

# Camp Coker

## Leader's Guide



Pee Dee Area Council

Florence, SC



Dear Scout Leaders,

Thank you for bringing your troop to Camp Coker in 2020. We know that there are other camps out there and we truly appreciate you choosing Camp Coker. We had a fantastic year in 2019, but there is always room for improvement. As you well know, Scouts receive about 6 months of program at the troop level with their 1-week of camp. We as a staff, want to insure you and your Scouts leave camp feeling they had the best Scouting experience possible.

2020 marks the 50<sup>th</sup> Anniversary of Earth Day. We at Camp Coker plan to commemorate that moment with experiences tailored to enhance your scouts experience in camp. You will notice many programs that incorporate an Earth Day theme. We ask that you come prepared to enjoy our eclectic touches and would encourage your unit to decorate your campsite with a “Earth” theme.

We encourage you to check out our great first year camper program “Trailblazers” and to consider enrolling your first year Scouts in this program. We are placing strong emphasis on this program by providing the mature leadership required to keep a first year Scout’s attention. Please keep in mind, Trailblazers still have an opportunity to earn a couple of merit badges in the afternoon.

You will notice a small increase in fees this year. This increase is needed to help us continue to provide the best staff available to your troop.

During the time between now and this summer, prepare your Scouts for all the merit badge work that may be required before attending camp. As you well know, all merit badges cannot be completed at camp. Every Scout should have the best chance of completing any merit badge attempted at camp.

Keep in mind that merit badges are only part of the Summer Camp experience. We as a Staff also believe that each Scout should have time for just fun. He may want to fish, talk to friends, free swim, and do the other numerous programs offered at camp.

Please stress to your unit our belief that Camp Coker is YOUR camp and that our camp leadership team welcomes any and all suggestions. We hope to improve your experience in your camp every year and can only accomplish that goal with your input. I would also like to ask you as a Scoutmaster to encourage any scout in your unit that fits the camp staffer mold to apply and become a member of our staff. Our program is only as good as our staff makes it.

I would like to again thank you for your commitment to your troop and the Scouting program. This guide should answer most of your camp questions, but if not, please feel free to contact me at the Council Service Center 843-662-6306, my cell phone 843-206-2983 or email at [tara.holberg@scouting.org](mailto:tara.holberg@scouting.org).

Yours in Scouting,

*Tara Holberg*

Tara Holberg

Camp Director

# Table of Contents

Title page	1
Welcome Letter	2
Table of Contents	3
Guiding Principles of Camp Coker	4
Camp Coker Sumer Camp Dates and Campsites	5
Health Lodge at Camp Coker	5
Cost and Registration Information and Refund Policy	6
What to Bring and What Not to Bring to Camp	7
Order of the Arrow at Camp Coker	8
Youth Protection Guidelines	9
Check In and Out Procedures	10
General Camp Rules and Mail at Camp	11
Camp Coker Schedule Part 1	12
Camp Coker Schedule Part 2	13
Activities and Competitions	14
Adult Leader Programs	15
Trailblazers Information	16
Emergency Procedures	18
Dining Hall Procedures	19
Camp Coker Merit Badge Class Periods	20
Camp Coker Troop Roster Form	22
Camp Coker Map	25

# Guiding Principles of Camp Coker

## MISSION STATEMENT OF THE BOY SCOUTS OF AMERICA

It is the mission of the Boy Scouts of America to serve others by helping to instill values in young people and, in other ways, to prepare them to make ethical choices over their lifetimes in achieving their full potential. The values we strive to instill are based on those found in 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 times: To keep myself physically strong, mentally awake, and morally straight.

