center;">None</p> | <p style="text-align: center;"><u>Expected Cost</u></p> <p style="text-align: center;">None</p> |
| <p style="text-align: center;"><u>Other Information</u></p> | <p style="text-align: center;"><u>Other Information</u></p> <p style="text-align: center;">Scouts must have earned the First Aid MB to be eligible to take this MB</p> | <p style="text-align: center;"><u>Other Information</u></p> |

| Environmental Science | Farm Mechanics | Fingerprinting |
|---|---|---|
| <p><u>Times Offered</u></p> <p>9:00 - 11:00 am or 1:30 - 3:30 pm</p> | <p><u>Times Offered</u></p> <p>9:00 - 10:00 am or 1:30 - 2:30 pm</p> | <p><u>Times Offered</u></p> <p>7:00 - 8:00 pm TH</p> |
| <p><u>Location</u></p> <p>Nature Center</p> | <p><u>Location</u></p> <p>Shop</p> | <p><u>Location</u></p> <p>Handicraft</p> |
| <p><u>Recommended For</u></p> <p>3rd Year Camper & Older</p> <p></p> | <p><u>Recommended For</u></p> <p>2nd Year Camper & Older</p> <p></p> | <p><u>Recommended For</u></p> <p>1st Year Camper & Older</p> <p></p> |
| <p><u>Pre-Requisite</u></p> <p>Req. #6</p> | <p><u>Pre-Requisite</u></p> <p>Req. #5</p> | <p><u>Pre-Requisite</u></p> <p>None</p> |
| <p><u>Recommended Materials</u></p> <p>Environmental Science MB Book Notebook/Journal</p> | <p><u>Recommended Materials</u></p> <p>Farm Mechanics MB Book Notebook/Journal</p> | <p><u>Recommended Materials</u></p> <p>Fingerprinting MB Book</p> |
| <p><u>Expected Cost</u></p> <p>None</p> | <p><u>Expected Cost</u></p> <p>None</p> | <p><u>Expected Cost</u></p> <p>None</p> |
| <p><u>Other Information</u></p> | <p><u>Other Information</u></p> | <p><u>Other Information</u></p> <p>Great choice for 1st Year Campers. Scouts enrolled in PATH will have the opportunity to earn this MB</p> |


| First Aid | Fish & Wildlife Management | Fishing |
|---|---|---|
| <p><u>Times Offered</u></p> <p>9:30 - 11:00 am</p> | <p><u>Times Offered</u></p> <p>10:00 am - 11:00 noon or 2:30 - 3:30 pm</p> | <p><u>Times Offered</u></p> <p>11:00 am - 12:00 noon or 3:30 - 4:30 pm</p> |
| <p><u>Location</u></p> <p>Dining Hall Deck</p> | <p><u>Location</u></p> <p>Nature Center</p> | <p><u>Location</u></p> <p>Scoutcraft</p> |
| <p><u>Recommended For</u></p> <p>2nd Year Camper & Older</p> <p></p> | <p><u>Recommended For</u></p> <p>2nd Year Camper & Older</p> <p></p> | <p><u>Recommended For</u></p> <p>1st Year Camper & Older</p> <p></p> |
| <p><u>Pre-Requisite</u></p> <p>Req. #1, #2d, #7</p> | <p><u>Pre-Requisite</u></p> <p>Req. #5</p> | <p><u>Pre-Requisite</u></p> <p>None</p> |
| <p><u>Recommended Materials</u></p> <p>First Aid MB Book Notebook/Journal</p> | <p><u>Recommended Materials</u></p> <p>Fish & Wildlife Management MB Book Notebook/Journal</p> | <p><u>Recommended Materials</u></p> <p>Fishing MB Book Notebook/Journal</p> |
| <p><u>Expected Cost</u></p> <p>None</p> | <p><u>Expected Cost</u></p> <p>None</p> | <p><u>Expected Cost</u></p> <p>None</p> |
| <p><u>Other Information</u></p> | <p><u>Other Information</u></p> | <p><u>Other Information</u></p> <p>Scouts are encouraged to bring their own pole, tackle box, hooks, & lures - Camp supply is limited.</p> |

| Fly Fishing | Forestry | Game Design |
|---|---|---|
| <p><u>Times Offered</u></p> <p>7:00 - 10:00 pm M</p> | <p><u>Times Offered</u></p> <p>9:00 - 10:00 am or 1:30 - 2:30 pm</p> | <p><u>Times Offered</u></p> <p>11:00 - 12:00 noon or 3:30 - 4:30 pm</p> |
| <p><u>Location</u></p> <p>Parade Field</p> | <p><u>Location</u></p> <p>Nature Center</p> | <p><u>Location</u></p> <p>Doan Center</p> |
| <p><u>Recommended For</u></p> <p>2nd Year Camper & Older</p> <p></p> | <p><u>Recommended For</u></p> <p>2nd Year Camper & Older</p> <p></p> | <p><u>Recommended For</u></p> <p>3rd Year Camper & Older</p> <p></p> |
| <p><u>Pre-Requisite</u></p> <p>Req. #4, #10</p> | <p><u>Pre-Requisite</u></p> <p>None</p> | <p><u>Pre-Requisite</u></p> <p>Req. #5, #6, #7</p> |
| <p><u>Recommended Materials</u></p> <p>Fly Fishing MB Book Notebook/Journal Fly Fishing Pole</p> | <p><u>Recommended Materials</u></p> <p>Forestry MB Book Notebook/Journal</p> | <p><u>Recommended Materials</u></p> <p>Game Design MB Book Notebook/Journal</p> |
| <p><u>Expected Cost</u></p> <p>None</p> | <p><u>Expected Cost</u></p> <p>None</p> | <p><u>Expected Cost</u></p> <p>None</p> |
| <p><u>Other Information</u></p> <p>Earning Fishing Merit Badge first would prove helpful.</p> | <p><u>Other Information</u></p> | <p><u>Other Information</u></p> |

| Geocaching | Geology | Graphic Arts |
|---|---|---|
| <p><u>Times Offered</u></p> <p>9:00 - 10:00 am or 1:30 - 2:30 pm</p> | <p><u>Times Offered</u></p> <p>7:00 - 9:00 pm M, TU, TH</p> | <p><u>Times Offered</u></p> <p>9:00 - 10:00 am</p> |
| <p><u>Location</u></p> <p>Scoutcraft</p> | <p><u>Location</u></p> <p>Nature Center</p> | <p><u>Location</u></p> <p>Doan Center</p> |
| <p><u>Recommended For</u></p> <p>3rd Year Camper & Older</p> <p></p> | <p><u>Recommended For</u></p> <p>2nd Year Camper & Older</p> <p></p> | <p><u>Recommended For</u></p> <p>3rd Year Camper & Older</p> <p></p> |
| <p><u>Pre-Requisite</u></p> <p>Req. #8, #9</p> | <p><u>Pre-Requisite</u></p> <p>None</p> | <p><u>Pre-Requisite</u></p> <p>None</p> |
| <p><u>Recommended Materials</u></p> <p>Geocaching MB Book Notebook/Journal GPS Unit</p> | <p><u>Recommended Materials</u></p> <p>Geology MB Book Notebook/Journal</p> | <p><u>Recommended Materials</u></p> <p>Graphic Arts MB Book Notebook/Journal</p> |
| <p><u>Expected Cost</u></p> <p>None</p> | <p><u>Expected Cost</u></p> <p>None</p> | <p><u>Expected Cost</u></p> <p>None</p> |
| <p><u>Other Information</u></p> <p>Scouts are encouraged to earn the Orienteering MB before taking this MB</p> | <p><u>Other Information</u></p> | <p><u>Other Information</u></p> |

| Indian Lore | Kayaking | Leatherwork |
|---|--|---|
| <p><u>Times Offered</u></p> <p>9:00 - 10:00 am or 1:30 - 2:30 pm</p> | <p><u>Times Offered</u></p> <p>9:00 - 10:00 am or 1:30 - 2:30 pm</p> | <p><u>Times Offered</u></p> <p>11:00 - 12:00 pm or 3:30 - 4:30 pm</p> |
| <p><u>Location</u></p> <p>Deer Lodge</p> | <p><u>Location</u></p> <p>Waterfront</p> | <p><u>Location</u></p> <p>Deer Lodge</p> |
| <p><u>Recommended For</u></p> <p>1st Year Camper & Older</p> <p></p> | <p><u>Recommended For</u></p> <p>2nd Year Camper & Older</p> <p> </p> | <p><u>Recommended For</u></p> <p>1st Year Camper & Older</p> <p></p> |
| <p><u>Pre-Requisite</u></p> <p>None</p> | <p><u>Pre-Requisite</u></p> <p>Req. #2</p> | <p><u>Pre-Requisite</u></p> <p>None</p> |
| <p><u>Recommended Materials</u></p> <p>Indian Lore MB Book</p> | <p><u>Recommended Materials</u></p> <p>Kayaking MB Book Notebook/Journal</p> | <p><u>Recommended Materials</u></p> <p>Leatherwork MB Book Project Kit</p> |
| <p><u>Expected Cost</u></p> <p>None. Camp will supply the kit necessary to complete the MB</p> | <p><u>Expected Cost</u></p> <p>None</p> | <p><u>Expected Cost</u></p> <p>None. Camp will supply the kit necessary to complete the MB</p> |
| <p><u>Other Information</u></p> <p>Additional Indian craft items can be purchased at the Trading Post.</p> | <p><u>Other Information</u></p> | <p><u>Other Information</u></p> <p>Additional kits available at the Trading Post</p> |

| Lifesaving | Mammal Study | Metalworking |
|---|---|---|
| <p><u>Times Offered</u></p> <p>9:00 - 10:00 am or 10:00 - 11:00 am Or 1:30 - 2:30 pm or 2:30 - 3:30 pm</p> | <p><u>Times Offered</u></p> <p>11:00 - 12:00 pm or 3:30 - 4:30 pm M, TU, W</p> | <p><u>Times Offered</u></p> <p>7:00 - 9:00 pm M, TU, TH</p> |
| <p><u>Location</u></p> <p>Waterfront</p> | <p><u>Location</u></p> <p>Nature Center</p> | <p><u>Location</u></p> <p>Industrial Arts</p> |
| <p><u>Recommended For</u></p> <p>3rd Year Camper & Older</p> <p></p> | <p><u>Recommended For</u></p> <p>1st Year Camper & Older</p> <p></p> | <p><u>Recommended For</u></p> <p>3rd Year Camper & Older</p> <p></p> |
| <p><u>Pre-Requisite</u></p> <p>#1a</p> | <p><u>Pre-Requisite</u></p> <p>None</p> | <p><u>Pre-Requisite</u></p> <p>None</p> |
| <p><u>Recommended Materials</u></p> <p>Lifesaving MB Book Notebook/Journal Long Pants, Long Sleeve Shirt (no buttons)</p> | <p><u>Recommended Materials</u></p> <p>Mammal Study MB Book Notebook/Journal</p> | <p><u>Recommended Materials</u></p> <p>Metalworking MB Book</p> |
| <p><u>Expected Cost</u></p> <p>None</p> | <p><u>Expected Cost</u></p> <p>None</p> | <p><u>Expected Cost</u></p> <p>None</p> |
| <p><u>Other Information</u></p> <p>Must be able to swim continuously for 400 yards. Must pass the BSA Swim Test</p> | <p><u>Other Information</u></p> <p>Great choice for 1st Year Campers.</p> | <p><u>Other Information</u></p> |

| Model Design & Building | Motor Boating | Movie Making |
|---|---|---|
| <p><u>Times Offered</u></p> <p>10:00 - 11:00 am or 2:30 - 3:30 pm</p> | <p><u>Times Offered</u></p> <p>9:00 - 10:00 am or 1:30 - 2:30 pm</p> | <p><u>Times Offered</u></p> <p>10:00 - 11:00 am or 2:30 - 3:30 pm</p> |
| <p><u>Location</u></p> <p>Handicraft</p> | <p><u>Location</u></p> <p>Waterfront</p> | <p><u>Location</u></p> <p>Doan Center</p> |
| <p><u>Recommended For</u></p> <p>3rd Year Camper & Older</p> <p></p> | <p><u>Recommended For</u></p> <p>2nd Year Camper & Older</p> <p></p> | <p><u>Recommended For</u></p> <p>3rd Year Camper & Older</p> <p></p> |
| <p><u>Pre-Requisite</u></p> <p>None</p> | <p><u>Pre-Requisite</u></p> <p>Req. #2a</p> | <p><u>Pre-Requisite</u></p> <p>None</p> |
| <p><u>Recommended Materials</u></p> <p>Model Design & Building MB Book Notebook/Journal</p> | <p><u>Recommended Materials</u></p> <p>Motor Boating MB Book Notebook/Journal</p> | <p><u>Recommended Materials</u></p> <p>Movie Making MB Book Notebook/Journal</p> |
| <p><u>Expected Cost</u></p> <p>None</p> | <p><u>Expected Cost</u></p> <p>None</p> | <p><u>Expected Cost</u></p> <p>None</p> |
| <p><u>Other Information</u></p> | <p><u>Other Information</u></p> <p>Must pass the BSA Swim Test</p> | <p><u>Other Information</u></p> <p>It is suggested that the participant bring a personal video camera</p> |

| Nature | Orienteering | Photography |
|---|---|---|
| <p><u>Times Offered</u></p> <p>11:00 am - 12:00 noon or 3:30 - 4:30 pm</p> <p>M, TU, W</p> | <p><u>Times Offered</u></p> <p>10:00 - 11:00 am or 2:30 - 3:30 pm</p> | <p><u>Times Offered</u></p> <p>7:00 - 9:00 pm</p> <p>M, TU, TH</p> |
| <p><u>Location</u></p> <p>Nature Center</p> | <p><u>Location</u></p> <p>Scoutcraft Pavilion</p> | <p><u>Location</u></p> <p>Doan Center</p> |
| <p><u>Recommended For</u></p> <p>2nd Year Camper & Older</p> <p></p> | <p><u>Recommended For</u></p> <p>3rd Year Camper & Older</p> <p></p> | <p><u>Recommended For</u></p> <p>2nd Year Camper & Older</p> <p></p> |
| <p><u>Pre-Requisite</u></p> <p>Req. #4(a)(2)</p> | <p><u>Pre-Requisite</u></p> <p>None</p> | <p><u>Pre-Requisite</u></p> <p>None</p> |
| <p><u>Recommended Materials</u></p> <p>Nature MB Book Notebook/Journal</p> | <p><u>Recommended Materials</u></p> <p>Orienteering MB Book Notebook/Journal Compass</p> | <p><u>Recommended Materials</u></p> <p>Photography MB Book Notebook/Journal Digital Camera</p> |
| <p><u>Expected Cost</u></p> <p>None</p> | <p><u>Expected Cost</u></p> <p>None</p> | <p><u>Expected Cost</u></p> <p>None</p> |
| <p><u>Other Information</u></p> | <p><u>Other Information</u></p> | <p><u>Other Information</u></p> <p>Camp has a limited number of cameras available.</p> |




| Pioneering | Plumbing | Programming |
|---|---|---|
| <p><u>Times Offered</u></p> <p>9:00 - 10:00 am or 1:30 - 2:30 pm</p> | <p><u>Times Offered</u></p> <p>7:00 - 8:00 pm M, TU, TH</p> | <p><u>Times Offered</u></p> <p>11:00 - 12:00 noon</p> |
| <p><u>Location</u></p> <p>Scoutcraft Pavilion</p> | <p><u>Location</u></p> <p>Shop</p> | <p><u>Location</u></p> <p>Doan Center</p> |
| <p><u>Recommended For</u></p> <p>2nd Year Camper & Older</p> <p></p> | <p><u>Recommended For</u></p> <p>2nd Year Camper & Older</p> <p></p> | <p><u>Recommended For</u></p> <p>3rd Year Camper & Older</p> <p></p> |
| <p><u>Pre-Requisite</u></p> <p>None</p> | <p><u>Pre-Requisite</u></p> <p>None</p> | <p><u>Pre-Requisite</u></p> <p>Req. #1a</p> |
| <p><u>Recommended Materials</u></p> <p>Pioneering MB Book Notebook/Journal</p> | <p><u>Recommended Materials</u></p> <p>Plumbing MB Book Notebook/Journal</p> | <p><u>Recommended Materials</u></p> <p>Programming MB Book</p> |
| <p><u>Expected Cost</u></p> <p>None</p> | <p><u>Expected Cost</u></p> <p>None</p> | <p><u>Expected Cost</u></p> <p>None</p> |
| <p><u>Other Information</u></p> | <p><u>Other Information</u></p> | <p><u>Other Information</u></p> |

