

2004

WILDERNESS



“The Adventure Begins where the Road Ends”

LEADERS GUIDE

CAMP WILDERNESS

Boy Scout Camp

Northern Lights Council

Boy Scouts of America

WHO: All Boys Scouts

WHAT: one week at CAMP WILDERNESS

COST: \$165 if paid in full by April 30, 2004 or \$170 after May 1, 2004

2004 CAMP DATES

Week One June 13-19

Week Two June 20-26

Week Three June 27-July 3

Week Four July 4-10

Week Five July 11-17

Week Six July 18-24

Week Seven July 25-31

Spend a week in the north woods of Minnesota. Fun and adventure are waiting for you at Camp Wilderness.

While at camp, perfect your skills on the range. Go for the bull's eye with a bow and arrow or reduce clay pigeons to dust with rifles and shotguns. If you're really adventurous, give the old-time black powder rifles a shot, their thundering blasts will blow you away.



Scoutcrafts include Leatherwork, wood carving, lashing, and pioneering.

Ask your Scout Master about how you can participate in High Adventure Programs while at Camp--canoe trips, Project C.O.P.E., and more!



On a hot day take advantage of the cool water and go canoeing, fishing, boating, kayaking, sailing, or sailboarding.



CAMP WILDERNESS

Boy Scout Camp

Northern Lights Council

Boy Scouts of America



Work on a service project with your Troop



Learn about the environment



Hit the Bulls eye at Archery



Play some Checkers or Chess with other Scouts

Merit Badges:

At Camp Wilderness you can work on the following Merit Badges:

- | | |
|------------------------|---------------------------|
| Archery | Astronomy |
| Basketry | Camping |
| Canoeing | Cooking |
| Emergency Prep. | Environmental Science |
| First Aid | Fish & Wildlife Mgmt |
| Fishing | Forestry |
| Geology | Indian Lore |
| Insect Study | Journalism |
| Leatherwork | Lifesaving |
| Mammal Study | Motorboating |
| Muzzleloading Shooting | Nature |
| Orienteering | Pioneering |
| Photography | Reptile Study |
| Rifle Shooting | Shotgun Shooting |
| Rowing | Small Boat Sailing |
| Swimming | Soil & Water Conservation |
| Weather | Wilderness Survival |

CAMP WILDERNESS

Boy Scout Camp

Northern Lights Council

Boy Scouts of America

In-Camp High Adventure Challenging Outdoor Personal Experience C.O.P.E.

This High Adventure program is the perfect opportunity for older Scouts to experience all-out thrills and excitement.

You will learn the importance of **trust**, **teamwork**, and **communication**.

Carry these skills throughout the week as you learn the basic techniques of mountaineering.



Improve your leadership and problem-solving skills during this challenging week at Boy Scout Camp.

The flight down the 400' Zip line will be an experience you will never forget



Which C.O.P.E is right for you?

- C.O.P.E is for Scouts 13 and older.
- Adult leader C.O.P.E is for 12 Adults each week.



C.O.P.E. crews consist of 12 members. Because space is limited, sign up prior to your arrival at camp by contacting your Unit Leader.

CAMP WILDERNESS
Boy Scout Camp

Northern Lights Council

Boy Scouts of America

In-Camp High Adventure
Mississippi, Big Fork, or Crow Wing River



Make new friends



Pack your gear for a trip you won't forget

Climbing Tower



Challenge yourself on the tower

Learn skills of mountaineering



CAMP WILDERNESS
BSA MISSION STATEMENT

Northern Lights Council

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 lifetime in achieving their full potential.

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	Obedient
Loyal	Cheerful
Helpful	Thrifty
Friendly	Brave
Courteous	Clean
Kind	Reverent

The values we strive to instill are based on those found in the *Scout Oath and Law*:

***PHILOSOPHY OF THE
NORTHERN LIGHTS COUNCIL
SUMMER CAMPS***

*Our purpose as a Staff is to provide a flexible program
which can be used by Units with their own leadership toward
the attainment of the objectives of Scouting:*

Character Building. Citizenship Training. Physical and Mental Fitness.