## SCOUT LAW

A Scout is: Trustworthy, Loyal, Helpful, Friendly, Courteous, Kind, Obedient, Cheerful, Thrifty, Brave, Clean, and Reverent

## SCOUT MOTTO

Be Prepared

## SCOUT SLOGAN

Do a Good Turn Daily



# Camp Coker Summer Program Dates

Staff Week	June 7-13, 2020
Boy Scout Summer Camp Week 1	June 14-20, 2020
Boy Scout Summer Camp Week 2	June 21-27, 2020
Webelos Adventure Camp	July 5-8, 2020
Cub Buddy Weekend	July 10-12, 2020
Boy Scout Summer Camp Week 3	July 12-18, 2020
OA Week	July 19-26, 2020

## Health Lodge at Camp Coker

- A Boy Scout Medical Form Part's A, B, & C must be completed for all Scouts and Adults at Camp Coker.
- All Medical Forms must be signed by a Doctor and presented along with the Scout or Adult at the Health Lodge.
- All Medications must be brought to camp in original packaging with instructions.
- If multiple medications are needed, please place in a Zip lock bag with the Scout's Name and Troop #.
- A lockable storage box, provided by the leaders and inspected by the Health officer, must be used to keep medications in campsite
- All medications requiring refrigeration will be kept in the Health Lodge.
- Upon check in a Medical Screening will take place in the Health Lodge.

## Campsite Capacity

Cayce	3 Tents, 3 Adirondacks	48 Scouts & Leaders
Clemmons	12 Tents	24 Scouts & Leaders
Copenhaver	16 Tents	32 Scouts & Leaders
Elk	8 Tents	16 Scouts & Leaders
Hartsville	18 Tents	36 Scouts & Leaders
Holiday	19 Tents	38 Scouts & Leaders
Horry	2 Tents, 3 Adirondacks	22 Scouts & Leaders
Shaw	2 Tents, 3 Adirondacks	22 Scouts & Leaders
Stowe	12 Tents	24 Scouts & Leaders

If a unit plans on bringing more Scouts than there are tents available in a campsite, please call the Camp Director to see if any accommodations can be added.

# Cost of Summer Camp

Early Bird Fee	Youth	\$250
Must pay in FULL before March 3, 2020 by 5:00pm	Adult	\$100
Regular Camp Fee	Youth	\$280
Must pay in FULL before April 30, 2020 by 5:00pm	Adult	\$125
Late Camp Fee	Youth	\$335
	Adult	\$185

## Discount for Adult Leaders

If a unit brings 8 youth to camp, then one leader is free. If the unit brings 16 youth to camp the second adult is half price, therefore pays \$50. There are no discounts on 16 or more youth. If you have 7 youth, then you will have to pay full price for all adults. If you have 15 youth, you will receive one adult free, but all other adults will be full price.

## Registration

All registration for summer camp will be done online this year. Please use this link when registering your troop or provisional scout: <http://peedeescouts.us/event-registration>. When a unit registers, they will submit a roster of the youth and adults that are paying to come to camp. All camp fees collected will be associated with a youth or adults name. Please refer to the online registration for deadline dates and fees. If a youth or adult decides not to attend Camp Coker, one of two things can be done. One, the unit may fill the slot with another youth or adult or two, the individual youth's parents or adult can request a refund. Unit Rosters and Merit Badge Selections must be turned in by May 29, 2020.

## Refund Policy

Camp Coker strives to provide the very best quality program possible. We enter into obligations with our staff and vendors in the spring before summer camp opens. Because cancellations undermine our ability to provide a quality program, no fees will be refunded, except in cases of the death of an immediate family member, sickness or injury, or a military transfer. In these cases, we will refund all but the first payment when verified by a physician, military commander or other such official. Reasons such as vacation schedule, summer school and last-minute changes of mind are not acceptable reasons for refunds.

Scouts who leave during a week of camp will not receive a refund. All Refund requests must be submitted in writing before May 1, 2020 to the office to the attention of the Camp Director. Please refer to the online registration for a full explanation of the refund process.

## What to Bring to Camp...

Clothes	Bedding	Toiletries	Optional Gear
<ul style="list-style-type: none"> <li>• Scout Uniform (Field &amp; Activity)</li> <li>• T-Shirts (6 minimum)</li> <li>• Boots / Shoes</li> <li>• Socks (6 Pairs minimum)</li> <li>• Long Pants</li> <li>• Sweater / Jacket</li> <li>• Swimsuit</li> <li>• Raincoat / Poncho</li> </ul>	<ul style="list-style-type: none"> <li>• Sleeping Bag / Sheets</li> <li>• Pillow</li> <li>• Mosquito Netting</li> </ul>	<ul style="list-style-type: none"> <li>• Comb / Brush</li> <li>• Towel / Washcloth</li> <li>• Deodorant</li> <li>• Soap &amp; Shampoo</li> <li>• Toothbrush &amp; Toothpaste</li> <li>• Sunscreen &amp; Bug spray</li> <li>• Shower Shoes</li> <li>• First Aid Kit</li> </ul>	<ul style="list-style-type: none"> <li>• Flashlight with batteries</li> <li>• Camera</li> <li>• Folding Pocket Knife</li> <li>• Fishing Gear</li> <li>• Sunglasses</li> <li>• Compass</li> </ul>