| | | |
|---|---|---|
| <h2 style="text-align: center;">Reptile & Amphibian Study</h2> | <h2 style="text-align: center;">Rifle Shooting</h2> | <h2 style="text-align: center;">Robotics</h2> |
| <p style="text-align: center;"><u>Times Offered</u></p> <p style="text-align: center;">9:00 - 10:00 am or 1:30 - 2:30 pm</p> | <p style="text-align: center;"><u>Times Offered</u></p> <p style="text-align: center;">9:00 - 10:00 am or 10:00 - 11:00 am or 11:00 - 12:00 noon or 1:30 - 2:30 pm</p> | <p style="text-align: center;"><u>Times Offered</u></p> <p style="text-align: center;">3:30 - 4:30 pm</p> |
| <p style="text-align: center;"><u>Location</u></p> <p style="text-align: center;">Nature Center</p> | <p style="text-align: center;"><u>Location</u></p> <p style="text-align: center;">Rifle Range</p> | <p style="text-align: center;"><u>Location</u></p> <p style="text-align: center;">Doan Center</p> |
| <p style="text-align: center;"><u>Recommended For</u></p> <p style="text-align: center;">2nd Year Camper & Older</p> <p style="text-align: center;">  </p> | <p style="text-align: center;"><u>Recommended For</u></p> <p style="text-align: center;">2nd Year Camper & Older</p> <p style="text-align: center;">  </p> | <p style="text-align: center;"><u>Recommended For</u></p> <p style="text-align: center;">3rd Year Camper & Older</p> <p style="text-align: center;">  </p> |
| <p style="text-align: center;"><u>Pre-Requisite</u></p> <p style="text-align: center;">Req. #8</p> | <p style="text-align: center;"><u>Pre-Requisite</u></p> <p style="text-align: center;">None</p> | <p style="text-align: center;"><u>Pre-Requisite</u></p> <p style="text-align: center;">Req. #6a or #6b</p> |
| <p style="text-align: center;"><u>Recommended Materials</u></p> <p style="text-align: center;">Reptile & Amphibian Study MB Book Notebook/Journal</p> | <p style="text-align: center;"><u>Recommended Materials</u></p> <p style="text-align: center;">Rifle Shooting MB Book Notebook/Journal</p> | <p style="text-align: center;"><u>Recommended Materials</u></p> <p style="text-align: center;">Robotics MB Book</p> |
| <p style="text-align: center;"><u>Expected Cost</u></p> <p style="text-align: center;">None</p> | <p style="text-align: center;"><u>Expected Cost</u></p> <p style="text-align: center;">None</p> | <p style="text-align: center;"><u>Expected Cost</u></p> <p style="text-align: center;">None</p> |
| <p style="text-align: center;"><u>Other Information</u></p> | <p style="text-align: center;"><u>Other Information</u></p> <p style="text-align: center;">Scouts need to budget time to attend Open Shoot to complete qualification targets</p> | <p style="text-align: center;"><u>Other Information</u></p> |

| Rowing | Salesmanship | Sculpture |
|---|---|---|
| <p><u>Times Offered</u></p> <p>10:00 - 11:00 am or 2:30 - 3:30 pm</p> | <p><u>Times Offered</u></p> <p>2:30 - 3:30 pm</p> | <p><u>Times Offered</u></p> <p>9:00 - 10:00 pm or 1:30 - 2:30 pm</p> |
| <p><u>Location</u></p> <p>Waterfront</p> | <p><u>Location</u></p> <p>Trading Post</p> | <p><u>Location</u></p> <p>Handicraft</p> |
| <p><u>Recommended For</u></p> <p>2nd Year Camper & Older</p> <p></p> | <p><u>Recommended For</u></p> <p>3rd Year Camper & Older</p> <p></p> | <p><u>Recommended For</u></p> <p>2nd Year Camper & Older</p> <p></p> |
| <p><u>Pre-Requisite</u></p> <p>Req. #2</p> | <p><u>Pre-Requisite</u></p> <p>None</p> | <p><u>Pre-Requisite</u></p> <p>None</p> |
| <p><u>Recommended Materials</u></p> <p>Rowing MB Book Notebook/Journal</p> | <p><u>Recommended Materials</u></p> <p>Salesmanship MB Book Notebook/Journal</p> | <p><u>Recommended Materials</u></p> <p>Sculpture MB Book Notebook/Journal</p> |
| <p><u>Expected Cost</u></p> <p>None</p> | <p><u>Expected Cost</u></p> <p>None</p> | <p><u>Expected Cost</u></p> <p>None</p> |
| <p><u>Other Information</u></p> <p>Must pass the BSA Swim Test</p> | <p><u>Other Information</u></p> | <p><u>Other Information</u></p> |

| Search & Rescue | Shotgun Shooting | Signs, Signals, & Codes |
|---|---|---|
| <p><u>Times Offered</u></p> <p>11:00 - 12:00 noon or 3:30 - 4:30 pm</p> | <p><u>Times Offered</u></p> <p>9:00 - 10:00 am or 10:00 - 11:00 am or 11:00 - 12:00 noon or 1:30 - 2:30 pm</p> | <p><u>Times Offered</u></p> <p>10:00 - 11:00 am or 2:30 - 3:30 pm</p> |
| <p><u>Location</u></p> <p>Scoutcraft</p> | <p><u>Location</u></p> <p>Shotgun Range</p> | <p><u>Location</u></p> <p>Scoutcraft</p> |
| <p><u>Recommended For</u></p> <p>3rd Year Camper & Older</p> <p></p> | <p><u>Recommended For</u></p> <p>3rd Year Camper & Older</p> <p></p> | <p><u>Recommended For</u></p> <p>2nd Year Camper & Older</p> <p></p> |
| <p><u>Pre-Requisite</u></p> <p>Req. #6a</p> | <p><u>Pre-Requisite</u></p> <p>Strongly recommended to have taken the Rifle Shooting MB.</p> | <p><u>Pre-Requisite</u></p> <p>Req. #7</p> |
| <p><u>Recommended Materials</u></p> <p>Search & Rescue MB Book Notebook/Journal GPS Unit, Compass</p> | <p><u>Recommended Materials</u></p> <p>Shotgun Shooting MB Book Notebook/Journal</p> | <p><u>Recommended Materials</u></p> <p>Signs, Signals, & Codes MB Book Notebook/Journal</p> |
| <p><u>Expected Cost</u></p> <p>None</p> | <p><u>Expected Cost</u></p> <p>None</p> | <p><u>Expected Cost</u></p> <p>None</p> |
| <p><u>Other Information</u></p> | <p><u>Other Information</u></p> <p>Scouts need to budget time to attend Open Shoot to complete qualification targets</p> | <p><u>Other Information</u></p> |

| Small Boat Sailing | Soil & Water Conservation | Space Exploration |
|--|---|---|
| <p><u>Times Offered</u></p> <p>10:00 - 12:00 pm or 1:30 - 3:30 pm</p> | <p><u>Times Offered</u></p> <p>9:00 - 10:00 am or 1:30 - 2:30 pm</p> | <p><u>Times Offered</u></p> <p>11:00 - 12:00 pm or 3:30 - 4:30 pm</p> |
| <p><u>Location</u></p> <p>Waterfront</p> | <p><u>Location</u></p> <p>Nature Center</p> | <p><u>Location</u></p> <p>Nature Center</p> |
| <p><u>Recommended For</u></p> <p>3rd Year Camper & Older</p> <p></p> | <p><u>Recommended For</u></p> <p>2nd Year Camper & Older</p> <p></p> | <p><u>Recommended For</u></p> <p>2nd Year Camper & Older</p> <p></p> |
| <p><u>Pre-Requisite</u></p> <p>Req. #2</p> | <p><u>Pre-Requisite</u></p> <p>None</p> | <p><u>Pre-Requisite</u></p> <p>None</p> |
| <p><u>Recommended Materials</u></p> <p>Small Boat Sailing MB Book Notebook/Journal</p> | <p><u>Recommended Materials</u></p> <p>Soil & Water Conservation MB Book Notebook/Journal</p> | <p><u>Recommended Materials</u></p> <p>Space Exploration MB Book Model Rocket Kit</p> |
| <p><u>Expected Cost</u></p> <p>None</p> | <p><u>Expected Cost</u></p> <p>None</p> | <p><u>Expected Cost</u></p> <p>None. Camp will supply kit necessary to complete MB</p> |
| <p><u>Other Information</u></p> <p>Scouts may be required to complete sailing requirements outside of the scheduled class time. Must pass the BSA Swim Test</p> | <p><u>Other Information</u></p> | <p><u>Other Information</u></p> <p>Additional Model Rocket kits & engines available at the Trading Post.</p> |

| Sustainability | Swimming | Theater |
|---|---|---|
| <p><u>Times Offered</u></p> <p>11:00 - 12:00 pm or 3:30 - 4:30 pm</p> | <p><u>Times Offered</u></p> <p>10:00 - 11:00 am or 11:00 - 12:00 noon or 1:30 - 2:30 pm or 2:30 - 3:30 pm</p> | <p><u>Times Offered</u></p> <p>1:30 - 2:30 pm</p> |
| <p><u>Location</u></p> <p>Nature Center</p> | <p><u>Location</u></p> <p>Waterfront</p> | <p><u>Location</u></p> <p>Doan Center</p> |
| <p><u>Recommended For</u></p> <p>3rd Year Camper & Older</p> <p></p> | <p><u>Recommended For</u></p> <p>2nd Year Camper & Older</p> <p></p> | <p><u>Recommended For</u></p> <p>3rd Year Camper & Older</p> <p></p> |
| <p><u>Pre-Requisite</u></p> <p>Req. #2-Water-A, #2-Food-A, #2-Community-B or C, #2-Energy-B or C, #2-Stuff-A, #4, #5a</p> | <p><u>Pre-Requisite</u></p> <p>Req. #2</p> | <p><u>Pre-Requisite</u></p> <p>Req. #1</p> |
| <p><u>Recommended Materials</u></p> <p>Sustainability MB Book Notebook/Journal</p> | <p><u>Recommended Materials</u></p> <p>Swimming MB Book Swimsuit</p> | <p><u>Recommended Materials</u></p> <p>Theater MB Book Notebook/Journal</p> |
| <p><u>Expected Cost</u></p> <p>None</p> | <p><u>Expected Cost</u></p> <p>None</p> | <p><u>Expected Cost</u></p> <p>None</p> |
| <p><u>Other Information</u></p> | <p><u>Other Information</u></p> <p>1st & 2nd Class swimming requirements will be covered during this MB. Must pass the BSA Swim Test</p> | <p><u>Other Information</u></p> |

| Weather | Welding | Wilderness Survival |
|---|---|---|
| <p><u>Times Offered</u></p> <p>10:00 - 11:00 am or 2:30 - 3:30 pm</p> | <p><u>Times Offered</u></p> <p>11:00 - 12:00 NOON or 3:30 - 4:30 pm</p> | <p><u>Times Offered</u></p> <p>3:30 - 4:30 pm M, TU, W, TH</p> |
| <p><u>Location</u></p> <p>Nature Center</p> | <p><u>Location</u></p> <p>Shop</p> | <p><u>Location</u></p> <p>Scoutcraft Pavilion</p> |
| <p><u>Recommended For</u></p> <p>2nd Year Camper & Older</p> <p></p> | <p><u>Recommended For</u></p> <p>3rd Year Camper & Older</p> <p></p> | <p><u>Recommended For</u></p> <p>3rd Year Camper & Older</p> <p></p> |
| <p><u>Pre-Requisite</u></p> <p>None</p> | <p><u>Pre-Requisite</u></p> <p>None</p> | <p><u>Pre-Requisite</u></p> <p>Totin' Chip Firem'n Chit</p> |
| <p><u>Recommended Materials</u></p> <p>Weather MB Book Notebook/Journal</p> | <p><u>Recommended Materials</u></p> <p>Welding MB Book Notebook/Journal</p> | <p><u>Recommended Materials</u></p> <p>Wilderness Survival MB Book Notebook/Journal Backpack</p> |
| <p><u>Expected Cost</u></p> <p>None</p> | <p><u>Expected Cost</u></p> <p>None</p> | <p><u>Expected Cost</u></p> <p>None</p> |
| <p><u>Other Information</u></p> | <p><u>Other Information</u></p> <p>Scouts will need long pants and sturdy footwear to be able to participate.</p> <p>1st & 2nd Year Campers are STRONGLY discouraged from taking this badge.</p> | <p><u>Other Information</u></p> <p>Scouts taking this Merit Badge will sleep in a shelter.</p> |

Wood Carving

Times Offered

11:00 - 12:00 noon
or
3:30 - 4:30 pm

Location

Deer Lodge

Recommended For

2nd Year Camper & Older



Pre-Requisite

Totin' Chip

Recommended Materials

Wood Carving MB Book
Pocket Knife
Wood Carving Kit

Expected Cost

None. Camp will supply kit
necessary to complete MB

Other Information

Additional wood carving kits
available at the Trading
Post.

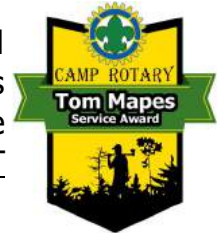
CAMP AWARDS

Camp Rotary Award of Excellence

Troops can take part in Camp Rotary's Award of Excellence and receive a ribbon for their Troop Flag. The Award of Excellence is designed to test Scout's skills and dedication to the values set forth in the Scout Oath and Law.

Tom Mapes Service Award – **NEW**

This award will be issued to those Scouts and Scouters who work on, and complete, an approved service project on the camp property, which enhances the camp and its facilities. The minimum time investment per person must be at least 5 hours. Scouts and Scouters wishing to complete this award MUST meet with the Ranger by Tuesday evening.



Camp Rotary Extreme Adult Leader Award

Are you an Adult Leader who is looking for an extreme challenge while you are here at camp? Then have we got the challenge for you! Adult Leaders are challenged with completing certain tasks by noon on Friday. These tasks will help ensure you have an extreme time here at Camp Rotary.

50 Knot Club

The ultimate Scout Skills Challenge, can you tie 50 knots from memory, and name them? If you think you have what it takes, then come on over to Scoutcraft during any open evening to show to show them your skills and join this elite group.



Iron Man – **NEW REQUIREMENTS**

Scouts and Scouters will be challenged with completing a series of challenges that will test their Swimming, Climbing, and Shooting abilities. They will also complete additional challenges testing their body, mind, and spirit as they strive to complete the Iron Man Challenge.

L.E.A.F. Award – **NEW**

The Michigan Crossroads Council Outdoor Ethics Committee has created this award to build awareness of outdoor ethics within the unit. For a list of requirements, please stop by the camp office.



Manidoowi – **NEW**

Manidoowi is Camp Rotary's new Older Scout program and award. Scouts, 14 years of age or older, will complete "Spirit Challenges" which will test their scouting skills and expand upon their knowledge. For more information, please see the Manidoowi Handbook and/or page 44 in the leader's guide.

ADDITIONAL CAMP PROGRAMS & TRAININGS

Order of the Arrow



The Order of the Arrow is a national society of honor campers dedicated to cheerful service and is comprised of Boy Scouts, Venturers, and Scouters. The local lodge of the Michigan Crossroads Council publishes the procedures which govern elections in troops and posts each spring. Those boys and adults who are elected by their units are "called out" in an impressive ceremony at the Friday evening campfire. Units from councils other than the Michigan Crossroads Council must have permission from their own lodge in writing in order to have their boys and leaders called out at a MCC summer camp. Our OA Camp Chief, who has the duty of answering questions about the local lodge, is appointed by the Lodge Chief with the approval of the Camp Director. All arrowmen are invited to attend the small fire directly after the callout ceremony and share the brotherhood of the Order with the new candidates.

For more information about the Order of the Arrow activities in the Michigan Crossroads Council, please visit the Order of the Arrow Home Page on the MCC website at the following address: <http://www.michiganscouting.org/Scouting/BoyScouts/OrderoftheArrow/>.

BSA Swimming & Water Rescue Training & BSA Paddle Craft Safety Training

BSA Swimming & Water Rescue training is open to any registered adult leader, Scout, Venturer, or Explorer who is age 16 or older. Offered M & TU at the waterfront from 10:00 am - 12:00 noon and 1:30 - 3:30 pm each day. Attendance is required on both days & both times.



BSA Paddle Craft Safety Training is open to any registered adult leader, Scout, Venturer, or Explorer who is age 16 or older. Offered W & TH at the waterfront from 10:00 am - 12:00 noon and 1:30 - 3:30 pm each day. Attendance is required on both days & both times.



BSA Stand Up Paddleboarding Award

Camp Rotary is currently the only BSA camp in the state that offers this new BSA award. It is offered at the Waterfront from 11:00 am to 12:00 noon on Monday, Tuesday, and Wednesday - Scouts must attend all 3 days - and is limited to the first 8 Scouts to sign up. If room is available, adults may participate in this award.

Camp Wide Campfires

Campfires will be held on Sunday and Friday nights for the whole camp. The Sunday night campfire is put on by the staff to welcome all campers to camp. The Friday campfire includes skits and songs by the troops in camp during the week. It will also include an Order of the Arrow Call Out ceremony and the Spirit of the Eagle ceremony. We think you'll find that campfires add something special to the camp program. If you've never seen a Scout campfire, you're in for a big treat.



DNR Hunter Safety Certification



Camp Rotary is pleased to once again offer the Michigan DNR Hunter Safety Program. Most hunters know that the lasting fun of hunting comes only when it is conducted safely and ethically. Safe hunting begins with Hunter Education. Successful completion of this class is required of all first time hunters born on or after January 1, 1960. Our Michigan DNR certified instructor will teach you all about safe firearm handling, to make the decision whether or not to shoot, and, of course, will offer you the required range time needed to complete your certification. This training is open to

any registered Adult Leader, Scout, Venturer, or Explorer. Attendance is required at all sessions in order to complete the training.