With this purpose in mind, we must strive to reach certain goals in the conduct of our camp program—

- ◆ To seek out new ways to help the youth we serve recognize and develop all that is positive within them.
- ◆ To work to strengthen the year-round program of every troop that attends camp.
- ◆ To provide increased support and flexibility for the development of the individual troop's summer camp program.
- ◆ To give leaders a better understanding of Scout methods of camping.
- ◆ To encourage and aid leaders in the development of strong, functional patrols.
- ◆ To set an unparalleled standard of professionalism and excellence in everything we do.
- ◆ To maintain the momentum developed in previous summers by continuing to developing new and exciting program opportunities and to think in terms of the future benefits of our work.

CAMP WILDERNESS

PREFACE

Northern Lights Council

Boy Scouts of America

PLEASE READ

The purpose of this guide is to provide detailed information about the program and policies of Camp Wilderness. The information contained in this guide has been prepared by the Camp Director and is representative of the plans for the 2004 summer season at the time of publication. **However, the authors wish to remind readers that changes to the information contained in this guide may be necessary before or during the summer season.** Troop leaders can expect to receive written notification of any significant changes; however, we do not foresee any such changes at this time. *Minor changes will be presented upon the arrival of troops to camp.* In addition to the camp policies listed in this guide, the rules and regulations of the National Council of the Boy Scouts of America must also be followed in all our summer activities. Where disagreement between National policies and this guide occur, the National policies will govern.

All of us involved in the operation of the Camp Wilderness would like to thank the many Leaders and Staff Members who have made suggestions on how this guide and the summer camp program can be improved. Thanks to their efforts, we hope that we have created a document that will be both easy to use and informative as you prepare for your summer camp adventure.

“In the operation of the Summer Camp Food Service Program, no child, as defined by the Program regulations, will be discriminated against because of race, sex, color, national origin, age or handicap. Any person who believes that a child has been discriminated against in any USDA related activity should write immediately to the Secretary of Agriculture, Washington, D.C. 20250.”



CAMP WILDERNESS
FROM THE CAMP DIRECTOR

Northern Lights Council

Boy Scouts of America

Dear Scout Leaders:

It is hard to believe that another summer has come and gone and it is time to start to looking ahead at the upcoming summer season. Each year we continue to make improvements to the camp and the programs offered to make the camp a fun and safe place to be. It is our goal to make your camping experience a positive one.

The camp has seen a lot of growth with Scouts from throughout the Midwest and as far away as Europe and Asia. We even have some Scouts from around the world that are looking to the summer of 2004 to make Camp Wilderness there home.

Please start to plan now for the 2004 season at Camp Wilderness. The staff and I are looking forward to seeing you at camp and providing a quality program for your Scouts.

Yours in Scouting,

Brad Olson
Camp Director

CAMP WILDERNESS

CHANGES AND REMINDERS

Northern Lights Council

Boy Scouts of America

PRE-REGISTRATION

You are encouraged to pre-register your Scouts in the classes and programs they want to participate in. Pre-registrations received by April 1 are prioritized by age and rank. Pre-registrations arriving after April 1 and before June 1 are based solely on the date they are received. All Scouts not pre-registered by June 1 can only register for program and Merit Badge classes on Sunday evening when they arrive in camp. Pre-registrations received after June 1 will be returned to the troop. Please do not send or fax your pre-registration information to camp.

SWIM TESTS

Troops have the option to do swim tests prior to arriving in camp. A certified Aquatics person can do the testing in a local pool. There is a form located on page 37 of this guide explaining what you will need to do to complete this task. These swim tests are good for one year from the date they are completed.

BIKES IN CAMP

Scouts and leaders are not allowed to bring bikes to camp. Due to the numerous accidents, scouts getting hurt, and the environmental impact that they have had over the past few years, we have decided not to allow bikes to be brought to Camp Wilderness. We will still have mountain bike treks during the week with bikes provided by the camp.