## Advancement Materials to Bring to Camp

- |                  |                  |            |                        |
|------------------|------------------|------------|------------------------|
| • Scout Handbook | • Pen and Pencil | • Notebook | • Merit Badge Pamphlet |
|------------------|------------------|------------|------------------------|

## What Not to Bring to Camp

<ul style="list-style-type: none"> <li>• Hunting or Sheath Knives</li> <li>• BB / Airsoft Guns</li> <li>• Electronic Games</li> </ul>	<ul style="list-style-type: none"> <li>• Firearms / ammunition</li> <li>• Sling Shots</li> <li>• Cell Phones</li> </ul>	<ul style="list-style-type: none"> <li>• Fireworks</li> <li>• Mp3 Players</li> <li>• Candy</li> </ul>	<ul style="list-style-type: none"> <li>• Bows / Arrows</li> <li>• 2-way Radios</li> <li>• Soft Drinks</li> </ul>
---	---	---	--



### *Order of the Arrow*

The Order of the Arrow is Scouting's National Honor Society. Camp Coker is home to Santee Lodge 116. During Summer Camp there are plenty of ways to see the Santee Lodge in action and be involved.

### *Santee Lodge Call-Out*

The Santee Lodge Callout occur Wednesday night at 8:30 pm in the Council Ring. Units should meet at the Council Ring at 8:00 pm. All those in camp are requested to attend this important event.

### *National Policy Regarding OA Ceremonies*

Youth and Adults elected into the Order of the Arrow have earned the privilege of learning leadership abilities through a safeguarded ceremonial induction. The ceremonies are true to Scout tradition and within the spirit of the Scout Oath and Law. If there are any concerns, please contact Santee Lodge or the Camp Director. Leaders please advise non-OA members including parents, adults, and other leaders regarding OA ceremonial policy: The call out on Wednesday is the only public recognition ceremony.

### *Order of the Arrow Ice Cream Social*

The Order of the Arrow Ice Cream Social offers food and fellowship to all members of the Order. Guest lodge members are always welcome. The Social will be Thursday night at 9:00 pm in the Dining Hall.



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

### **Two Deep Leadership**

Two registered adult leaders or one registered adult leader and a parent of the participant, one of whom must be 21 years of age or older, are required on all trips and outings. The Chartered Organization is responsible for ensuring that sufficient leadership is provided for all activities.

### **No One-On-One Contact**

One-on-one contact between an adult and youth member is not permitted. In situations that require a personal conference, such as a Scoutmaster conference, the meeting is to be conducted in view of other adults and youth.

### **Respect of Privacy**

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

### **Separate Accommodations**

When camping, no youth is permitted to sleep in the tent of an adult other than his own parent. Camp Coker has individual shower and bathroom facilities used by youth and adults.

### **Proper preparation for high endurance activities**

Activities with elements of risk should not be undertaken without proper preparation, supervision, and safety measures.

### **Boy Scouts of America Smoke Free Policy**

It is BSA policy to provide a smoke free environment for all Scouting participants. Therefore, smoking is not permitted on Camp property, in the presence of youth, or in buildings. You can smoke only in the parking lot across the street from Camp Coker.

# Check In/Out Procedure

## Before you arrive

Check your units' BSA Medical Form Parts A, B, & C. Please bring copies for both you and the health officer. You will need one for both youth and adult. If there are any personal medications, please have them in a zip lock bag with the Scout's name, Troop number, and Campsite on it. Remember, you will need two adults in camp with your Troop, one must be a registered Scout leader. All Leaders coming to camp must bring a copy of their Youth Protection Certificate to turn in at check in.