Hunter Safety participants must read the Hunter Safety Course Study Guide prior to their arrival to camp. The guide is available at the link below:

<http://www.hunter-ed.com/michigan/studyGuide/201023>

Suggested Troop Activities

We suggest your troop conduct its own campfire in your campsite. Your Scouts will enjoy putting on their own skits and songs. Feel free to invite your favorite staff member to attend the campfire. You might even invite a neighboring troop to join your campfire and make new friends. Other ideas are to conduct your Patrol Leader's Council meeting during summer camp and begin planning your next year's scout program - Wednesday evening's are ideal!

The Camp Commissioner would be more than happy to assist you in your program planning or ideas for organizing inter-troop activities while you are at camp.

Restricted Activities

The BSA recognizes that youth in various parts of the country develop at different rates. Therefore, the National BSA office has set some "age-appropriate" guidelines which are designed to demonstrate the mainstream of youth capabilities. Please note that the following camp programs are not available to 1st Year Campers:

- Muzzle Loading Rifle Shoot
- Top Shot Competition
- Wilderness Survival Overnight
- Stand-up Paddleboards
- Project COPE
- Zip Lining
- Nightcrawler
- Kayaking BSA Award

It is also **strongly recommended** that 1st Year Campers do not participate in the following:

- Climbing Merit Badge
- Industrial Arts Merit Badges
- Woodcarving Merit Badge
- Shooting Sports Merit Badges

Please keep these activities in mind when planning your week at Camp Rotary, especially with your first-year Scouts.



PROJECT COPE

COPE is an acronym for Challenging Outdoor Personal Experience. It comprises a series of outdoor challenges, beginning with basic group initiative games and progressing to more complicated low-course and high-course activities. Some of these events involve a group effort, whereas others test individual skills and agility. Participants climb, swing, balance, and jump, as well as think through solutions to a variety of challenges. Most participants find that they can do much more than they initially thought that they could.

Project COPE is an exciting outdoor activity that can attract and keep older boys in Scouting. It is designed to meet the needs of today's youth who are seeking greater physical and mental challenges. The underlying goals of a Project COPE course are consistent with the methods of Scouting. Group activities are ideal for emphasizing the patrol method and developing leadership. Individual activities help promote personal growth. Participation is entirely voluntary.

**P R O J E C T
C O P E**



**CLIP INTO
ADVENTURE**

COPE is offered as a Monday - Thursday program from 1:30pm - 4:30pm. Scouts & Adults participating in the Project COPE program should plan on attending every session to get the most out of their COPE experience. Make sure to sign-up online as the COPE program tends to fill quickly.

Participants in the COPE program will develop skills in the following eight areas:

- Planning
- Communication
- Teamwork
- Trust
- Leadership
- Problem Solving
- Decision Making
- Self-Esteem

COPE participants will participate in initiative games, our low course elements, and our 40 foot high course which ends by zipping down a 755' zip line!

Both Scouts (at least 13 years of age) and Adult Leaders are eligible to participate in the COPE program during their stay at Camp Rotary. Those interested in participating in COPE should sign-up online during the registration process. On-site sign-up will take place on Monday after breakfast to fill any additional spaces in the program.



MANIDOOWI Older Scout Program

Manidoowi is Camp Rotary's new Older Scout program and award.

The Manidoowi Program is for Scouts 14 years of age or older.

Manidoowi is Ojibway for "Spirit". Here at Camp Rotary we have identified totem Spirits for each of our different program areas. Scouts will complete a list of challenges for each spirit. These challenges will test each scouts basic Scouting Skills as well as expand their skills and knowledge.

These challenges will range from demonstrating skills, assisting other Scouts along their own trail to Eagle, and providing community service through service and conservation projects.

Once Scouts have completed the challenges, they will have earned the respective patch, which can be worn on the uniform.

For a full list of challenges, please see the Manidoowi Handbook in the Camp Office.



CAMP ACTIVITIES/EVENTS

(please refer to the program schedule for exact dates & times)

Sunday Night Campfire

Begin the week with fun, fellowship, and entertainment delivered by our Camp Staff! We are confident that our Sunday night campfire will get your week off to a great start!

Monday Activities/Events:

Ultimate Frisbee Challenge

Come and test your skills against the staff on Monday afternoon at 4:30 pm on the Parade Field for bragging rights for the rest of the week!

Tomahawk Throw

Come on down to the Archery Range on Monday evening from 7-9 pm & test your backwoods skills when you learn how to throw a Tomahawk.

Robin Hood Contest - NEW

Ready for a challenge as old as the middle ages? Come to the Archery Range from 7-9pm to see if you have what it takes to be the ultimate archer.

M.A.D.E. Mario Kart

Think you have the ultimate driving skills? Come to M.A.D.E. from 7-9pm and see if you have what it takes to make it behind the wheel.

Tie Dye Night

Join us in our Handicraft area from 7-9pm to make your very own custom tie dye shirt. Bring your own shirts from home or purchase one from the Trading Post! Oh, and by the way – it's free!

Reptile and Amphibian Hunt - NEW

Have you ever tried to catch an over-excited frog? How about a really fast snake as it slithers away from your fingers? Want to know the proper way to catch a turtle? Well come on down to the footbridge from 7pm – 8pm to learn how to properly "nab nature" from one of our highly trained Nature Instructors. See how many critters you can nab for points throughout the week, the troop with the most points wins!

Tuesday Activities/Events:

Staff vs. Scoutmaster Volleyball Game

Got the right stuff? Scoutmasters get a chance to test their volleyball skills against the staff in the volleyball pit each week. Tuesday afternoon, 4:30 pm, at the volleyball pit.

Lego Night

Back by popular demand in Handicraft at 7 pm on Tuesday night!

Build your own Hammock - NEW

Scouts and Scouters will have the opportunity to purchase a hammock building kit from the trading post. Then, head over to Scoutcraft from 7pm-9pm to make your very own custom hammock. Once complete, try it out in our brand new Hammock Village!

Lumberjack Competition

So you're a world-renowned Scoutcraft skill competitor, huh? We'll just see about that! Prove us wrong and bring your 2-man team down to Scoutcraft from 7pm – 9pm to put your Scoutcraft skills to the test as your crosscut saw a giant log and split & stack firewood. See if you can be crowned the next "Camp Rotary Master Lumberjack"!

Adult Leader Stress Reliever Shoot

An event that combines skill with the pressure of competition to provide a spirited encounter that is as much fun to watch as it is to experience. 7-9 pm at the Shotgun Range. Open to adult leaders in camp only.

Critter Crawl

Don't miss the chance to see who has the fastest critter in camp! Enter your critter to see who will win one of Nature's most coveted prizes; Tuesday evening, 7 pm, Nature Center.

Super Smash Bros. Night

Head on up to the M.A.D.E. area to battle it out with your favorite video game character. See if you have what it takes to survive the timed challenges. The brawl will be held from 7-9pm.

Cannonball Competition

CANNONBALL! Join our waterfront staff on the diving dock from 8-9pm to see who can make the biggest splash in camp. Both Scouts and Adult Leaders are encouraged to show up and enter in their respective brackets! The winner of each bracket will receive a nifty prize at the end of the week!

The Night Crawler

Spend an evening of challenge & excitement attempting to climb & rappel in the dark at our climbing/rappelling tower and take the plunge down our 500' Zip Line - if you dare! Tuesday night, 1st 15 participants to sign-up, must be 13 years of age & have climbing experience (i.e. the Climbing Merit badge).

M.A.D.E. Movie Night

Head on over to the Trading Post at 9:15 pm for our Tuesday Night Movie – the Trading Post will be open and the popcorn popper will be plugged in! Make sure to bring your own chair up to the pavilion!

Castles in the Sand Competition

Have you ever wanted to try and make the coolest sand castle ever? Well now you can! Come on down to Aquatics from 7pm-9pm and compete to see who can make the best sand castle in camp!

Wednesday Activities/Events:

Ugly Bug Contest

Scouts are encouraged to participate in one of our Nature Area's fun contests, the Ugly Bug Contest - all day Wednesday! Bring in your ugly bug to see if your bug wins the prize.

Adult Leader Dutch Oven Cook Off

Adult Leaders, here is your chance to showcase your culinary talents! Bring your favorite Dutch Oven recipes & ingredients to see if you have what it takes to win the title of Dutch Oven Cook Master! The coals will be lit on the Parade Field at 3:30pm. Cook your culinary delight at the parade field with other leaders and enjoy camaraderie and swap recipes, tips, enjoy an ice cold Root Beer and have a great time! Judging will take place at 5:15pm. We will have we will have three categories: Best Sweet dish, Best Savory dish, and Best Over All.

Camp Rotary Carnival

Inflatables, carnival games, great food & fun await every Scout & Scouter! How high do you think you can jump in our inflatable bounce house? Collect wooden nickels by participating in the carnival games, and redeem them for an entry into our Slushy Card drawing. Following all of the festivities will, of course, be our awesome Carnival dinner! Festivities/games begin at 4:45 pm, dinner will be served at 6:00 pm.

Vespers Service

A Scout is Reverent. Please join us for a non-denominational service held at our beautiful Anderson Outdoor Chapel Wednesday evening after the Carnival. Scouts & Troops are encouraged to participate in this service. Be sure to ask how your Scouts can earn the new Duty to God Award while they are at camp.

Thursday Activities/Events:

Staff vs. Scouts & Scouters Mystery Challenge - NEW

The SPLs from each troop will choose from a list of games which they, as a group, would like to challenge the Camp Rotary Staff in. Games like: Kickball, Ga-Ga Ball, Quidditch, and more! Do you accept the challenge?

Action Archery Course - NEW

Put your archery skills to the test on our new Action Archery course, Thursday evening from 8-9 pm at the Archery Range. We ask that Scouts have the Archery MB in order to participate.

Magic The Gathering Night

Bring your cards and get ready to take on other scouts as M.A.D.E. hosts a MTG game night. Scouts will have the chance to test their skills against other scouts and new players will have a chance to learn how to play and pick up some cool tips. Gameplay starts at 7:00pm.

Order of the Arrow Ice Cream Social

Ice cream for all Arrowmen on Thursday evening, 9:30 pm, at the Dining Hall! Your sash or Lodge Flap is your ticket in. Don't forget that Friday is OA Day - wear your sash with pride!

Turtle Toddle (Obstacle Course)

Think turtles are slow? Think again! Bring your turtles to nature from 7-8pm for the turtle obstacle course. Do you have the fastest and smartest turtle in camp?

Cardboard Boat Race

Be sure to bring your cardboard & duct tape to build your very own cardboard boat during the week - then race your vessel against other Troops on Thursday evening at the waterfront! Put your Troop or Patrol to the ultimate aquatic test at 7:45pm.

Aquatics Ninja Warrior

Put your ultimate aquatics skills to the test! Take part in this 5-element course that includes canoeing and, of course, the infamous Iceburg. Complete this course in the fastest time and win the coveted Camp Rotary Aquatics Ninja Warrior trophy! The course opens at 7:30pm. Open swim will be held once all participants have completed the course.

Shooting Sports Top Shot Competition

We've all seen the show: making precision shots from long distances, hitting certain targets for different points, basically being put into a situation where *every shot counts!* Now you have a chance to prove that you are the ultimate marksman as well. Starting at 7pm, send one Scout representative from your troop to prove that he is the best shot in camp as he races from Shotgun, to Rifle, and finally to Archery. Not only are you timed in the event, but also you have to make *every shot count!* That's right, you only have 7 shots to try for a perfect score. So make those 2 shotgun, 2 rifle, 2 archery, and 1 tomahawk shots worth it!

Big Daddy Bass Fishing Tournament

Fish on! Attention all adults, this one's for you! Show off your angling skills as you compete against other adult leaders in camp for the biggest fish out of Lake Beebe. Entry fee is \$5.00 and all proceeds go to provide program equipment for Camp Rotary. So feel free to "Bring It" as you compete for the coveted "Big Daddy Bass" trophy! We'll see you at the waterfront at 7pm.

Muzzle Loading Rifle Shoot

Come out and see what gave "firearms" their name. You will likely hear it no matter where you are in camp, so come down to the range and experience it for yourself 7:30-9 pm.

Friday Activities/Events:

Sidewalk Chalk Contest

Each week, your Scouts will have an opportunity to see which troop has the most creative skills when it comes to graffiti with sidewalk chalk, sponsored by our Handicraft staff. Your Troop's masterpiece must be ready for judging at 4:30 pm on Friday!

Friday Night Campfire

What better way to end the week than a gathering of the entire camp for a closing campfire, complete with songs, skits, and performances from our campers! The Friday night campfire is followed by a very impressive Order of the Arrow Call-Out Ceremony. Families are encouraged to attend this memory-making event.

Spirit of the Eagle

This program is the closing ceremony for each Friday night campfire. All Eagle Scouts in attendance (youth & adult) will be recognized for their accomplishment of reaching Scouting's highest rank. This special ceremony will not only recognize those who have reached the peak of the advancement trail, but also encourage those boys who are currently on the trail.

All Week Activities/Events:

Artemis - NEW

Artemis simulates a spaceship bridge, where students take on the role of an officer (ex: Captain, Science, Communications, Helm, Weapons, Engineering) of a ship, and complete missions. Artemis is designed as a team building exercise where each member of the team has a different task and they must work together to achieve success. Stop by M.A.D.E. on Monday, Tuesday, or Thursday from 7-9 and give it a try! Sessions last 30 min and can accommodate a crew of 6 per session. Sessions will be filled on a first come first served basis.

The Big Fish Contest

Calling all anglers! Each week we put out the challenge to see who can bring in the biggest fish & receive the prize. Competition begins at 8 pm Monday and runs until 9 pm Thursday.

50-Knot Club

Come test your knot-tying skills in Scoutcraft any time during the week to see if you have what it takes to be in the club and earn a really cool patch!

Staff/Scoutmaster Shootout

Calling all adult leaders! Do you think you have what it takes to out shoot our Camp Staff? Come down to the Rifle and Archery ranges and see if you can out shoot our staff. This is a friendly competition to see who can shoot the most points!

Please be reminded that on Wednesday evening, all program areas are closed. This is a wonderful opportunity to conduct troop and/or patrol programs. Better yet, use this time to get to know the other troops in camp!

Our camp-wide evening programs are designed to give you and your Scouts the opportunity to participate in a wide variety of fun activities. Participation in evening program is totally voluntary and is up to you - the troop's leadership - as to what activities you and your Scouts choose to participate in.

As a reminder to your guests, especially during Family Night after the Wednesday evening Carnival, please make sure all guests properly check in at the camp office upon their arrival at camp and guests age 21+ come ready with their MI Registry Clearance paperwork or make arrangements for them to be escorted by someone in your unit with Registry Clearance. All overnight guests **MUST** be on the troop roster and **MUST** be registered with the BSA. Meal accommodations for your guests **MUST** be arranged with the Camp Office at least 24 hours prior to their arrival at camp. Meal tickets can be purchased at the Camp Office. Any guest attending a meal without a meal ticket will have their meal(s) automatically charged to the Troop's account.



Camp Facilities & Services

Trading Post

A well-stocked camp trading post is available to serve your troop's needs with Merit Badge Books, First Aid Kits, flashlights, snacks, etc. Please be reminded that **your Scouts' camp fee INCLUDES all related Merit Badge costs**. If a kit is required to complete the Merit Badge (i.e. basketry, leatherwork, wood carving, model rocket, etc.), your Scouts will pick up the kit required to complete the badge at the Trading Post. Additional kits are still available for purchase at the trading Post. Open Programs (Rifle, Shotgun, & the Night Crawler) still require a Program Ticket to be purchased.

- Basketry Merit Badge kits: \$14.00 to \$20.00
- Leatherwork Merit Badge kits: \$7.00 to \$15.00
- Woodcarving Merit Badge kits: \$5.00 - \$15.00
- Shotgun/Open Shoot \$1.50/2 shots
- Rifle/Open Shoot .50¢/5 shots
- Night Crawler \$12.00 (includes t-shirt)

PLEASE NOTE: No "unlimited" tickets will be sold for rifle / shotgun ammunition



Methods of payment accepted at the Trading Post:

- Cash
- Check (with ID)
- MasterCard
- Visa
- Discover
- American Express

See page 71 for the Camp Rotary policy on knife sales.

Fishing / Lake Front Access

Beebe Lake provides an excellent opportunity for fishing. Fish species include bass, bluegill, sunfish, catfish, and pike. Because Beebe Lake is private, you do not need a state fishing license, but you are required to go to the Camp Office for a fishing map. The area between the footbridge (just west of the Dining Hall) and the Anderson Chapel are off-limits to shore fishing. All fishing is CATCH & RELEASE with the exception of the Fishing Merit Badge.

Camp Equipment Provided at No Additional Cost

- Tents
- Pallets or platforms for tents
- Cots
- Mattresses
- Rakes, shovels, axes, saws etc. upon request of Scout Leader.
- Need or forgot something? See the Quartermaster, who is open for a **1 hour** after each meal.



Trash Removal

Each campsite will be provided with a trash can which will be emptied periodically through the week. Please help keep Camp Rotary litter-free and use the trash cans. Units that need any special trash pick-ups are asked to please make arrangements with the Ranger Staff.