VOLUNTEER COMMISSIONERS

Once again your Troop will be assisted by seasoned Scout leaders when you attend camp. Volunteer Commissioners stay in camp for free during the week they serve as a Camp Commissioner. Commissioners receive a free Camp jacket the first time they are a commissioner; commissioners receive free meals for following years. All commissioners receive a free staff T-shirt. If you are interested in joining our commissioner staff, please contact Brad Olson at (877) 293-5011 to receive an application.

PROVISIONAL TROOP

How many of you have Scouts that want to attend camp during the summer, but can't the week the Troop is going? This year we are pleased to offer a opportunity for Scouts to attend camp without their Troop. We have leadership in place for a provisional Troop the week of June 13-19, 2004. This group will come together as a Troop for a week and participate in all the activities that a normal Troop would do. If this week doesn't work, there are other opportunities for you to still attend a different week. If you would like more information about this program, please contact Brad Olson, Camp Director, toll free at (877) 293-5011.

CAMP WILDERNESS

CHANGES AND REMINDERS

Northern Lights Council

Boy Scouts of America

TROOP MEDICAL INSURANCE

Just a reminder that each Troop attending camp must have a medical insurance policy. If you are a Northern Lights Council Troop, you will obtain this insurance when you re-charter. If your troop belongs to a Council other than the Northern Lights Council, check with your Council Service Center to find out if your Council has medical insurance coverage for your Troop. If so, please bring the policy number to camp with you.

TWO MEALS TO BE EATEN IN CAMPSITES

To facilitate the cooking merit badge program, we will be cooking two meals in campsites. Wednesday lunch and supper will be eaten in campsites. The noon meal on Wednesday will consist of the makings for sandwiches, fruit, etc. Supper on Wednesday will be a simple cooked meal. Your Troop will not need to bring extensive cooking equipment to prepare this meal. If your troop would like to cook a more elaborate meal, please talk to the Kitchen Manager or plan ahead. We encourage your Troop to cook additional meals in your campsite.

CAMP LEADER'S SUPPER

We will be having a camp leader's steak supper on Wednesday evening. This meal is in appreciation of the time and effort required for adult leaders to bring Scouts to summer camp. All adult leaders in camp are invited to this meal.

TROOP ACTIVITY SIGN-UP

Your Troop can pre-register for Troop activities before you come to camp. Each Troop will have the opportunity to sign up for **1** Troop activity before coming to camp. Once at camp, provided there are still openings, you can sign up for more activities. .



CAMP WILDERNESS

CAMP FEES

Northern Lights Council

Boy Scouts of America

ATTENDANCE FEES

The standard fee for attending one week of Summer Camp is \$165 per individual if paid in full by April 30, \$170 if paid after May 1. The first two leaders that you bring to camp are free. Each additional leader is \$50 per week.

Guests are welcome to eat meals in the Dining Hall with the Scouts. Guests will be charged \$4.00 a meal and can be paid at the Trading Post.

Family camping is available at Camp Wilderness. Fees are \$5.00 per day for an RV hookup. Only electrical hookups are available for RVs. There is no fee for families wishing to tent.

REFUND POLICY

The \$50 registration fee paid by the unit to hold a campsite is non-refundable. All other requests for refunds of Camp fees must be made in writing to the Camping Committee of the Northern Lights Council within 30 days after the date of non-usage or non-participation for which the refund is requested. Refunds will not be granted for those arriving in Camp late or those leaving early.

HOW MANY SCOUTS/SCOUTERS

Troops are requested to notify the Northern Lights Council Fargo Service Center (877-293-5011) of any increase or decrease in the number of Scouts who will be attending Camp Wilderness. Food and program supply orders are based upon attendance commitments. Your cooperation in this matter will increase the quality of our Camp program.

CAMPERSHIPS

Camperships are camp scholarships for Scouts who would otherwise be financially unable to attend summer camp. A limited number of camperships are available for up to one half of the total camp fee. The campership may only be used to attend Northern Lights Council Summer Camps. Financial need must be demonstrated before a campership is awarded. Scouts are encouraged to work with their individual units on fund raising projects which may earn them

money to be applied toward the summer camp fee. This form is located on pages 35 and 36 of this book.