## Upon arrival

Camp opens for check in at 2:00pm and we ask that each unit park in the main parking lot during this time. The Scoutmaster should be on hand, during and after registration, to supervise Scouts during move-in. The Camp Tour will be given by your Troop Guide. The Guide will direct you to your swim check for all campers and to the Health Lodge for Medical Screening. All check in paperwork and other administrative duties are in to be completed in Stallworth Lodge.

You may drive one vehicle to your campsite for unloading. No other vehicles will be allowed into camp. Please be prepared to move ALL your gear with one vehicle. No vehicles will be allowed at campsites after 7:00 pm. The main parking lot located across the road from Stallworth Lodge. Do not go to your campsite until Scoutmaster verifies campsite assignment, and your Troop Guide has given you a tour of Camp Coker.

## Checkout Procedure

Breakfast is served in the Dining Hall at 7:30am. Unit Scoutmaster or Assistant Scoutmaster must report to Medical Lodge for Medical Records. The Scoutmaster must then supervise the Scouts preparing to leave the campsite. Troop Guide's will be on hand to inspect the campsite. No units are to leave their campsites without clearance. Failure to obtain clearance from the Camp Director or representative will result in a \$100.00 cleaning and or administrative fee.

## Visitors

Except for family night, visitors are welcome between the hours of 6:00pm and 10:00pm. All visitors must check in at the camp office (Training Center). Remember no pets are allowed at camp. Visitors are welcome on Wednesday night for Family Night when troops savor the opportunity for a covered dish meal from home. Remember that **ALL VISITORS MUST follow Camp Coker Rules and Dress Code. Please be sure all family members are aware of our camp policies.**

## Leaving / Returning Camp

If for any reason you must leave camp, you need to sign in/out at the Camp Director's Office (Training Center on the Porch). Leaders: remember you still must maintain two deep leadership, even if you need to leave camp.

## Vehicles in Camp

One vehicle per troop will be allowed in camp during loading or unloading on Sunday afternoon and Saturday Morning only. On Wednesday afternoon one vehicle will be allowed for each Troop to transport food into the campsite.

If a vehicle is needed for medical reasons, the unit can apply for a vehicle pass two weeks prior to camp, in writing to the Camp Director. The pass will only allow for the Scout or adult with the medical reason and a driver if applicable. If the driver is seen by staff driving around anybody else the pass will be revoked.

# General Camp Rules

- No firearms, bows and arrows, or ammunition of any kind may be kept in the possession or brought to camp by any Scout, Scouters, or Adults.
- No Alcoholic beverages, marijuana, or other unlawful drugs are permitted on camp property. There are absolutely no exceptions to this policy. One strike and you will be asked to leave camp property.
- Shoes must always be worn. Flip-flops or open toed shoes or shoes with holes in them are not allowed except in the showers. Leaders set the example.
- Everyone must sign in or out when entering or leaving camp at the Training Center Porch.
- A Field Uniform, correctly worn, is required for all evening meals, and to be worn on family night.
- No pets are permitted on camp property.
- No ATV's are allowed on camp. Bikes are allowed and must pass a safety inspection.
- No Sheath knives.
- No Smoking except in designated areas. This includes electronic cigarettes. The designated smoking area in the parking lot across the street from Camp Coker,

## Mail at Camp Coker

The camp has daily service. Please inform your parents or guardian that mail should not be sent to campers after Wednesday of a given week because it probably will not arrive before the camper leaves camp. Mail call will be daily at lunch! Letters and cards should be addressed as follows:



Scout's Name

Troop # / Campsite

Camp Coker, BSA

2056 Camp Coker Road

Society Hill, SC 29593

Outgoing mail is placed in the mailbox every morning at 9:30 am. There is a drop basket in the Trading Post for outgoing mail and stamps are available in the Trading Post.

# Camp Coker Schedule

## Sunday

- 2:00pm Gates Open (registration at Stallworth Lodge, camp tour, swim check, health screening)
- 5:00pm Retreat to Campsites (set-up and prepare for dinner)
- 5:15pm Scoutmaster meeting at Dining Hall porch
- 5:45pm Evening Assembly (Flagpole near Dining Hall)
- 6:00pm Dinner (Dining Hall)
- 7:00pm Mandatory Shooting Sports Safety Briefing (Anybody taking Rifle, Shotgun, Archery)
- 7:30pm Vesper Service (Copenhaver Chapel)
- 8:30pm Assemble for Campfire (Council Ring)
- 8:45pm Welcome Troops (Council Ring)
- 11:00pm Taps (Good Night!)