Fire Protection

Each campsite will be issued a fire extinguisher at check-in. Your fire extinguisher must be kept accessible and visible to everyone; hangers are located on your campsite latrine. The cost to recharge your fire extinguisher that has been discharged (partial or full) for any reason other than emergency fire suppression, will be added to your Unit Statement at the end of the week. Please report any type of discharge to the Camp Office immediately. Our National Standards require the use of the Scout Fireguard Plan; our Camp Commissioners will be checking to be sure the Fireguard Plan is being followed in your campsite.



Mail

To ensure that each Scout gets their mail in a timely manner, please fill out the address as seen below.

Scout's Name - Troop Number
Scout's Campsite
Camp Rotary
3201 S. Clare Ave.
Clare, MI 48617



Failure to properly address letters & packages will cause delays in delivery! A mail box for the deposit of outgoing mail can be found at the Camp Office. Incoming mail will be put in a special mailbox that is assigned to the troop upon your arrival at camp. Under no circumstances will anyone be required to perform any special act such as singing or dancing to get their mail. All camp mail will be delivered as promptly and efficiently as possible. Mail early! - remember that troops leave camp before the mail arrives on Saturday. Be sure to check your mailbox before leaving camp on Saturday; often times mail is left behind due to failure to check your mailbox. Stamps and envelopes can be purchased in the camp office.



Flammable Storage

Storage is available to unit leaders who may have brought flammable fuels to camp. See the policy section for more details. IF you require flammable storage during your stay at camp, please see the Camp Ranger.

Fireworks and Ammunition

The possession of fireworks at Camp Rotary is strictly prohibited. Anyone that is found with **ANY** type of fireworks, including small ones like snappers, will be immediately removed from camp - no refund. If you or anyone in your troop is in possession of fireworks, **including in their car in the parking lot,** upon arrival in Camp, please check them in at the office. Our shooting sports director will then secure them for the week, returning them to the unit on Saturday morning before your departure.

Personal ammunition, including but not limited to shotgun, rifle, and handgun rounds, is not permitted in camp. In order to comply with BSA policy, we use specific calibers here at camp. Bringing your own ammunition can cause dangerous situations. Ammunition is provided for all those students taking shooting sports merit badges, and additional ammunition is available for purchase at the trading post for use at camp. If you have any ammunition in your possession upon arrival at camp, immediately check it in at the camp office. Our shooting sports director will store it for you in a secure location, and it will be returned to you before your departure on Saturday. Ammunition may NOT be stored in your vehicles in the parking lot.

2-Deep Leadership at Camp

Two registered adult leaders, or one registered leader and a parent of a participating Scout or other adult, one of whom must be 21 years of age or older, are required for all trips and outings. Appropriate adult leadership must be present for all overnight Scouting activities; coed overnight activities - even those including parent and child - require male and female adult leaders, both of whom must be 21 years of age or older, and one of whom must be a registered member of the BSA. The chartered organization is responsible for ensuring that sufficient leadership is provided for all activities. At no time should there ever be Scouts in your campsite without adult supervision! At no time should there be a Scout alone with an adult without someone in eyeshot! Please make sure that your unit has enough adults in camp at all times to maintain BSA's 2-deep leadership policy during your entire week of camp.

Campsite Electricity

Please note that electricity is not available at any of our campsites and the running of extension cords of any kind to any camp buildings and/or shower houses is strictly prohibited. Extension cords create a safety hazard for our campers, leaders, and staff and will be immediately removed without notice by the Ranger. Campers that have special electric needs **MUST** make arrangements with the camp office at least 2 weeks prior to your arrival. Individuals requiring the use of a CPAP or similar machine will need to have a rechargeable battery. Arrangements can be made with our Ranger Staff to pick-up, charge, and deliver your battery as needed.



Summer Camp Leaders that need to charge their portable electronic devices can do so in the Camp Office where several power strips are available to charge your devices in a secure location. Leaders may also charge their electronics in the charging lockers provided in the Adult Leader Lounge. Leaders wishing to lock their electronics must provide their own locks; locks will be removed by the camp management if they have not been removed by the owner after 24 hours. Electric plugs are very limited elsewhere in camp! Camp Rotary is not responsible for lost or damaged electronics.

Wireless Internet

For your convenience, Camp Rotary provides free wireless internet to all Scouts and Adult Leaders in camp. Look for the signal "CR Guest." There are several locations in camp where you can receive a good signal; stop in at the office for details.

Please note that the Camp Rotary wireless network is not secured, but is filtered for content. Campers will need to bring their own laptops/PCs; a limited number of computers are available for leader use in the Adult Leader Lounge. Camp Rotary is not responsible for loss, theft, or damage to your equipment. In no event shall the Michigan Crossroads Council, and/or its respective suppliers, be liable for any special, indirect or consequential damages or any damages whatsoever resulting from loss of use, data or profits, whether in an action of contract, negligence or other tortious action, arising out of or in connection with the use or performance of information available from our wireless network.



Bicycles In Camp

Bicycles are allowed at Camp Rotary provided that our Bicycle Rules are followed:



- Bicycles may be operated on camp roads ONLY.
- When a vehicle approaches, rider & bike must stop and both move off the road.
- Helmets are a MUST. No stunts, wheelies, or reckless behavior will be tolerated.
- Bikes are not allowed in Program Areas, on the foot trails, the Parade Field, or near the Dining Hall. A good rule of thumb to follow is that bikes are only allowed where cars are permitted to travel in camp. Do not park your bike on/near camp roads and/or trails.
- Bicycles may not be operated after sunset or before sunrise.
- All bicycles must be registered at the camp office upon your arrival at camp on Sunday.
- Failure to follow the Bicycle Rules will result in the bike being impounded by the Ranger for the remainder of the week.

Please review these rules with your Scouts before arriving at camp. Safety First!

Campsite Layout - **NEW**

Camp Rotary has to adhere to a very strict set of guidelines as set forth by the National Camp Accreditation Program (NCAP) committee. Part of this process includes a specific set of guidelines as to where tents can be placed in a campsite. The Camp Rotary Properties Committee has worked hard to make sure that we are meeting these standards, as well as maintaining a safe area for our units to camp. Because of this **all campers are to remain within the designated camping area of each campsite**, as set forth by the Camp Rotary Properties Committee.

Phone



There are no pay phones at Camp Rotary. Routine phone messages will be placed in your troop mail box. Urgent messages will be delivered as soon as we can locate you. If you have reason to believe you may be receiving an urgent call, please notify us and keep us advised of your whereabouts. All outgoing long distance calls will be collect or by the use of a calling card. Campers should have limited use to their cell phones, but may use them if needed for merit badge instruction, or for use of taking camp photos. The use of cell phones by adults is allowed, however, Scouts are not allowed to have pagers or 2-way radios in camp. Talking on cell phones is strictly prohibited in all program areas. Troops may wish to bring 2-way radios, for use by Troop adults only.

Emergency 911 Calls

All Camp Phones have Emergency 911 calling ability. Please educate your Scouts that if a 911 hang-up call is made, the Clare County Sherriff Department will respond & camp will be evacuated to the Central Dining Hall until the "all-clear" signal is made. It will be the responsibility of the Troop for any fees billed to Camp Rotary by Clare County Emergency Services for any false 911 calls. Any camper making a false 911 call will be immediately removed from camp - no refund - and subject to prosecution.

CHAPLAIN SERVICES & RELIGIOUS PROGRAM

A Scout is Reverent, they are reverent towards God. They are faithful in their religious duties and respect the beliefs of others in matters of customs and religion.

As a Scout experiences the wonders of the outdoors, stormy weather and calm blue skies, pounding surf and trickling streams, bitter cold and stifling heat, towering trees and barren desert, they experience the work of God. Appreciating life in its multitude of forms, from the smallest insects to gigantic wildlife, a Scout comes to terms with their place in the world. Though humans are the dominant beings on our planet, we need to play the role of steward rather than king - tending and caring for our world instead of taking all we can for our own comfort.

Many outdoors people claim that the wilderness is their 'church' rather than a specific structure or organization. These people revere in the awesome power of God by being in the thick of natural creation. The reverence expressed for the world and its creation is common ground that all Scouts can reach when struggling to understand the last point of the Scout Law.

No matter the specific religion or denomination, being reverent toward God should include our natural environment. In nature, there is no good or evil, just survival. Animals don't have the human vices of lust, pride, envy, gluttony, greed, sloth, or anger. We can learn a lot about simplifying and enjoying life from observing the wild creatures. We can also learn how our ability to care for and serve other puts us above the simple animals.

Respecting the beliefs of others can be a challenge. It does not mean to accept and believe those other beliefs. It means to allow other people the freedom to believe what they have found to be true in their lives. We as Scouts, therefore, need to be careful not to promote specific practices of one faith for all those present.

Reverence fosters joy and a cheerful heart, able to appreciate and care for the good in life.

The Role of the Camp Chaplain

The Camp Chaplain is responsible for all of the religious functions that take place at camp. They serve as the chief morale officer for the both the campers and the staff. The chaplain serves in a counseling / commissioner role, giving guidance and encouragement to those that may need it during their week of camp. The Camp Chaplain also gives Scouts encouragement to share their talents with all of camp.

Vespers Service

A weekly Vespers Service will be held following the Wednesday Night Carnival. This is a non-denominational religious service which will give Scouts and Scouters an opportunity to do their duty to God.

Duty to God Award

Scouts are provided the opportunity to earn the "Duty to God" award while they are at camp and can purchase the "Duty to God" patch at the Camp Office. To earn this award, Scouts need to take part in daily devotionals, take part in the camp religious service, and learn about the religious emblems program.



HEALTH & SAFETY

There is a camp Health Director who has the duty of administering to the health needs of the campers, leaders, and staff. This person will perform services which are within his/her training and ability. Any injury or illness requiring additional skill will be attended to by a doctor. Camp has written agreements with the Mid-Michigan Community Hospital in Clare to accept camp emergencies at all times. Unit Leaders are expected to drive their Scouts to the local doctor or hospital for non-life threatening situations.

Health Forms

Effective January 1, 2010 the only health form that we are allowed to accept is the *BSA Annual Health & Medical Record*. Please visit the following link for the current health form: <http://www.scouting.org/scoutsource/HealthandSafety/ahmr.aspx>. Parts A, B (both sides), and C must be completed including ALL required signatures. **SPORTS PHYSICALS AND/OR ANY OTHER PHYSICAL FORMS WILL NOT BE ACCEPTED.** Participants arriving without the proper health form will be expected to complete the proper form at their expense to be able to remain in camp - no exceptions. In addition to the BSA Health Form, the *Camp Rotary Release of Campers Form* is also required - this was a new form released in 2012! The Release of Campers Form includes information regarding who the Scout may and may NOT leave camp with and will be turned in separately from the health form. Please check to be sure that each youth & adult has their health form and all youth have the new Camp Rotary Release of Campers Form. No Scout or Adult will be admitted into camp without them - This is a MUST! There will be no refunds for anyone who does not have a valid BSA Health Form. Please also be advised that the new health form must be renewed annually for both youth & adults. Per State of Michigan policy, all Youth Health Forms will not be returned and must be kept on file - Please bring a photocopy to camp - we will not provide a copy of your Health Form.

All adults planning to be at camp longer than 72 hours (3 days) must have parts A, B, & C of the new BSA Annual Health & Medical Record. Adults without this form will not be permitted access to the waterfront or be allowed at camp longer than 72 hours. Adult leaders will also be required to go through a health check with the troop at check-in.

Tetanus Shots - **NEW in 2016**

For the benefit of individual health as well as that of the community in general, it is the Boy Scouts of America national policy that members of the organization adhere to the joint recommendations of the Advisory Committee on Immunization Practices, the American Academy of Pediatrics, and the American Academy of Family Physicians with regard to obtaining age-appropriate immunizations.

When attending Boy Scouts of America programs or activities that require an annual health and medical record or specialty physical exam to be completed, **it is required to have current tetanus immunization.** Exceptions to tetanus immunization will be accepted for medical, religious, or philosophical reasons. Those who choose not to receive the tetanus immunization are required to fill out a form releasing the Boy Scouts of America from liability. A copy of this form can be found at the following link: <http://www.scouting.org/filestore/pdf/680-451.pdf>



Scouts and adult leaders who arrive to camp without an up-to-date tetanus vaccination or signed vaccination exemption form **MUST** go and receive one in town at their own expense. Failure to have an up-to-date tetanus vaccination can result in removal from camp.

Medication



The state has strict guidelines on the dispensing of medication. The following must be followed without any exceptions. Not following these instructions can lead to the Scout not receiving their medications or the Scout having to be sent home.

All over the counter medications must be in original containers with a signed note from a parent or guardian stating that this medication can be dispensed to the Scout including dosage amount and frequency.

All prescription medication **MUST BE IN ORIGINAL CONTAINERS** and will be given as prescribed on the container. Any changes to the prescribed dosage must have a note from the **PRESCRIBING PHYSICIAN** on prescription pad or office stationary stating the new dosage. **NO** medication can be dispensed if the above conditions are not satisfied.

Dispensing of Medications at Camp

To make sure that everyone is clear on the rules regarding the dispensing of medications at camp, please be reminded of the BSA National Camp Standards Policy. The wording in the National Council rules and regulations which govern the issuing of medications at camp was recently changed to specify that all medications, for both youth and adults, are to be kept under lock and key. Your troop can choose to have your medications administered by the camp's Health Officer or a designated adult leader in your troop. If your troop elects to administer their own medications, the camp's Health Officer will issue you a lock-box and health log. When not being administered, all medications are to be kept locked and under the supervision of a designated adult leader. All medications administered must be recorded in the health log provided. The health log must be turned in to the camp's Health Office, along with the lock-box, at the end of the week. If your troop would like a copy of your health log, the camp will provide you with one upon request.

Any medications required by an individual for life-threatening conditions (i.e. bee-sting, heart medications, or inhalers) will be **required** to be carried in the prescribed quantity on the person having that need.



Camp Administration

Camp Management

Camp Rotary has a resident Camp Director, a trained Program Director, and a Camp Commissioner who have the responsibility of serving your needs. They are always willing to listen to your concerns and assist you in your troop's program. One of their tasks is to ensure that Camp Rotary meets the high standards of a BSA National Standard Camp. This includes extended special training and National Camp School Certification for key adult personnel. The Camp Director, Program Director, Ranger, Aquatics Director, Shooting Sports Director, COPE/Climbing Director, Commissioner, as well as others, are National Camp School Certified. Re-certification is required at least every 5 years. Our staff at Camp Rotary has several staff members who carry multiple certifications.

Camp Visitations

Our camp is inspected during the first week of operation by a team of trained "Visitation Specialists" to insure that our camp & programs meet BSA National Standards. The State of Michigan/Department of Human Services, the Health Department and other departments concerned with the safety and well being of our campers also make routine inspections of the property and program.

Counselor in Training Program (C.I.T.)

To be a CIT at Camp Rotary, a Scout must be at least 14 years old. They must demonstrate leadership ability and/or be nominated by an Area Director, approved by their Scoutmaster and the Camp Program Director, and be interviewed and invited by the Director. No Scout should "campaign" for consideration other than by being a good Scout and an obvious leader. If selected to be a CIT, there is a required CIT orientation with the Program Director.

State of Michigan Regulations for Camp for 2017



The State of Michigan requires all adults (21 and older) that are on camp property to go through a Central Registry Clearance with the Department of Human Services of Michigan (DHS). Although the rule states that this pertains to "staff", the state defines "staff" as either a paid employee OR a volunteer who has responsibility for the direct care or supervision of campers or who has unsupervised contact with campers. The state of Michigan requires us to document that EVERY individual aged 21 and older on camp property be cleared by the Central Registry / State of Michigan.

If you are 21+ years of age and plan to attend or visit Camp Rotary or any MCC Summer Camp this summer, a letter from the State of Michigan stating you have been cleared by the Central Registry must be on file in the camp office. You will need to submit a Department of Human Services (DHS) Request for Central Registry Clearance to MI DHS, P.O. Box 30650, Lansing MI 48909. This is a one-time clearance at no cost to the person asking for the clearance. Upon approval, the person seeking a clearance will receive a form letter, DHS 1910, from the State of Michigan showing that you have been cleared. You should keep a copy for your records and a copy needs to be turned in at camp with your health form upon your arrival at camp - previous year's clearance letters are still valid for 2017. This rule applies to anyone 21+ years of age who wishes access to camp; you will not be allowed on camp property without Central Registry Clearance this summer. The DHS Registry Request for Clearance form is available on the MCC website, all Field Council Service Centers, or the

State of Michigan website. To ensure that your troop family & friends who will be visiting you this summer do not get turned away or delayed, please notify your troop families of this State of Michigan rule. Individuals not cleared must be accompanied by someone with clearance. Please do not mail your Clearance Letter to camp - keep the original and bring a copy with you to camp!

State of Michigan Laws/Administrative Rules

Public Act 116 of 1973 provides for the licensing of children's camps. Administrative rules adopted by the joint legislative committee on April 17, 1984 require written procedures on the following items be provided to every staff member and leader:

Rule 113 No camper shall be deprived of food or sleep, be placed alone without staff supervision, observation and interaction, or be subjected to ridicule, threat, corporal punishment or excessive physical exercise.

Rule 115 It is mandatory that any staff member or volunteer report to their director any actual or suspected case of child abuse or neglect immediately. The Director shall immediately contact the Camp Director, who if after investigation, finds abuse or neglect, shall by phone report to the Department of Social Services and file a written report within 72 hours. "This is the responsibility of all staff members and volunteer leaders."