PROGRAM FEES

Some programs require additional fees to cover the costs of specific program supplies .

.22 cal. Rifles	25¢ / target
Shotgun	25¢ / target
Blackpowder	25¢ / target
Crafts or Indian Lore Merit Badge	\$6-\$12 /ea kit
Rifle, Blackpowder, or Shotgun MB	\$10/ for each

2005 REGISTRATIONS

Campsite reservations for Camp Wilderness's 2004 season begin on June 1, 2004. The \$50 non-refundable campsite reservation fee must be paid at the time the reservation is made. All reservation requests may be made through the Fargo Service Center (877) 293-5011, or at camp after June 13th.



CAMP WILDERNESS

ESSENTIAL INFORMATION

Northern Lights Council

Boy Scouts of America

BOY SCOUTS OF AMERICA LEADERSHIP POLICY

It is the policy of the Boy Scouts of America that trips and outings may never be led by only one adult. **Two registered adult leaders or one registered adult leader and a parent of a participant are required for all trips and outings.** One leader must be a minimum of 21 years of age. Additional leaders must be a minimum of 18 years of age.

Now is the time to begin working to secure adult leaders for your summer camp adventure. Sources of leaders include your regular Scoutmaster and assistants, troop committee members, parents, members of your sponsoring institution, and other responsible adults from your community.

Each troop should make every effort to have at least one leader who will be in Camp the entire week. It is possible to rotate different leaders and parents during the week to fill the role of the second leader, but we do not recommend that you choose this option for both of your leaders. We realize that it is difficult for an adult to take a week off work to come to Camp; however, to do otherwise is tough on your Scouts. We need to work to insure each Scout has a quality program, and that happens only when a full time leader is there. We spend a great deal of time the first day to explain camp, its operation, and the program we have to offer. When a troop has new leaders each day, the troop suffers and the new leader does not know what to expect.

If you will be unable to have two leaders with your troop during parts or all of the week, you must contact the Council Service Center.

You may either contact our Fargo Service Center or call the Camp directly. We can usually make accommodations for troops who are short leaders, but we need a few days lead time to work it out. You will most likely be asked to stay with another troop, since there is usually more than one troop each week that is having problems securing two leaders. Please do not wait until you arrive to inform us that you do not have enough leaders—call ahead, even if you can only give us a few hours notice.

If you have questions about the leadership policy, please call the Fargo Service Center at 877-93-5011 or camp a 218-732-4674

HEALTH FORMS

To camp at Camp Wilderness, all Scouts and all adult leaders must have a completed Boy Scouts of America physical examination form at the Health Lodge.

Scouts should use a BSA Class 2 physical examination form (No. 34414A). If a Scout has had a physical examination within three years of the dates you will be at Camp, and there has been no significant change in his health history, another physical is not needed. The parent should fill out the information and health history sections of the physical form and attach a copy of the previously performed physical examination to this form. The physical examination must be signed by a physician and the health history and information sections of the form must be signed by the parent or guardian.

All leaders should use a BSA Class 3 physical examination form (No. 34412A). Leaders ages 18 to 39 must have had a physical examination within three years of the dates they will be at Camp. They should update the health history portion of the physical form and make sure that they either bring the original or a copy of the previously performed physical. Leaders who are 40 and older must have had a physical within 12 months of the dates they will be at Camp.

Do to new standards, we can not accept your medical forms before camp starts.

PLEASE DON'T SEND THEM IN EARLY!

Health Forms can be found in the “forms” section of this brochure.

CAMP WILDERNESS

ESSENTIAL INFORMATION

Northern Lights Council

Boy Scouts of America

INSURANCE

It is required that all troops participating in the programs of the Northern Lights Council Summer Camps carry unit accident insurance. If you are a Northern Lights Council Troop, you received this insurance when you re-chartered this year.

If you are an out of council Troop and need insurance, you can contact your local Council Service Center to find out how to obtain insurance.

Be sure to bring your policy number with and information on how to file a claim with you to camp.