## Monday—Thursday

- 7:00am Good Morning Camp Coker!
- 7:45am Morning Assembly (Flagpole)
- 8:00am Breakfast
- 9:00am Troop Activity time
- 9:15am Scoutmaster Meeting (Dining Hall Porch)
- 10:00am Advancement Session One (ends at 10:50 am)
- 11:00am Advancement Session Two (ends at 11:50 am)
- 12:00pm Lunch Assemble (Dining Hall Porch Steps)
- 12:15pm Lunch
- 12:45pm Free Time
- 1:30pm Advancement Session Three (ends at 2:20 pm)
- 2:30pm Advancement Session Four (ends at 3:20 pm)
- 3:30pm Open Swim, Boating and Ranges
- 5:00pm Free Time Ends (prepare for dinner)
- 5:45pm Evening Assembly (Flagpole near Dining Hall)
- 6:00pm Dinner (Dining Hall)
- 7:00pm Twilight Session
- 9:00pm Free Time
- 11:00pm Good Night! (Quiet Time! A Scout is Courteous!)

## **Wednesday**

- 5:30pm Front Lawn-Retreat Ceremony
- 6:00pm Dinner with Family and Friends (campsites) (Request only for Dining Hall)
- 7:00pm Camp Fun Activity
- 8:00pm Campfire Assembly (Council Ring)
- 8:45pm Family Night Campfire and OA Callout
- 11:00pm Good Night Camp Coker!!!

## **Friday**

- 7:00am Good Morning Camp Coker!
- 7:45am Morning Assembly (Flagpole near Dining Hall)
- 8:00am Breakfast (Dining Hall)
- 9:00am Free Time (refer to troop activities)
- 9:15am Scoutmaster Meeting (Dining Hall Porch)
- 9:30am Advancement Session One (ends at 9:55 am)
- 10:00am Advancement Session Two (ends at 10:25 am)
- 10:30am Advancement Session Three (ends at 10:55 am)
- 11:00am Advancement Session Four (ends at 11:25 am)
- 11:30am Free Time (refer to troop activities)
- 12:00pm Lunch Assembly (Dining Hall Porch Steps)
- 12:15pm Lunch (Dining Hall)
- 1:15pm SPL Meeting (Information for the afternoon events)
- 1:45pm CAMP COKER CHALLENGE
- 5:45pm Dinner Assembly (Flagpole near Dining Hall)
- 6:00pm Dinner (Dining Hall)
- 6:45pm Free Time
- 8:30pm Campfire Assembly (Council Ring)
- 9:30pm Troop Time
- 11:00pm Good Night Camp Coker!

## **Saturday**

- 7:30am Breakfast in the Dining Hall
- 8:00am Check out Begins

# Activities & Competitions

Camp is more than just Merit Badges and the fun does not stop when class is over. Check out some of the activities that will happen during the week after Merit Badge classes. The Camp Staff hopes to utilize every inch of our main Camp area to bring you and your Scouts constant activities and events from 'Good Morning' to 'Good Night'. Here are just a few of those activities:

## Open Ranges

- Open Archery Monday and Tuesday from 3:45pm to 5:00pm and Tuesday 7:00pm to 8:30pm
- Open Rifle Monday 3:45 to 5:00pm and Tuesday 7:00pm to 8:30pm (\$2 for 20 shots payable at the Trading Post with a max of 60 shots per day per Scout)
- Scoutmaster Shoot off Monday from 7:00pm to 8:30pm
- Scoutmaster VS Senior Patrol Leader Shoot off Thursday from 3:45pm to 5:00pm
- Both Ranges will be open on Wednesday night, 7:00pm to 7:45pm for family night parents only.