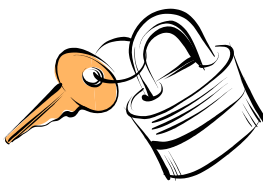
Rule 119 Each staff member and volunteer leader must be alert at all times to each camper's physical state. Any observed change should be reported to the Camp Director for the appropriate action. This can most easily be done during swim checks (cuts, bruises, etc.) and at meal times for behavioral patterns.

Rule 123 The camp shall hold all prescription and nonprescription drugs and medications in locked storage unless medically contraindicated.

Camp Security

Camp Rotary employs numerous security precautions to make sure that your week of camp is as enjoyable and safe as possible. Please make sure that you and your Scouts ALWAYS wear the colored wrist bands issued to you at check-in and ALWAYS be on the look-out for individuals not wearing a wrist band. Please immediately direct all individuals not wearing a wrist band to the Camp Office to be properly checked in. NEVER leave any valuables (cash, jewelry, electronics, etc.) unsecured in your campsites especially on check-in & check-out day. Camp Rotary is not responsible for the loss or theft of personal property.

Check-In & Arrival



The management and staff of Camp Rotary pledges to do everything possible to insure that you and your Scouts pass through the check-in process as efficiently as possible. Immediately upon arrival at camp, your troop will be assigned a Troop Guide, a member of the camp staff who will assist your troop throughout the check-in and check-out process. There are, however, several things you can do to expedite the check-in process:

- Arrive on time. Check-in time at camp begins at 12:30 p.m. on Sunday. Please plan to arrive as close to 12:30 p.m. as possible. Arriving at 12:30 will help ensure that you have enough time to unpack and make your health and swim checks, etc. before dinner. Your

Troop Guide will greet your troop and help you find your campsite. He/she will also guide your troop through the whole check-in process. Troops wishing to arrive prior to 12:30 PM can allow themselves extra time to set up their campsites but are reminded that Camp Staff will not be available to begin the check-in process until 12:30 PM. For Troops that would like to arrive prior to 12:30 PM, please contact the Camp Director before your arrival at camp to make arrangements.

- **PARKING:** All troop trailers should proceed directly to the camp gateway for access to their campsite. Please **DO NOT** park your troop trailer in the parking lot as space is very limited. All other vehicles will be directed to a parking spot in our lot. Please note that the areas highlighted below are designated **NO PARKING** zones. Vehicles parked in these locations are subject to being towed at the owner's expense.



- **NO VEHICLES ARE ALLOWED IN THE CAMPSITES.** Units that have carpooled to camp will have the option of hiking their gear in, or may put their gear into one of our camp provided luggage wagons, which our ranger staff will take back to your campsite for you. If your unit has a trailer, the tow vehicle will be allowed back to the campsite where they must drop the trailer; they must then return the tow vehicle to the parking lot.
- **Have 3 copies of your complete Troop Roster ready.** Two copies are needed by the camp for check-in and the other is for you. Valuable time is often lost by having to fill out a roster during your check-in at the camp office. Troops will not be allowed to check in without a complete (youth & adult) roster. Don't delay the check-in process; please have your rosters ready! Please use only the MCC Camp Roster Form available online.
- **Be sure you have your Scouts' BSA Health Forms ready.** Time is needlessly wasted every summer when troops arrive with missing or incomplete health forms. If you will not be the leader in charge this summer, please take the time to make sure that whoever will be in charge has the complete set of health forms for your unit in alphabetical order.
- Please make sure EACH Scout has a *Camp Rotary Camper Release Form* completed and ready to turn in at the Camp Office during your check-in on Sunday. Camp Rotary does NOT use the Release of Camper section found in Part B of the BSA Health Form!
- Be sure your Scouts are wearing their swimsuits upon arrival or at least have them close at hand and ready to wear for their swim test.
- All in-council units are strongly advised to obtain a *Local Tour Permit* for their trip to camp. This form is required for all out-of-council units.

- Please be ready for your Medical Check. All health forms & medications will need to be reviewed. Do not leave the Medical Check area until cleared by the medical team.
- Be patient. We will do everything possible to get you settled and ready for a great week of summer camp. Inclement weather, however, can bring the entire check-in process to a grinding halt. The general flow will be: Health Checks, Swim Checks, Shooting Sports Orientation, Dining Hall Orientation, & Camp Tour (upon request). Your cooperation and patience will be greatly appreciated!

Check-Out & Departure

- At the conclusion of your week at camp, reserve a time with the Business Manager to complete your financial check-out prior to your departure on Saturday. Appointment times will be selected by your unit leadership as part of the check-in process. All financial check-outs will be scheduled on Friday. All camp fees, Trading Post accounts, etc. will need to be settled prior to your departure on Saturday. Payments can be made by cash, check, or credit card. You can also make your Summer Camp reservation for next year at this time.
- The week's closing ceremony will take place on the parade field immediately following Saturday breakfast. All troops will be dismissed at the conclusion of the ceremony.
- Your Troop Guide will be with you on check-out day to assist you through the check-out process. Your campsite will be inspected and all borrowed camp property will need to be returned to the Quartermaster. Any damage to camp tents and/or equipment will need to be paid in full prior to your departure.
- Please have all personal gear removed from the tents prior to the campsite inspection.
- Tow vehicles will be allowed back into the campsites Friday evening during dinner
- Your last stop before leaving camp will be at the Camp Office. At this time your fire extinguisher will need to be turned in, and after your Troop Guide has completed the check-out sheet, you will receive your packet containing: your troop's Merit Badge Data Base Report, all Blue Cards (completes & partials), Health Forms, Buddy Tags, NRA targets & certificates, etc. Don't forget to check your mailbox!



FOOD SERVICE POLICY AND INFORMATION

Table Assignment

Table assignments will be made on Sunday upon arrival at camp. Every effort will be made to keep the troop and adults together, **BUT SOMETIMES THIS IS NOT POSSIBLE**. You may be asked to share a table with another unit. Cooperation from the unit leader is essential.

Dress Code

All scouts and leaders should make it a point to use the latrine and wash prior to arrival to each meal. While the scout uniform is recommended attire at all times it is required during the evening meal. Troop or Camp T-shirts are acceptable for breakfast and lunch. All hats should be removed upon while in the Dining Hall.

Supervision

The adult leader at each table is responsible for the conduct, manners and general supervision of the scouts at his or her table. Please help regulate portions and food waste so that each scout gets their fill. After entering the dining hall please ensure that all remain standing quietly until grace is said. Adult Leader help in the Dining Hall is a **MUST!**

Hosts

One host is required per table. Each scout will have a chance to act as the host. The host must be in the dining hall 15 minutes before the meal. It is their responsibility to set the table per the instruction of the Dining Hall Steward/Stewardess. It is also their duty to secure seconds during the meal. The assistant host will stay after the meal to clean up, again following the instructions of the Dining Hall Steward/Stewardess. There should be no adults in the dining hall before or after a meal; Scouts only please!



Special Dietary Needs

Camp Rotary continually strives to make your dining experience a positive one during your stay with us. Great care is made to ensure quality, quantity, & variety in each meal we prepare. However there are also people who require special attention to their diet. **We make it a practice to accommodate as best we can those who have special dietary needs. This can be done by contacting the Camp Director at 989-386-7943 at least 2 weeks prior to your arrival at camp. While every effort will be made to accommodate the special dietary needs of you and your Scouts, you may need to bring supplement food items to camp that we cannot provide locally.**

Camp Rotary has worked with both our food service provider and local businesses to do our best to accommodate our campers that are lactose intolerant, gluten free, kosher, etc. In the event that we cannot accommodate a special dietary request, **Scouts with a highly regulated diet will sometimes need to bring their own food to camp with them.**

All special dietary needs are prepared in at their own station in the kitchen. One member of our kitchen staff is responsible for all preparation and cooking of special food diets.

Meal Times

Meals are offered three times daily and they are as follows: Breakfast at 8:00 am, Lunch at 12:15 pm, and Dinner at 6:00 pm.

Meals are served Family Style requiring a Host and an Assistant Host who will set the table, serve the food and clean up after the meal. These positions are rotated around the table so that everyone has an opportunity to enjoy the adventure of helping out (with the exception of the adults at the table). Each table will host an adult unit leader and/or a camp staff member along with their Scouts.

Menu

All menus will be available for review and are approved by a nutritionist. As is necessary, improvements to menus will be made as appropriate on an ongoing basis. Menus are available under the "attachments" heading on the registration site.

For campers that require special dietary needs, please refer to the procedures on page 58.

Our Food Service Staff will be happy to assist you and your Scouts during your stay at camp!

Meal Set-up & Clean-up

While every effort will be made to get you & your Scouts in and out of the Dining Hall in a timely manner, experience shows that the amount of time spent in the Dining Hall is directly proportional to the attention given to the instructions given by our Dining Hall Steward/Stewardess. Please help set the example for your Scouts and be sure to follow Dining Hall instructions/procedures. When you are in the Dining Hall, our Dining Hall Steward/Stewardess is in charge and his/her instructions must be followed to ensure everyone is fed promptly and in a timely fashion.

Set-up before the meal and clean-up after the meal is to be done by your Scouts, not the adults. No adults should be in the Dining Hall during these times. Assistant Hosts are to remain seated when the troop is dismissed after the meal. Clean up after a meal **will not begin until everyone (except the Assistant Host) has left the Dining Hall**. Assistant Hosts must remain seated until instructions have been given to start the clean-up process. With your assistance and cooperation, your Dining Hall experience for the week will be a positive one!



Michigan Crossroads Council - Camp Rotary Camp Fees 2017

| | | Camp Fee - Includes all MB Fees |
|--------------------|---|--|
| Youth Fees | Discount Fee (if payment schedule is followed) | \$330 |
| | Regular Fee (all payments after May 2 nd) | \$345 |
| | Provisional Scout Fee (1 st Week) | \$330 |
| | Additional Weeks (For any Scout to attend a 2 nd MCC week) | \$199 |
| | Crossover Webelos or new Boy Scouts after May 2 nd | \$330 |
| Discounts | Sibling Discount (1st Scout pays discount/regular fee, siblings receive discount) | \$25 Discount/Sibling |
| Adult Fees | All Adults (full week of camp) | \$160 |
| | Part-Time Adults (will be pro-rated by the day) | \$33/day |
| Camperships | The Michigan Crossroads Council provides limited assistance on an individual basis to those Scouts who could not otherwise attend summer camp due to financial hardship. Camperships will be administered by each Field Service Council and forms are available from each Field Service Area Council Service Center. Completed Campership forms are due by April 1st. Scouts who apply for a campership are still responsible for half of the regular camp fee and must adhere to the Payment Schedule. | |

* Scouts who apply for a Campership may not also receive the Sibling Discount - Sibling Discount will be administered at time of registration.

Online Reservation & Payment Schedule
 All MCC Summer Camp Registrations can be made at
<http://www.michiganscouting.org/>
 See Page 75 for online summer camp registration details



**Don't Forget
 The BSA Health
 Forms **AND** Camp
 Rotary Release of
 Camper Form!**



Program Payment & Refund Policy of the Michigan Crossroads Council

Statement

The Michigan Crossroads Council provides Council programs, high adventure camps and other camping experiences to the Scouts and leaders in its service area. These opportunities require Council staff to send deposits to the sponsoring camp, acquire needed supplies and produce mailings to campers and others so the Council sponsored experiences are rewarding and convenient for the Scouts and leaders in our Council. Fees are usually paid in advance of the event and to ensure the Council can provide the best service to the Scouts the following refund policies will apply. Participants are not considered registered for any event/activity until payment in full has been received.

Event/Camping Fees

Event fees are final except in a limited number of circumstances where a refund may be granted. Refunds may be given only if the following circumstances are brought to a Council employee's attention. Individuals/Groups that cancel their reservations 30 days or more prior to the event date will receive a refund of fees paid less a 15% administrative service charge. No refunds will be given for cancellations made less than 30 days prior to the event date. Any/all refund requests must be made within 30 days of the event date. No refunds will be given for any Scout not attending Boy Scout Summer Camp who was listed & paid for on the May camp roster. Alternately, Boy Scout Summer Camp fees may be transferred to another Scout or leader attending. No pro-rated fees will be given to Scouts wishing to attend a partial week at Boy Scout Summer Camp.

1. The registered participant has an illness preventing participation in the event and has a signed statement from a medical doctor or healthcare practitioner. The written order must be provided to the Michigan Crossroads Council, 137 Marketplace Blvd., Lansing, MI 48917.
 2. In the event of the death of an immediate family member (parent, grandparent, brother, sister or anyone else living in the house with the participant). The Council will consider other deaths, which may affect the participant, on a case-by-case basis.
 3. Only an employee of the Michigan Crossroads Council may authorize a refund for a Council sponsored event.
 4. Any refund of monies for the event is then based on the money paid to the Council minus the deposit and any money sent to another agency or company for the event. The remaining money is refundable as long as the participant meets the above requirements. Any money that has been sent to another agency or company is considered issued and not refundable.
- Any event that does not have a deposit, but has an event fee, will be assessed a 15% service charge before any refund is issued. All remaining money is refundable. Again, the participant must meet the above requirements.

Deposits

1. Deposits are non-refundable. The following will apply for any deposit made for a Council sponsored program.
2. Deposits are not refundable. Any cancellation, once the deposit has been sent to the Council, will be forfeited. Deposits may be transferable to another participant that takes the entire slot for that event.

Late Fees

The Michigan Crossroads Council and all approved event committees have the opportunity to set late fees or discounts for events. Late fees will be announced with the original posting for the event. Late fees paid to the Council are not refundable.

Waiting Lists

At times the Council maintains a waiting list. If the participant is not selected to attend the event, all waiting list money will be refunded at 100%, including deposit money.

Cancellation by the Council

If the Michigan Crossroads Council or National Boy Scouts of America or any agency that has contracted with the Council cancels an event, the Council will issue a full 100% refund (including any Deposit Money).

Applies

These policies only affect the Michigan Crossroads Council, Boy Scouts of America; its committees and districts. This policy is not transferable to charter partners or individual units (Packs, Troops, Teams, Crews and Posts) of the Council.

Examples

- A Scout cannot attend an event. Cost of event is \$20. The refund would be \$20 - \$3 (15% service charge) = \$17 refund if notification was made at least 30 days prior to event. No refunds made for notifications made less than 30 days prior to the event date, however, the Scouts' event fee may be transferred to another Scout.
- The Scout's grandmother dies and thus is unable to attend a Philmont Trip. Philmont price is \$750. The refund would be \$750 - \$100 (deposit) - \$400 (Philmont Fee) = \$250 refund.
- Florida Sea Base cancels trip due to shark attacks. Total cost of the Trip \$1,000. The refund would be \$1,000 no matter what. The Council will take the liability for the plane tickets and any other expenses. All money, even deposits, are refunded.

Camp Rotary Visitor Policy

1. Visitors must check in at the office and sign in (Visitor Check In/Out Log). If you have visitors at your site, please escort them immediately to the camp office so that they may check in.

The state of Michigan requires us to document that **EVERY** individual aged 21 and older on camp property be cleared by the Central Registry / State of Michigan. If you are 21+ years of age and plan to attend or visit Camp Rotary or any other MCC camp this summer, a letter from the State of Michigan stating you have been cleared by the Central Registry must be on file in the camp office. You will need to submit a Department of Human Services (DHS) Form 1929 to your local DHS office which requests DHS to provide you with a Central Registry Clearance on yourself; this is a one time clearance at no cost to the person asking for the clearance. Upon approval, the person seeking a clearance will receive a form letter, DHS 1910, from the State of Michigan showing that you have been cleared. You should keep a copy for your records and a copy needs to be turned in at camp with your health form upon your arrival at camp. This new rule applies to anyone 21+ years of age who wishes access to camp; you will not be allowed on camp property without Central Registry Clearance this summer. DHS Form 1929 is available on the MCC website, at your Council Service Center, or the State of Michigan website. All 2010-2016 Letters of Clearance will be accepted in 2017.

2. Visitors must receive a Visitor's Wristband from the office and they must wear it while on Camp Rotary property.
3. No pets are allowed anywhere in camp beyond the parking lot. Registered service animals are welcome on the property with accompanying paperwork.
4. Visitors must sign out in the Visitor's Log before departing Camp Rotary.
5. Visitors must also sign out and in again if they choose to leave and come back to camp for any reason.
6. Meals are available for visitors at Camp Rotary. Visitors must notify the Camp Office at least 24 hours before the meal they plan to attend. NO WALK-INS. Wrist Bands for meals can be purchased at the Camp Office: Breakfast \$5.00, Lunch \$6.00, Dinner \$7.00, Wednesday night Carnival \$8.00 (children under 6 free). No one will be allowed to enter the dining hall without the proper wrist band. Depending on camper reservations and seating availability, visitors may not be able to be seated with the troop they are in camp to visit.
7. Visitors who eat with a troop and fail to purchase a meal ticket will have their meal(s) charged to the troop's unit statement at the end of the week - no exceptions!
8. If anyone should encounter a suspicious person or intruder in camp, please contact the Camp Director, the Program Director, the Camp Ranger, or a Camp Staff member.
9. All Scouts wishing to check in or check out from camp must do so at the camp office. Only the person(s) whose names appear on the "*Release of Campers*" form can check a camper out of camp - NO EXCEPTIONS! If any of your Scouts will be leaving camp early, please be sure the adult picking up your Scout is listed in the Release of Campers form.

