



**Program
Pamphlet**

BASE CAMP

First-Year Camper Experience

Recommended for:

- Those new to Scouting
- Arrow of Light Scouts that have recently crossed over
- Scouts that have not yet achieved the Tenderfoot rank
- Ages 10 – 12

Overview

The Base Camp program is an excellent way for new Scouts to get involved by learning and using basic Scout Skills and practicing teamwork. Our goal is to provide these new Scouts with a fun and memorable first summer camp experience. While rank advancement is an important goal to strive for, Base Camp aims to have the Scouts “learn by doing”. The fun activities will have the Scouts stray away from learning in a classroom environment and instead focus on the excitement summer camp has to offer.

Base Camp is an all-morning program where participants will be organized into Patrols of 5 to 8 Scouts. These Patrols will work together with the aid of the Base Camp Staff to accomplish new goals set for them each day. Each major goal of the day is directly related to basic Scout Skills or rank requirements and will provide a deeper understanding of the skills being developed. Scouts who join Base Camp will be given a Base Camp Passport to keep track of their progress through the collection of stamps. Stamp earning ranges in complexity and may have them exploring the other amazing programs Camp Alpine has to offer for them in the coming years. Additionally, earning new stamps will provide them with something new to look forward to during their stay at Camp Alpine.

We recommend this program for youth new to the Scouting program, lower rank Scouts (i.e., Scout Rank) and Arrow of Light Scouts that have recently transitioned to a Scouts BSA Troop.

Base Camp will also be holding Base Camp Boost once during Evening Program. This portion is open to all Scouts attending Camp Alpine to work on earning specific rank requirements that may be more difficult to complete in their Troops at home.

This year, Base Camp will also have the opportunity to earn merit badges by joining an Ascent class in Block C! In your registration you will be able to select from a list of Block C classes to take the whole week. Some classes earn one merit badge, like swimming, but most earn two! Make sure to check the prerequisites and bring them to camp with you to show your merit badge counselor.

Planned Base Camp Activities

- Patrol Method
- All essential First Aid rank requirements
 - Including CPR/AED
 - Starting the First Aid Merit Badge
- Axe, Knives, and Tools (Totin’ Chit)
- Fire Making and Fire Safety (Firem’n Chit)
- Knots, lashings, rope and pioneering
- Nature exploration
- Orienteering and map skills
- Leave No Trace rules
- Pool Day
- Swim tests
- Safe swimming
- Rescue methods
- 5-mile hike
- Scavenger hunt
- Scout Jeopardy
- Scouting games

Base Camp - Merit Badges

Program Area	Block Name	Merit Badges: Prerequisites	Fee
Aquatics	Swimmer	Swimming* : None	\$20
Crafts & Cultures	Ambassador	Citizenship in the World* : do the research required for 3; optional: 4b, 8 Scouting Heritage : 5, 6	
	Creator	Art : 6 Photography : Bring a camera or phone with a camera to camp	\$10
Ecology	Botanist	Forestry : 5, 8 Plant Science : 7, 8.3e	
	Environmentalist	Environmental Science* : 6, 11 Sustainability* : 9	
	Zoologist	Mammal Studies : 5 Nature : 7a or 7b	
Outdoors Skills	Firefighter	Emergency Preparedness* : earned First Aid Merit Badge, 1, 8b Fire Safety : 5g; optional: 10b	
	Rescuer	Orienteering : None Search and Rescue : 1, 4, 6	
	Responder	Emergency Preparedness* : 1, 8b First Aid* : 1, 5	

- * = Eagle-required Merit Badges

Tracking Advancement

Camp Alpine Counselors will track the individual progress by each Scout towards the requirements for each Merit Badge or Award. The Area Director is then responsible for entering the data into the registration system. We will do our best to upload the requirements daily, but long days and staff workload sometimes impedes this goal. The deadline for individual Scouts to hand in requirements to their counselor is noon Friday, which should allow all records to be updated by the time Scouts depart on Saturday morning. At the end of camp, Leaders have two ways of recording the advancement of their Base Camp Scouts:

- Physically:** The Base Camp Passport of each participant will hold proof of the requirements they have completed. Leaders are welcome to use the passport like your Scout guidebook for updating your advancement records.
- Digitally:** The Registration Contact can then download that information from the registration site in a PDF summary, or as a Scoutbook-ready import. Your Advancement coordinator can then use that to directly update the Scoutbook records for each Scout online. Unit leaders will be offered an in-person tutorial on how to recover this data during their time at camp. A guide on how to export and import the data will be included in the Check-Out Packets. A video tutorial will also be shared with Registration Contacts after the closeout of the camp.

Important Information

- Scouts do not earn requirements by signing up to Base Camp, they need to actively participate in the program and show their completion of the requirements.
- The Base Camp program does not fulfill all the requirements for any rank. The remaining requirements are time-dependent; Parent, Leader, and Scout dependent; or Troop dependent.
- Some requirements are weather dependent so they may only be completed at camp if weather conditions permit.