## Open Aquatics

- Troops must provide qualified supervision to help out with aquatics activities or activities may be limited or canceled.
- Open Swim Monday and Thursday from 7:00pm to 8:30pm
- Open Boating on Tuesday from 7:00pm to 8:30pm
- In and Out Canoe Race Wednesday at 7:00pm

## Troop Competitions

- Troops must register at the SPL meeting the day of the event. All competitions start at 7:00pm.
- Activity schedule will be distributed at check-in.

## Camp Games

Throughout the week, there will be many free time games for anyone interested. There are: Checkers, GaGa Ball, Volleyball, Basketball, Kick Ball, and Ping Pong Ball to name a few.

# Adult Activities at Camp Coker

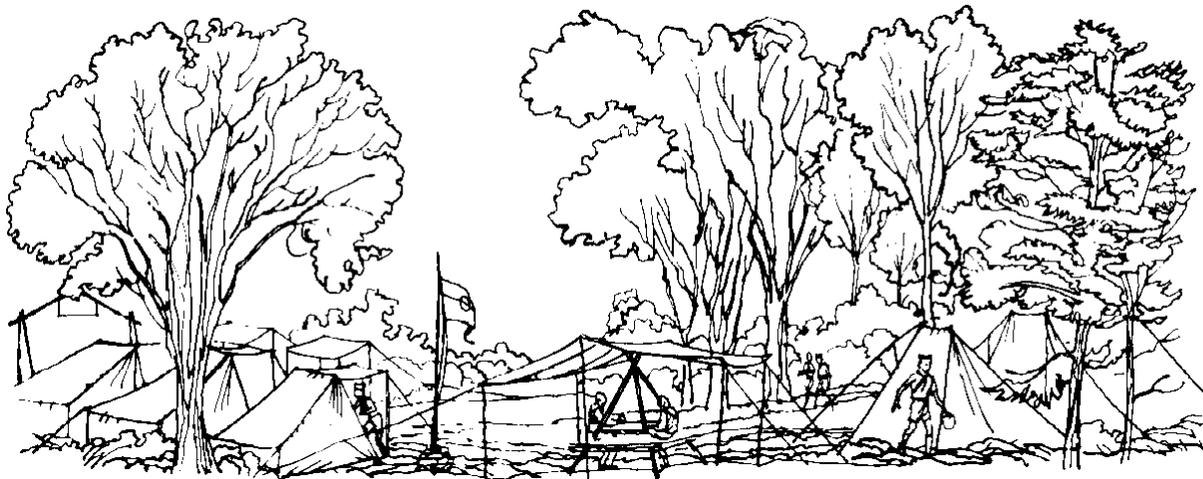


Camp is no longer just a place for Scouts to have fun and earn merit badges. Adults are also encouraged to get down and dirty, have a great time, and participate in our activities for adults.

This year at Camp Coker we have several training opportunities planned such as Youth Protection, Safety Afloat and Safe Swim Defense. Camp is not only about getting training to help provide a better and safer program for your units but also having fun, such as the Scoutmaster Shoot Off Monday evening.

In addition, do not forget about the Scoutmaster Merit Badge, it is a fun and easy way to get involved while you are at Camp Coker and earn a patch in the process.

A detailed list of activities will be published in January 2020.



# Trailblazers

**For those Scouts who are working on their early rank requirements:**

Trailblazers is Camp Coker's premier first year campers' program. This program has been designed to teach your first year Scouts many of the skills pertaining to the revised requirements for the Scout Rank through First Class. Each unit is asked to provide an adult leader to help supervise the patrols.

Scouts will be formed into patrols for the duration of their week at camp. A dedicated member of Camp Coker's Trailblazer staff will lead each patrol. The patrols will work together each morning or afternoon, learning important Scout Skills such as:

- Knot Tying
- Lashing
- Wood Tools Safety
- First Aid
- Orienteering
- Camping & Hiking Skills Safety
- Teamwork & Leadership
- Citizenship
- Fire Safety

## **Purpose**

To provide a structured, skill-oriented summer camp program to fulfill the needs of the first-year camper, especially those who are just beginning their path in Scouting.

## **Objectives:**

- To teach basic Scout skills
- To teach the patrol method through practical application
- To work on selected requirements and teach the Boy Scout advancement program
- To make learning and advancement fun
- To increase the tenure in Boy Scouts troops



# Emergency Procedures

## Limitation of Activity

Campers and Leaders will be notified as necessary if activity must be limited because of temperature, humidity, or severe weather. Scouts & Leaders will receive information at their program area.