10. No family members or guests can stay overnight at Camp Rotary unless they are registered with the Boy Scouts of America and are listed on your troop roster. A list of the Clare area hotels/motels is available on the MCC website for those in need of overnight lodging.
11. Please remind your troop families that the camp vehicle policy prohibits vehicles in campsites. Individuals needing special assistance can get a special vehicle permit at the camp office.

This policy and other safety concerns will be reviewed weekly or as needed to insure the safety of the campers.

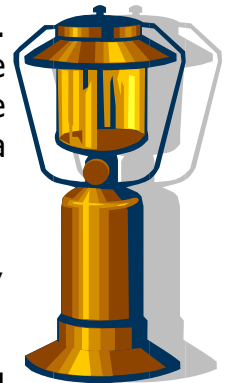
Camp Rotary Fireguard Plan

- At Check-In, each campsite will be issued a fire extinguisher which must be placed on/near the latrine and be accessible to all campers & adults. Your unit will be charged to refill your fire extinguisher for any/all "non-emergency" discharges.
- Upon arrival in camp, the troop fireguard chart will be issued and must be filled out completely and posted on the troop bulletin board. This is a mandatory standard required by the BSA.
- The troop fire warden should check the chart each day to be sure that the deputy fire warden has checked the equipment.
- Two buckets, filled with water, must be kept adjacent to the fire ring at all times. A 5-foot area around your fire ring should be raked clear.
- **Please only use the fire pit that has been provided in your campsite.** Units found to be using unauthorized fire pits will be fined a \$50 charge at the end of the week.
- Camp Rotary **does not** provide firewood. There is plenty of downed wood all over camp. Please burn what you can find in your campsites.
- No flames in tents must be strictly enforced!
- Council policies regarding use of stoves, lanterns, and chemical fuels must be communicated and enforced. These policies are available and published for all unit leaders and can also be found in the Camp Rotary Leader Guide.



Camp Rotary Policy of Chemical Fuels

1. Use compressed or liquid-gas stoves and/or lanterns only with knowledgeable adult supervision and in Scout facilities only where and when permitted.
2. Operate and maintain regularly according to the manufacturer's instructions included with the stove or lantern.
3. Store fuel in approved containers and in storage under adult supervision. Keep all chemical fuel containers away from hot stoves and campfires, and store below 100 degrees F.
4. Let hot stoves and lanterns cool before changing cylinders of compressed gasses or refilling from bottles of liquid gas.
5. Refill liquid gas stoves and lanterns a safe distance from any flames, including other stoves, campfires, and personal smoking substances. A commercial camp stove fuel should be used for safety and performance. Pour through a filter funnel. Recap both the device and the fuel container before igniting.
6. Never fuel a stove or lantern inside a cabin; always do this out-of-doors. Do not operate a stove or lantern in an unventilated structure. Provide at least two ventilation openings, one high and one low, to provide oxygen and exhaust for lethal gasses. Never fuel, ignite or operate a stove or lantern in a tent.
7. Place the stove on a level, secure surface before operating. On snow, place insulated support under the stove to prevent melting and tipping.
8. Periodically check fittings on compressed gas stoves and on pressurized liquid gas stoves for leakage with soap solution before igniting.
9. When lighting a stove, keep fuel bottles and extra canisters well away. Do not hover over the stove when lighting it. Keep your head and body to one side. Open the stove valve quickly for two full turns and light carefully, with head, fingers and hands to the side of the burner. Then adjust down.
10. Do not leave a lighted stove or lantern unattended.
11. Do not overload the stove top with extra-heavy pots or large frying pans. If pots over 2 quarts are necessary, set up a separate grill with legs to hold the pot and place stove under grill.
12. Bring empty fuel containers home for disposal. Do not place on or near fires. Empty fuel containers will explode if heated.



BSA/Council/Camp Policies

Youth Protection

One of the most rewarding experiences in Scouting is providing leadership to your Scouts at a BSA camp. Few outdoor settings offer such a unique opportunity to serve in responsible positions that combine the teaching of important skills to Cub Scouts, Boy Scouts, Venturers, and Varsity Scouts with tremendous personal growth experiences.

Part of your camp leadership responsibility is to be alert to any activities or conditions that could threaten the safety of campers. When any threat to the safety of campers is detected, troop leadership must inform the camp director or another designated senior staff member as soon as possible.

One of the areas for which troop leadership must be on the alert is child abuse. Child abuse affects all segments of our society and may happen wherever children are found - even in Scouting. Child abuse is never acceptable, and child abusers are subject to legal consequences. Troop leaders and camp staff members are the eyes and ears of the camp and, as such, have an essential role in preventing abuse in camp as well as in helping Scouts when they have been abused - wherever the abuse occurred.

A great resource available to you is the brochure "[Camp Leadership - Youth Protection Begins With You](#)" available on the MCC website. This brochure will help BSA camp staff & troop leadership members be prepared to fulfill their youth protection responsibilities.

The Boy Scouts of America believes that its top priority is to protect the safety of children. The BSA has developed "Barriers to Abuse Within Scouting" that create safer environments for young people involved in Scouting activities. All Scout leaders must comply with these policies. Violations of these policies put Scouts at risk and will result in disciplinary action, including expulsion from camp and revocation of membership. All camp staff members are required to understand these policies and report any suspected violations as directed by the camp director.

- ◆ Two-deep Leadership
- ◆ No one-on-one contact
- ◆ Respect privacy
- ◆ Separate accommodations
- ◆ Proper preparation for high-adventure activities
- ◆ No secret organizations
- ◆ Appropriate attire
- ◆ Constructive discipline
- ◆ Hazing is prohibited
- ◆ Youth leader training and supervision
- ◆ Member responsibility
- ◆ Unit responsibilities

Youth Protection Reporting Policy

Any suspicion or belief that any child is or has been physically, emotionally or sexually abused, exploited or exposed to any form of violence, threat, pornography or obscene material should be reported to the local authorities AND to the Scouting executive. At summer camp, the Camp Director serves as the designee for the Scouting executive. The Michigan Department of Human Services hot line # is 855-444-3911. This toll-free number allows you to report abuse or neglect of any child or adult any time day or night.

Alcohol

Possession, consumption, or being under the influence of alcohol, including beer, will not be tolerated on the properties of the Boy Scouts of America. Violation will result in immediate removal from camp (no refund) and/or legal prosecution. Camp Rotary is a Drug & Alcohol Free Zone.

Illegal, Immoral or Unacceptable Acts

As a character building organization caring for other people's children in camp, illegal, immoral or other activities generally considered unacceptable by society have no place in the Boy Scouts of America. This includes all forms of hazing and troop initiations.

Illegal Drugs

Possession, use of, or being under the influence of illegal drugs or drug paraphernalia, including marijuana, will not be tolerated on the properties of the Boy Scouts of America. Violation will result in immediate removal from camp (no refund) and/or legal prosecution. Obviously, this would not involve the proper use of prescribed medication by a patient under the care of a physician. These prescription medications, however, will be dispensed by the Camp Health Officer or designated Troop Leader in your site. Camp Rotary is a "Drug & Alcohol Free Zone."

Statement on Youth/Adult Violent Behavior

The directors and staff at our camps are coached in preventative measures when it comes to youth/adult violent behavior. We are not trained, nor do we have the ability, to handle situations relating to violent behavior. If these types of situations should arise at camp, we will immediately contact local authorities for professional assistance. The youth/adult will be sent home to seek professional guidance. Please keep us apprised of any discipline/behavior problems you may experience during the week. Camp Rotary maintains a zero-tolerance policy for violent behavior.

Living Quarters

The Boy Scouts of America reserves the right to enter quarters (not limited to but including tents) during reasonable hours, when necessary, in order to provide for efficient service, repairs, improvements, maintenance, fire safety inspections or Boy Scouts of America regulations and policies.

Firearms

Due to national regulations, no firearms or shooting sports equipment may be brought into camp without prior written permission of the Camp Director and Shooting Sports Director. Camp Rotary provides adequate equipment to serve your troop's shooting sports needs. Personal bows, rifles, and shotguns that have been authorized to be on the camp property may not be used for merit badge qualification. This includes rifles with scopes, and bows with sites and/or mechanical releases. All bows brought to camp cannot exceed at 35 pound draw weight, and the use of personal arrows is prohibited. Absolutely no ammunition may be brought into camp. Ammunition is never allowed outside of the range area in any form. Violations can result in immediate removal from camp. In addition to firearms, please make sure that your Scouts do not bring any cross-bows, sling-shots, wrist-rockets, and the like to camp. Camp Rotary maintains a "zero-tolerance" policy on firearms/shooting sports violations.



Transportation

Camp Rotary is not able to transport individuals to "off the property activities" or appointments, including non-emergency medical situations. The unit is responsible for all "off property transportation" and is to make sure that those providing that transportation are doing it in accordance with all rules and regulations established by the National Council, Boy

Scouts of America, and the State of Michigan. Units must make sure that the vehicles being used to transport Scouts are in excellent working order, the driver is currently licensed, and all appropriate insurances are in effect.

All riders are to use seat belts at all times and are not to distract drivers at any time. All emergency situations are dealt with as is appropriate. If your unit is responsible for the transportation of Scouts either to or from camp, a Local Tour permit is required as outlined in the *Guide to Safe Scouting*.

Trading Post Policy on the Sale of Knives

Any Scout who wishes to purchase a knife must produce a valid "Totin Chip" card. If the Scout does not have their Totin Chip card, we will provide to their adult leader a blank card to be completed by the Scout's unit leadership. Knife sales may be restricted by request of the Scoutmaster of the unit in camp. Please notify our Trading Post Manager if you do not want us to sell knives to your Scouts. Failure to properly use a knife at camp will result in the loss of a Scout's Totin Chip & the knife. Please make sure your Scouts follow all BSA knife-safety guidelines. Our staff has been instructed to immediately confiscate any knife used in an inappropriate/non-safe manner and report it to the Camp Commissioner.

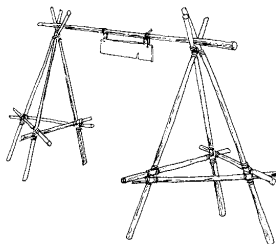
Dining Fly Notice

Please make sure that when setting up your troop dining flys that they NOT be set up in camp roadways or service drives - they will be immediately removed by the Ranger.

Campsite Gateways

Many Troops construct gateways to decorate their campsites and also to receive credit for camp awards/recognitions. When constructing gateways, please keep the following guidelines in mind:

1. Do not construct gateway over the road in front of your campsite, rather, construct the gateway over the road leading into your campsite.
2. Your gateway must not interfere with our camp vehicles' ability to enter/exit your campsite. Please check with the Ranger before constructing your gateway regarding minimum height & width requirements.
3. Please make sure your gateway is sturdy and will not create a hazard to vehicles, staff, or campers.
4. The digging of ditches or trenches is strictly forbidden!



Final Reminders

- All persons who wish to attend Michigan Crossroads Council camps must be registered with the Boy Scouts of America.
- The person in charge of your troop must be currently registered as a Scouter who has been approved by the troop's Chartering Organization and be at least 21 years old.
- Units must have 2 deep leadership at all times.
- Camp Rotary maintains 11 campsites and all troop reservations are made to best accommodate our customers and the space available in each campsite. Depending on the
- Troop reservations for your week at camp, your campsite may be home to more than one troop. Sharing a campsite can provide your Scouts with an excellent opportunity to make new friends and share in the many duties and activities available at camp during your week at camp. Camp Rotary reserves the right to make final campsite assignments or re-assignments.
- **No pets** are allowed in any area of camp beyond the parking lot - Please make sure your visitors are aware of this policy. This rule does not pertain to registered service animals.
- Camp provides rifles, shotguns, bows, and ammunition. Personal equipment of this type must be approved to bring to camp prior to your arrival, must meet National Standards for use in Scout camp, and must be checked in on Sunday at the Camp Office. No personal ammunition or handguns are allowed in camp.
- Closed-toe footwear must be worn in camp at all times except while in the lake, shower or bed. This includes traveling to or from the Aquatics area or a shower house.
- Anyone arriving at or leaving camp must sign in or out at the camp office.
- No flames or open fires are permitted in tents at any time.
- It is a violation of law to tamper with smoke detectors in camp tents, buildings, or structures.
- The Scout uniform is the proper dress for dinner & evening flag. It is strongly encouraged at all other times.
- Scoutmasters are responsible for discipline of the Scouts in their troops.
- Scouts are not allowed in restricted areas without permission of the staff member on duty.
- Flammable liquid stoves and lanterns must be used and filled only by adult leaders. Liquid fuels must be stored in accordance with the council policy on flammable liquids.
- Personal vehicles will remain parked in the camp's parking lot as per council policy. Those in violation may be towed at the owner's expense.
- Other rules deemed necessary by the Camp Director.



VEHICLES

Personal and Camp Vehicles

All personal vehicles will remain in the parking lot. **They will not be permitted on any camp road or be allowed to be parked at your campsite without the Camp Director's approval.** Vehicles used to tow Troop Trailers need to be returned to the parking lot once the trailer has been set in your campsite - please make sure your troop trailer has the means to secure valuables. Violation may result in your vehicle being towed at your expense. Troops are encouraged to bring a lock-box to secure valuables. Do not leave valuables unattended - lock them up in your Troop Trailer! Camp Rotary is not responsible for the loss/theft of personal property.



Camp vehicles are for camp use only. These are the only vehicles that will be allowed beyond the parking lot. No Scout will be permitted to ride in them. They will also be used in emergency situations. When a vehicle approaches, everyone should move 5 feet off the roadway (on the same side of the road), **COME TO A COMPLETE STOP**, and wait until the vehicle passes to prevent injury. Please discuss this important safety procedure with your Scouts prior to your arrival at camp.

Vehicle Parking Slips - **NEW in 2016**

Any camper who will be parking in the camp parking lot during the week is **required** to fill out the new Camp Rotary Parking Slip and display it in the front window of their vehicle. This will allow the camp staff to contact you should there be any issues involving your vehicle. A copy of this new form can be found on your summer camp registration page.

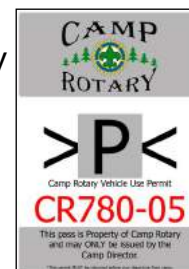
Vehicle Use Permits - **NEW in 2016**

Under special circumstances, Camp Rotary will issue a vehicle permit for a camper to use their personal vehicle in camp. Camp vehicle permits for personal vehicles will **ONLY** be administered to individuals who possess one of the following:

- A state issued handicap permit
- A doctors note stating that the person has limited mobility

Persons who are issued a parking permit must adhere to the following rules:

- Permit must be displayed hanging from the rear-view mirror at all times.
- Permit holder is the only person allowed to occupy the vehicle at any time. Vehicle is not to be used as a taxi for others.
- Permit holder is not to use the vehicle to run errands in camp.
- Maximum speed limit in camp is 10 mph.
- Vehicle head lights must be on any time the vehicle is in use.
- Permit must be turned in to the camp office at the end of the event.
- Failure to follow these rules will result in loss of your permit.



Vehicle Violations

Vehicles found to be in violation of Camp Rotary's vehicle policy will be ticketed by the Camp Ranger. Please make sure that any violations are taken care of immediately.

EMERGENCY PROCEDURES For Campers and Adults

The safety and well-being of you & your Scouts while at Camp Rotary is the top priority of the Michigan Crossroads Council and our Camp Staff. Please make sure that you review the following emergency procedures with your Scouts both prior to arriving at camp, and during your stay with us. These procedures will also be covered at Sunday dinner before you leave the dining hall. The BSA National Camp Standards require us to conduct an emergency drill within 24 hours of your arrival. Please stress the importance of these procedures with your Scouts & adult leaders in camp to make sure they all know what to do in the event of an emergency.

Please be advised that all camp phones have 911 calling capability. In the event that a 911 call is made from any camp phone, we will sound the general alarm and Clare County emergency services will be activated and dispatched to camp. Anyone making a false 911/hang-up call will be immediately removed from camp and will be subject to possible fines/imprisonment subject to the laws of the State of Michigan.

All emergencies except a tornado

Signal: general alarm fast up and down "whoop"

Backup alarm: repeated honking of a vehicle horn

1. All campers and adult leaders will report as quickly as possible to the Porch of Central Lodge and line up according to campsite and troop QUIETLY.
2. The unit leader will take a head count.
3. The results are to be reported to the staff member designated at Central Lodge.
4. No one is permitted to leave the Dining Hall until the "all clear" has been given.
5. Follow further instructions as they are given.

Tornado

Signal: Continuous Tone followed by PA announcement.

Backup alarm: solid tone from a vehicle horn

1. This signal will only sound if a tornado has been sighted in the area.
2. All campers will immediately lie down in the nearest ground depression and cover their head.
3. At the all clear a general alarm will sound and all campers and adults will report to the porch of Central Lodge for a headcount.

Michigan Crossroads Council - Boy Scout Summer Camp Registration 2017

For Summer Camp 2017, the Michigan Crossroads Council has moved to a new registration platform which utilizes a more user-friendly process and better manages our summer camp attendance. Under the new system there are two registration periods, a "Pre-Registration" period and a regular "Registration" period.

As soon as you are ready to sign up for summer camp, a representative from your unit should make an online registration through the MCC web site to register your unit for 2017 Boy Scout Summer Camp at Camp Rotary, Cole Canoe Base, D-bar-A Scout Ranch, or Gerber Scout Reservation; visit the following link for summer camp availability:

<http://michiganscouting.org/outdooradventures/boy-scout-camp/bscampregistrationprocess/>

Once you have selected your week of camp, click on the blue **\$200 Pre-Register Deposit** button and follow the instructions. At the time of registration you will be asked for your contact information, an estimate of the number of campers that may attend, your campsite preference, and to provide your \$200 camp deposit (payable by credit/debit card or electronic check). The person listed with your summer camp reservation will be the person receiving all Summer Camp 2017 electronic communications.

If you signed up for Summer Camp 2017 at camp this past summer, this step will be completed for you. For Summer Camp 2017 details (registration & payment dates) please review the Summer Camp 2017 registration manual, which can be found at the following link:

<http://michiganscouting.org/wp-content/uploads/2015/07/BSCampPlanGuide2017-Web-Final.pdf>

This will get your unit signed up for the 2017 Camp Season!

Once your unit has registered, your unit's representative will receive e-mail communications about the registration process and other camp news. Units can access their Summer Camp 2017 registration by clicking on the "Lookup Registration" link found on the Summer Camp Registration Page.



1. Pre-Registration Period (June 19 – December 31, 2016)

For Units that register during this period a \$200 deposit and an estimate of Youth & Adult attendance is required.

Current Units at camp this summer may renew their registration for the same week/same camp in 2017 by noon on Wednesday each week of camp this summer. Camp Business Manager will place their 2017 summer camp reservation on the website.

Any Unit not attending an MCC camp this summer (or current units wanting to change weeks) may place their reservation for 2017 beginning at 8:00 am each Friday morning of this year's camp for the same session next year. By the end of the final session of camp this year, all sessions of camp will be open for registration for next year.

2. Registration Period (January 1 – May 31, 2017)

For Units that register during this period, Units will not need to pay a deposit but will need to specify the number of participant (youth & adult) slots needed for summer camp.

Any unit may make a registration for any available session of any MCC Boy Scout Resident Summer Camp for 2017. A registration fee equal to \$50 per slot reserved will be due at that time and the minimum registration must be at least \$200 (4 slots). **The unit is now financially responsible for the number of slots requested.**

Individual names do not have to be specified at this time but can be if the unit chooses to do so.

Units may add new slots (if available) or reduce the number of existing slots (subject to the MCC Payment & Refund Policy) until the end of the Registration Period (May 31st). Units may make changes to existing slots until midnight on the Friday before their arrival at camp.

3. Estimate Confirmation (January 1 – February 1, 2017)

Units that made their reservation during the Pre-Registration period are required to confirm their estimated numbers and the camp fee due will be equal to \$50 per confirmed participant slot. Units that do not confirm their estimate and pay the \$50 per slot by February 1st may lose their summer camp reservation.

4. Merit Badge Registration & 2nd Payment Due (March 6, 2017)

Units may begin to select Merit Badges for participants beginning on March 6, 2017. For existing reservations, an additional \$100 participant payment is now due for each slot reserved at this time (\$150 total due for each slot reserved). The camp fee due for new reservations at this time will be equal to \$150 per participant slot.

5. Final Payment and Registration Information Due (May 1, 2017)

Unit must finalize Merit Badge registration and all participant names are required by this time.

Full payment for all camp fees is now due.

Late fees will be applied to payments made after May 1st.

Units may make changes to existing slots until midnight on Friday before their arrival at camp. Any changes to the number of slots after May 31st will be administered at camp during your financial check-in or by calling camp prior to your arrival.

Parent Portal

Parent portal allows you, the registration contact, to provide the parents in your unit with access credentials so they can make payments and complete data entry for their Scouts. As the registration contact, you may be registering an entire unit of Scouts for Summer Camp and the council requires a certain amount of information from each Scout (such as name, rank, dietary restrictions, etc.). If you don't use Parent Portal, then you have two options: enter all this information yourself, or allow your parents full access to the registration by giving each one your registration number and email address. The latter opens up privacy concerns because each parent can see the information for all the other Scouts. By using Parent Portal, you are shifting this data entry and payment responsibilities to the parents while also only allowing a parent to see their own Scout's information.

To turn on Parent Portal, or to learn more about it, click on the "Parent Portal" tab at the top of your registration page.



PLANNING YOUR WEEK AT CAMP

Why Is Planning Important?

Coming to summer camp is a highlight adventure in a Scout's life. Your planning before you even get to camp is the difference between a good experience and a great one. In order for Scouts to feel good about their advancement in camp, they need help in planning what they will do to earn it. Some Scouts will come to camp and sign up for eight or ten merit badges, making it impossible for them to achieve their goals. Some of the badges need to be started at home before the Scout arrives at camp. Help your Scouts achieve their goals by working with them before camp begins.

You will also need to plan to have all the adults you need at camp. Troop leadership must be two-deep. It doesn't have to be the same two people all week, but you will want to begin your planning as soon as possible. This section will help you and your troop committee plan your week at camp and help give your Scouts a great experience.

Timetable

The following checklist should be helpful in making your plans. Check off as accomplished:

During the fall months:

- _____ Site Fee Due (\$200.00) at the time of reservation
- _____ October/November: Camp adult leadership determined.
- _____ November: Individual Scouts' savings plan started - Popcorn Sale!

Six months prior to camp / (December - January)

- _____ Scoutmaster, troop committee, and youth leaders review their guide books.
- _____ Senior Patrol Leader gives final instructions to the Patrol Leaders' Council.
- _____ Scoutmaster and youth leaders begin program planning for camp. Scoutmaster reviews the Troop Camp Leaders' Guide and each Scout's, each Patrol's, and the Troop committee's ideas for a good camp program.
- _____ Determine financial needs and plans.
- _____ Begin transportation plans.
- _____ Two-deep leadership confirmed for the week.
- _____ Equipment needs determined by quartermaster and troop committee.

Three months prior to camp / (February - March - April)

- _____ \$50 per Scout reserved is due on/before February 1, 2017.
- _____ Online registration for Scouts opens on March 6, 2017 - \$100 per Scout due at time of registration. Scout registration is first-come first-served. Register your Scouts ASAP.
- _____ Online Merit Badge Sign-Up opens on March 6, 2017 - Must be registered to sign-up.
- _____ Individual commitments for camp secured from each Scout's family. Committee checks with parents of all Scouts not yet signed up.
- _____ Distribute Health Forms & **Camp Rotary Release of Campers Form** to Scouts.
- _____ **Secure all MI Registry Clearances for 21+ adults.**

One to two months before departure / (May - June)

- _____ Check on status of medical exams for all Scouts and leaders.
- _____ Committee and leaders participate in camp work days.
- _____ Confirm transportation arrangements, departure times, places, etc. Balance of camper fee due by May 1, 2017. **Any fees received after May 1st will be charged the late fee.**
- _____ Secure Local Tour Permit (all units). Please bring an approved copy with you to camp. This lets us know that you have approval from (1) the troop committee, and (2) the local council, to travel and conduct an overnight campout.

- _____ Secure a copy of your Council's Accident Insurance. All campers are required to be covered by accident insurance while at camp. Registered Scouts & Scouters in the Michigan Crossroads Council are covered under the council policy. Out-of-Council units must provide proof of accident insurance by contacting their local council service center.
- _____ Final check for MI Registry Clearances - The state of Michigan requires us to document that EVERY individual aged 21 and older on camp property be cleared by the Central Registry / State of Michigan. If you are 21+ years of age and plan to attend or visit Camp Rotary or any MCC camp this summer, a letter from the State of Michigan stating you have been cleared by the Central Registry must be on file in the camp office. You will need to submit a DHS Request for Central Registry Clearance to the address on the form. This is a one time clearance at no cost to the person asking for the clearance. Upon approval, the person seeking a clearance will receive a form letter, DHS 1910, from the State of Michigan showing that you have been cleared. You should keep a copy for your records and a copy needs to be turned in at camp with your health form upon your arrival at camp. This new rule applies to anyone 21+ years of age who wishes access to camp; you will not be allowed on camp property without Central Registry Clearance this summer. Registry Clearance Request forms are available on the MCC website, Council Service Center, or the State of Michigan website. 2010-2016 Letters of Clearance will be accepted in 2017.

Two weeks before departure

- _____ **IMPORTANT Call Camp with final counts for Youth and Adults attending camp.**
- _____ Scribe and SPL complete camp roster sheet.
- _____ Are all your Scouts registered? (Check Webelos transfers are done.)
- _____ Check on final transportation and physical arrangements.
- _____ Inventory all equipment.
- _____ Program needs and plans completed.
- _____ Be sure all camp rosters are up-to-date

One week before departure

- _____ **MAKE SURE YOU HAVE ALL HEALTH FORMS & THE NEW CAMP ROTARY RELEASE OF CAMPERS FORM AND THAT THEY ARE PROPERLY FILLED OUT AND SIGNED. SOME TROOPS EXPERIENCE LENGTHY DELAYS IN THE CHECK-IN PROCESS DUE TO MISSING OR INCOMPLETE HEALTH FORMS.**
SECURING LEADERSHIP



The ideal method for Scout camping is found in the troop camping successfully under its own leadership. The Unit Committee is responsible for providing leadership to insure a camping experience for all Scouts in the unit. National policy requires at least two (2) adult leaders in all Scout activities. The main unit leader in camp must be 21 years old or older and a registered Scouter. Here's the sequence to provide leadership:

- First:** Registered Scoutmaster
- Second:** Assistant Scoutmasters
- Third:** Registered Unit Committee members
- Fourth:** Other leadership such as the Chartered Organization Representative, a parent of a Scout in the unit, a member of the Chartered Organization, etc.

Don't say "We can't find a leader," until you've really tried. Remember, it is required and usually easier to secure two leaders instead of one! For additional details, get the publication, "Selecting Quality Leaders" from the Council Service Center.

Procedure for securing Leaders

1. Call a meeting of the unit committee.
2. Discuss qualifications of a good leader.
3. List names of possible leaders.
4. Appoint a sub-committee to get the leaders.
5. Make an appointment with the prospects.
6. Call on the prospects.

PARENTS' NIGHT

Why a parents' night for camping? Your Scouts will go to camp when their parents are informed of the purpose and advantages of Scout Camping. Parents will be on your team, urging their sons to go when you have answered their questions about Health, Safety, Food, Fees, Leadership, Program, etc. Help parents feel responsible for making the camping program a success.

Preparation for Parents' Night

When the Troop Committee meets to discuss summer camp plans, select the campsite and date. Submit an application to the Council Service Center. Determine troop camp leadership. Then plan your Parents' Night using this guide. You need to get the word around, telling the parents why they should come to the meeting.

1. Our troop is going to camp on (date).
2. Come and learn about the camp program, fees, leadership and the purposes and advantage of camp life to your Scout as a working member of their patrol and troop while in camp.
3. Have your Scouts "talk up" the meeting weeks in advance.
4. Prepare and mail an attractive, informative invitation at least two weeks in advance. Mention special features such as a slide show, camp pictures, speakers, fun, etc. Follow up with personal phone calls.

The Troop Committee's Responsibility

- Plan the program and get the interest of parents through good promotion.
- Perhaps a potluck or a pancake supper planned by the Scouts would be the best format.
- Parents will help decorate and even wash dishes if they understand that it's part of their "fair share" of the camping effort.
- Friendship, a willingness to serve, and a full turnout are assured when everyone becomes a part of the planning and helps to make the plan work.
- Too often an opportunity to sell parents on your program is spoiled through inadequate planning. Be thorough, be brief, show evidence that your committee means business and knows what it is doing. In a word, be sure your meeting has some polish and enthusiasm.
- Remember that the troop committee obligates itself to provide the opportunity for at least fifteen days and nights of camping for every Scout during the year.

Troop Committee Follow-Up

- Immediately after the Parents' Night, members of the Troop Committee should visit absentee parents and enlist their support and cooperation.
- As new Scouts join the troop, parents should be personally contacted and the troop camping plans explained by a member of the committee.
- Be sure every Scout and every family is using some type of earning and savings plan resulting in the Scout attending summer camp.



PARENT'S NIGHT AGENDA

Your Order of the Arrow Chapter has a camping promotion team who would be more than happy to assist you in your parents' night for camping program. Let the youth of the OA sell to your Scouts.

Purpose: To review the troop's plans for outdoor program with parents and promote Scout attendance at Summer Camp. This should be held in January or February.

Pre-opening: Camping exhibits and demonstrations by the Patrol Leaders Council.

Meeting:

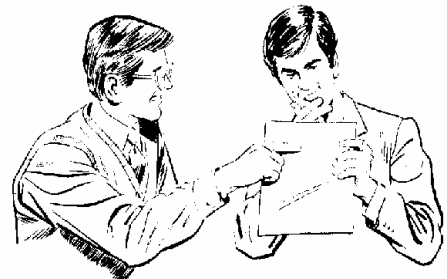
1. Opening ceremony by the SPL.
2. Welcome and purpose of meeting by Troop Committee Chairman.
3. Camp promotional program by the Order of the Arrow.
4. The Troop's plans for summer camp by the Scoutmaster.
 - a. Camp selection and why this camp fits the troop's needs this year.
 - b. Camping dates and campsite.
 - c. Camp leadership: exact needs and what is already in place.
 - d. Camp savings plan: suggest ways of earning money & saving for camp.
 - e. How to register, fee schedule and payment due dates.

f. State of Michigan Registry Clearance Rules for Campers & Visitors - PLEASE MAKE SURE YOUR TROOP FAMILY MEMBERS KNOW ABOUT THE MICHIGAN REGISTRY CLEARANCE REQUIREMENTS. If family members (21+ years old) arrive without MI Registry Clearance, our only option is to page a cleared member of the troop to the Camp Office to escort your visitors during their stay at camp for the day.

5. Question and answer period by the OA and Scoutmaster.
6. Closing ceremony by the Patrol Leaders' Council.

Resources:

- The Summer Camp Promotion and Planning Kit
- District Camping Committee
- Your Order of the Arrow Chapter
- Camp Promotional Program/DVD/Brochure
- Camp savings plan cards
- Council Popcorn Sale Information



SCOUTS PERSONAL SAVINGS PLAN

Help Scouts Save for Summer Camp

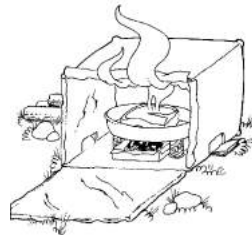
1. In early fall, introduce a chart to the troop and tell members how important it is. Suggest it as a patrol chart so Scouts can sign up by patrol.
2. Urge patrol leaders to sign up first. Put patrol members' names on the chart and get everyone in the patrol to save for camp. "Sign-up" means a Scout has saved at least \$5.00 or more before March 1. (A prize may be offered for the first 100% patrol signed up.)
3. Ask the Senior Patrol Leader or assistant Scoutmaster to bring the chart to the attention of the whole troop on a regular basis.
4. Adults in the troop should find out which Scouts are not signed up and try to get them committed.
5. The troop finance and records committeeman or the troop scribe should collect camp fees on a regular basis. These funds should be kept in trust by the committeeman or scribe.
6. Determine the amount of money each square represents on the chart and on the personal saving record card. Either the troop finance and records committeeman or the scribe may initial the chart with a marking pen for each payment on both the Scout's half of the record card and the troop's copy. The two Personal Savings Record card halves may be punched if desired.
7. If a Scout saves part of the camp fee and, due to an emergency, cannot attend camp, the troop should refund the money to them or give them a choice of camping equipment equal to the amount.



WHAT TO BRING TO CAMP

The Troop:

- _____ Scoutmaster's Handbook
- _____ Merit Badges pamphlets & "Blue Cards" for those done at camp. (Extra Blue Cards & most MB Books will be available for purchase in the Camp Trading Post)
- _____ Troop Activities Book
- _____ Campfire Skits & Songs Ideas/Books
- _____ Troop and American Flags
- _____ First Aid Kit
- _____ Troop Record Book with advancement
- _____ Completed and checked Health Forms & **Camp Rotary Release of Campers Form**
- _____ This Summer Camp Leaders' Guide
- _____ Lock Box / Lockable Storage for Medications/Valuables
- _____ **State of Michigan Central Registry Letters of Clearance for all 21+ year-old adults.**



The Scouts:

A complete suggested equipment checklist for individual scouts and patrols is included in this manual.