## Emergency Call

The general emergency call will be the ringing of the bell at the Dining Hall. Units should line up at the Flagpole in formation when they hear the call.

## Fire

In the case of fire, evacuate the tent, building, or area immediately. Notify the Program Director, Camp Ranger, or Camp Director. Report to Activity Field by the Handicraft Lodge.

## Medical

Stay calm! Immediately notify the Camp Medical Officer or nearest staff member. All injuries must be logged in at the Health Lodge.

## Child Abuse

Suspected child abuse whether physical, mental, emotional, or sexual should be reported to the Camp Director or, if he/she is not present, the Program Director. You should try not to seek proof yourself or to question any Scouts.

## Earthquake / Flood/ Severe Weather

Take cover. The program or Camp Director will assemble units if required. Assemble at the Dining Hall or in a building with cover.

## Lost Person/ Lost Swimmer

If you suspect a lost person or lost swimmer, immediately notify the Program or Camp Director. All Troops assemble at the Flagpole for headcount.

## Unauthorized Persons

If you suspect unauthorized persons are on camp property, immediately notify the Program Director, Camp Director, or Camp Ranger. Authorized visitors must sign in at the Training Center.

# Dining Hall Procedures

No wet bathing suits, sleeveless shirts/tank tops, chewing gum, hats, hiking staffs, backpacks or flagpoles are allowed in the Dining Hall.

## Table Waiter System

1. Units will be assigned tables on Sunday afternoon and will sit at these tables for all meals.
2. Table Waiters will be assigned for every table and will serve for three meals beginning Sunday evening, then rotating with other Scouts in the Troop.
3. Table Waiters will report to the director at the Dining Hall at 7:45 am for breakfast, 12:00 pm for Lunch, and 5:45 pm for Dinner.
4. Table Waiters will set up their Troop seating area before meals and will clear the area after meals. Clean up includes wiping tables, sweeping around the tables and mopping.
5. After the meals, the Waiters leave the Dining Hall when the Dining Hall Steward dismisses them.

## Menus

Dining Hall menus are well balanced and designed to feed hungry Scouts and Leaders. In addition to the main entrée offered at each meal, other options are available for those with special dietary needs. Peanut butter and jelly, and a salad bar are available at all noon and evening meals.

## Special Dietary Needs

If a Scout has a dietary restriction and the dining hall will need to make special accommodations, a request must be submitted in writing to the Camp Director by May 1, 2020. Camp Coker will make every effort to accommodate the need however, there may be some accommodations that cannot be made.

# Camp Coker 2020 Merit Badges

Archery	Bird Study
Basketry (Twilight)	Canoeing^
Citizenship in the Community*	Citizenship in the Nation*
Citizenship in the World*	Emergency Preparedness*XX
Environmental Science*XX	Fingerprinting (Twilight)
Fire Safety	First Aid*
Fish and Wildlife Management	Fishing (Twilight)
Forestry	Game Design (Twilight)
Geology	Indian Lore
Insect Study	Kayaking^
Leatherwork	Lifesaving^*XX
Motorboating^	Moviemaking
Nature	Personal Fitness*
Personal Management	Photography
Pioneering XX	Rifle Shooting
Shotgun Shooting	Small Boat Sailing^ XX
Soil and Water Conservation XX	Swimming*
Trailblazers XX	Weather
Wilderness Survival	Woodcarving

XX denotes it is a 2-period class.

\* denotes Eagle Required Merit Badges

^All Boating & Swimming Merit Badges require passing the BSA Swim Test during Check In at Camp Coker.

All Merit Badge Fees are to be paid online at registration.

## CAMP COKER SCOUT COWBOY ACTION SHOOTING PROGRAM:

Scouts will be shooting 6-shot revolvers at a spin target against each other as well as a lever action rifle. Both firearms are 22 caliber. This course is being offered Wednesday from 3:30pm until 5:00pm and Friday 10:00am until 11:00am. The cost for this class is \$5.00. Each Scout must have a signed parent release form which is found on the online registration.