- **All personal gear should be marked with owner's name and troop number.**
- **No Scout can stay in camp without properly signed BSA Annual Health & Medical Record. This means it must be signed and dated by a Doctor within the last 12 months. **Starting in 2012: The new Camp Rotary Camper Release Form must also accompany each Scout to camp.** This form authorizes who the Scout may leave camp with (if not the unit leader who brought them).**



A Note For Your Visitors:

- **No pets are allowed beyond the parking lot at camp, except registered service animals.**
- **Please sign in at the Camp Office immediately upon arrival. Overnight guests must also check in with the Health Officer.**
- **You must notify the Camp Office if you would like to join us for meal(s) at least 24 hours in advance. Meal tickets can be purchased at the Camp Office.**
- **PLEASE-PLEASE-PLEASE inform your troop families & all potential adult visitor (21+ years of age) of the State of Michigan Regulations involving the Central Registry Clearance procedures found on page 55.**

SUGGESTED EQUIPMENT LIST

- _____ Complete BSA Uniform*
- _____ Hiking boots or shoes
- _____ Lightweight jacket
- _____ Sweatshirt
- _____ Raincoat or Poncho
- _____ Scout Hat
- _____ Extra Shirts
- _____ Extra Shorts/Pants
- _____ Pajamas/Sleep Clothes
- _____ Extra handkerchiefs
- _____ 6 pairs extra socks
- _____ 6 changes underwear
- _____ Moccasins or tennis shoes
- _____ Toilet Kit containing:
 - _____ 2 wash cloths
 - _____ 2 hand towels
 - _____ Hand Soap
 - _____ Toothbrush & toothpaste
 - _____ Comb or Brush
 - _____ Deodorant
- _____ Medicine in *original containers*
- _____ 2 Large towels for swimming
- _____ Swimsuit (pack on top)
- _____ Jackknife (with Totin' Chip)
- _____ Matches
- _____ Wallet
- _____ Compass
- _____ Electric Flashlight
- _____ Sleeping Bag
- _____ Extra Blanket if desired
- _____ Pillow
- _____ Watch
- _____ Notebook
- _____ Pencils
- _____ Scout Handbook
- _____ Merit Badge Books (for each badge taken)
- _____ Canteen
- _____ Camera & Film/Memory Card
- _____ Bug Spray (non-aerosol)
- _____ Rope for clothesline
- _____ Daypack
- _____ Pack or Duffle bag

*** EXTRAS ***

- _____ Patrol Equipment Chest
- _____ Patrol Flag
- _____ Patrol Totems
- _____ Personal Tent (for overnighter)
- _____ Patrol Axe
- _____ Patrol Saw
- _____ Fishing Equipment
- _____ Laundry Soap
- _____ Advancement preparations
- _____ Musical instrument or songbook
- _____ Personal First Aid Kit
- _____ Money (\$) for Trading Post purchases

THIS LIST IS TO BE USED AS A GUIDELINE,
NEEDS WILL VARY BETWEEN SCOUTS.

SCOUTS MAY BRING CELL PHONES TO CAMP
FOR MERIT BADGE USE, PHOTOGRAPHS,
ETC. BUT WILL **NOT** BE ALLOWED TO USE
THEM DURING MERIT BADGE INSTRUCTION!

SCOUTS SHOULD **NOT** BRING PAGERS,
2-WAY DEVICES, OR PERSONAL COMPUTERS!

* Neat suitable clothes if you do not have a
uniform

YOUR TROOP PROGRAM AT CAMP

Planning Stages - The Troop's Role

The program of the camp is based on the needs, desires and interests of units and individuals as expressed in the Unit Program Schedule. Each unit will have its own program highlights prepared prior to arrival at camp. When you and your Scouts arrive at camp, you'll find a staff that's ready, willing and able to assist you with your week's program. The staff is there, not to lead your unit - that's your privilege as a Scout leader - but to provide assistance in the form of counseling merit badges, providing backup service, and to give the Scouts a role model.

Your unit should plan to take full advantage of your week at camp. Patrol structure should be used to help the Scouts get used to democratic leadership. In order to insure that your Scouts have the opportunity to take and complete the merit badges of their choice, you'll need to coordinate with them and guide them before they get to camp. While at camp, don't forget that you have a voice in how camp is being run. Camp Rotary offers a Leaders Roundtable where your comments will be greatly appreciated. Don't wait until Saturday and your evaluation to tell us your needs. Ask during the week, and you'll be pleased when the staff is eager to help you.

How to Develop your Unit's Program

Planning your program should start now. It is not necessary to plan everything down to the minute. A brief outline is what you need at this time:

- A. Become familiar with this Leader's Guide.
- B. Discuss all program possibilities with your Patrol Leader's Council.
- C. Know the needs and wishes of the Scouts in your unit. Have your patrol leaders make a list of the needs of each Scout in their patrols and the activities they would like to do as a patrol or as a troop. They should report back to the Patrol Leaders' Council.
- D. At the next Patrol Leaders' Council meeting, develop your program based on your needs and desires.
- E. Remember, your troop program must be flexible for you to share the facilities with other troops in camp.

The camp program is the combination of all the factors of living in the camp community. Since each troop's program will be different, the needs and interests are different. There are four general patterns within the troop's program that should be in evidence. They are:

1. Activities in which all members of the troop take part.
2. Activities that are best carried out on a patrol basis.
3. Informal activities more suitable for a few Scouts to do together.
4. Special interests a Scout might follow on their own.

There will be many activities in camp for which adult leaders and troop leadership will accept sole responsibility. They may seek information or help from the staff or a commissioner, but it is important that each troop establish its own identity and gain experience in the building and administration of its own program. It isn't Scout camping unless the patrol is the functioning group in the administration of the troop program in camp. The balanced program - the total living experience in camp - must revolve around the Scout and their personal interests with their friends, in their patrol, in their troop, and in their camp community.

It is the responsibility of adult leaders, troop leaders, and the Patrol Leaders' Council to establish the program and schedule for the troop. Within this program and schedule, adequate time for the four general patterns listed above should be allowed. The troop is a source of authority and the framework within which the complete program is planned as far as the Scout is concerned.

ADVANCEMENT IN CAMP

Summer camp holds many opportunities for advancement, particularly in areas related to the out-of doors. The camp staff includes many experts who will **assist** Scouts in advancement. Scout advancement requirements and procedures, of course, must be followed at camp as they would be in any other setting.

All advancement in Scouting occurs in four parts. This does not change at summer camp. These parts are:

1. **The Scout learns** in meetings, on hikes, while camping, and on their own.
2. **The Scout is evaluated.** The troop leader's council may name patrol leaders, qualified youth leaders, troop instructors, and/or troop leaders of the troop committee to test Scouts on advancement.
3. **The Scout is reviewed.** Boards of review for all progress awards are conducted by at least three members of the troop committee. The rank of Eagle requires a special review by at least three members of the troop committee and a member of the district advancement committee. This is not held in camp.

Procedure at camp:

- a. The progress award review is set up by the Scout Leader and conducted as outlined under #3.
 - b. The review is held by the troop committee and the council advancement report is properly filled out. This form is then sent to the Council Service Center.
 - c. The Camp Director or adult assigned by him will issue rank cards to the Scoutmaster upon request.
4. **The Scout gets their badge.** Merit Badges and Rank awards will not be available in the Trading Post but may be purchased at the Council Service Center. An advancement report will be needed when purchasing the awards and badges.

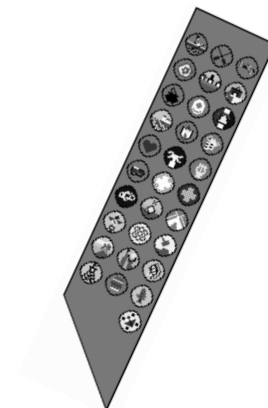
Advancement Planning

To have a successful advancement program at camp, your Scouts should start planning **before** camp. Each Scout, with a leader's assistance, should decide which merit badges and/or rank requirements they will work on in camp. Remember, it's usually better to begin two badges and complete them than to start five badges and finish none of them. We urge that you work with each Scout as much as possible in the pre-camp preparations. Leaders who will be teaching parts of merit badges should also prepare themselves and any materials they may need. Some Star and Life service work is available at camp; contact the Camp Director, Ranger or Nature Director. The Scoutmaster must approve this work in advance.

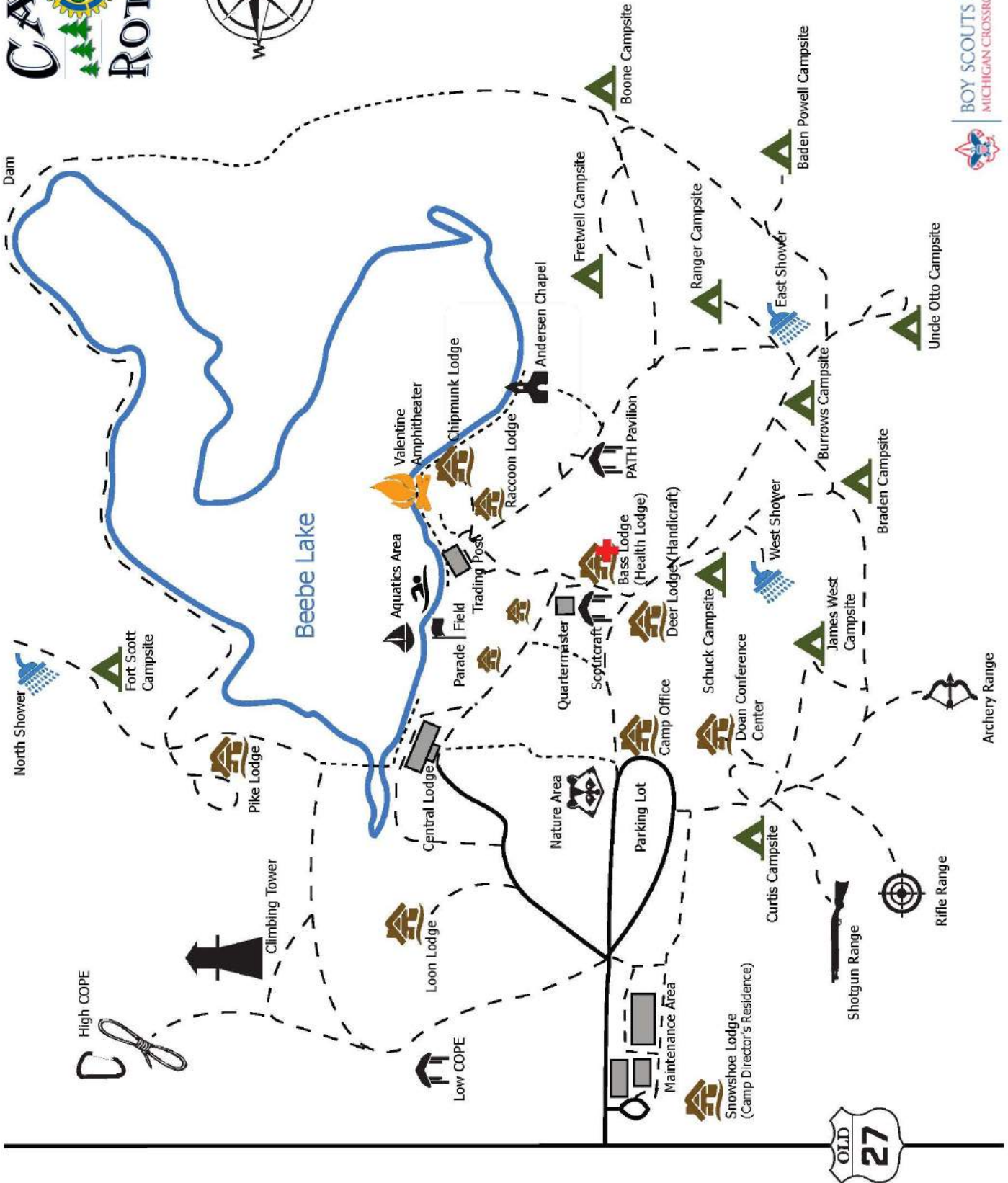
Earning Merit Badges: Merit badges in camp are earned just as they are back home. These steps are:

1. The Scout discusses the merit badge subject with their Scoutmaster and receives a signed merit badge application to indicate that they are eligible to earn the merit badge. This should be done prior to camp. Merit badge applications (Blue Cards) are also available at the Trading Post for a nominal fee. All Blue Cards will be collected your first evening in camp.
2. Before coming to camp, the Scout should obtain and read the merit badge pamphlet. All advance requirements and preparation should be done at home; all pre-requisites must be done.
3. The Scout sees the counselor in camp and goes over all requirements and agrees on a plan of action to complete all requirements. This should be done as soon as possible on Monday.
4. The Scout works with the counselor during the week to do necessary work and must meet every requirement individually.
5. At the end of the week, the Scoutmaster will be given a printout indicating the merit badges completed (partials too) by their Scouts during the week. Please review before you leave camp.

Please make sure that your Scouts come prepared for the Merit Badges they want to work on. **All blue cards must be filled out completely.** Please see the diagram on page 15.

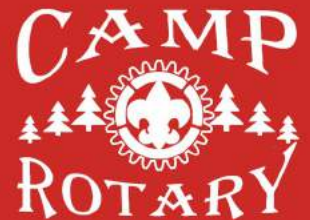
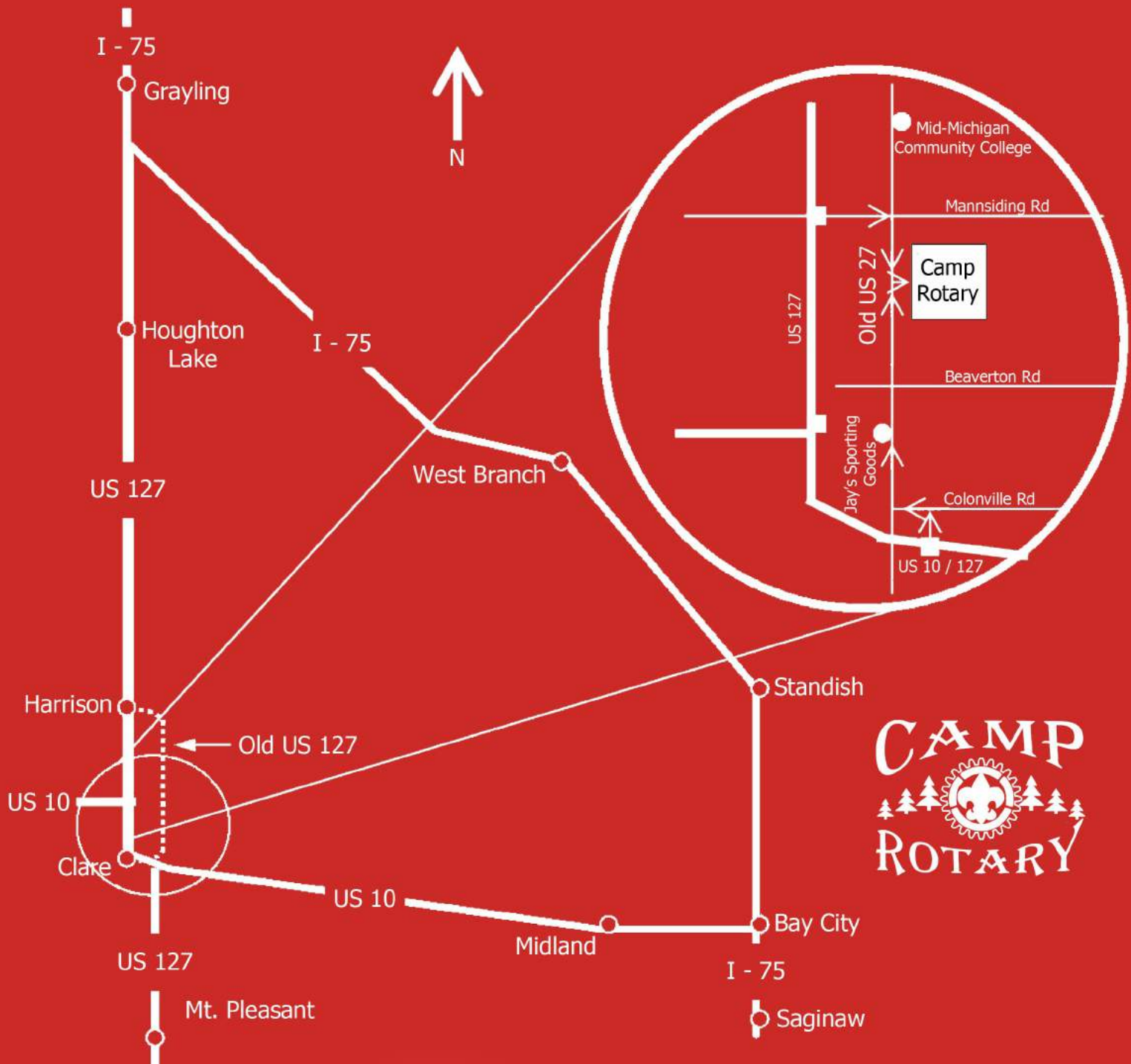


Notes for Summer Camp 2017



How To Get To CAMP ROTARY

3201 S. Clare Ave. ♦ Clare, MI ♦ 48617
Office: 989-386-7943 ♦ Fax: 989-386-3193
camprotary@charter.net



From the South and East

- Take US 10 W or US 127 N and exit at the 2nd Clare exit (Exit 160 - Old 27)
- Turn left (west) on Colonville Rd. & go 1 block
- Turn right (north) at the light on Old US 27 (S. Clare Ave.)
- Camp Rotary is 8 miles ahead on the right side

From the North

- Take US 127 S and exit at the 3rd Harrison exit (Exit 168 - Mannsiding Rd. / Lake George)
- Turn left (east) on Mannsiding Rd. & go 1/2 mile
- Turn right (south) at the light on Old US 27 (S. Clare Ave.)
- Camp Rotary is 1 mile ahead on the left side