Aquatics Policies

All activities taking place on or in the water at Camp Wilderness will be in accordance with the Safe Swim Defense or Safety Afloat plans. Unit leaders will be provided the opportunity to receive an orientation to these policies and are encouraged to review them before arriving at Camp. More information on the Safe Swim Defense and Safety Afloat may be found on pages 130-134 of your Scoutmaster Handbook.

In order for scouts to participate in any waterfront class, a scout must be designated a swimmer.

VEHICLE POLICIES

When operating one of your private vehicles in Camp, please remember the following:

The Camp speed limit is 15 mph.

No passengers will be permitted in the beds of trucks or in trailers. All passengers must be seated inside the vehicle. Seatbelt use is required in Camp in accordance with National policies.

You may drive your personal vehicles to your campsite to unload when you arrive and to load when you leave. We request that you keep your vehicle in the designated parking areas at all other times. Limiting the amount of driving that goes on in Camp makes the trails safer for all of us.

Vehicles may not be kept in campsites.

Your troop trailer may remain in the campsite.

A special vehicle permit may be obtained from the Health Officer for the physically Challenged.

TOUR PERMITS

All troops should apply for a tour permit before traveling to Camp. A tour permit will help you to safely and effectively plan your travel to and from Camp. Tour permits also establish high standards of health and safety for your troop, and assure parents and the Council that your tour will be wisely planned, safe, and fun. In the unlikely event that an accident does happen while you are traveling, the fact that you completed an approved tour permit will demonstrate that you took reasonable measures to plan and conduct a safe trip. Troops traveling under 500 miles should file for a Local Tour Permit. Local Tour Permits are always granted by your local council. If you are traveling more than 500 miles, you should have your local council arrange for a National Tour Permit. Samples of these forms can be found on pages 191-196 of your Scoutmaster Handbook.

CAMP WILDERNESS FIREGUARD PLAN

Fire safety and prevention are very important to all of us at summer camp. You can help us to prevent forest fires and to create safety conscious Scouts by taking the following simple steps:

Liquid Fuels. Lanterns and stoves that utilize liquid fuels such as propane or white gas must only be used under the supervision of responsible adults. Adults should supervise the lighting of these devices and must be the only individuals who fill them or attach new tanks to them. The Camp provides locked storage for all fuel containers that are not in use. Please check your extra fuel in with the Quartermaster and contact them when you need to check more out for use in your campsite. See pages 134-135 of your Scoutmaster Handbook for information on liquid fuel safety.

No Flames in Tents. For safety reasons, no flames are permitted in tents. Likewise, devices such as stoves and lanterns are not permitted in tents either. Each tent should be conspicuously labeled "No Flame" near all entrances to the tent. We recommend that you stencil this message to your tents. If you do not wish to do so, the Camp Trading Post has stickers available for \$0.20 each to be placed on all tents.

CAMP WILDERNESS

ESSENTIAL INFORMATION

Northern Lights Council

Boy Scouts of America

Campsite Precautions. Do not leave fires unattended in your campsite. If no one is there to watch them, they must be extinguished. Likewise, make sure your fire is properly out before retiring each night. You must have a fire bucket by the fire ring. Use a safe fire area. Use only the established fire areas provided in your campsites. Please do not create new areas in the campsite.

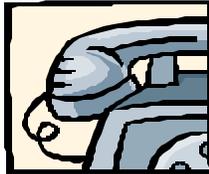
Fireguard Chart. You will be provided a fireguard chart your first day in Camp. This chart is similar to a duty roster and designates who will be responsible for safe fire practices each day. Please complete, post, and use this chart.

Firem'n Chit Program. Encourage your Scouts to earn their Firem'n Chit card while at Camp. They may do so by talking to their Commissioner.

PHONE

Only one phone is available at Camp Wilderness. Please discourage parents of your Scouts from calling unless it is an emergency.

The number is (218) 732-4674.
Fax# (218)732-1535.



All callers should be prepared with the name and troop number of the individual they wish to speak to. Before you leave, please explain to parents and spouses that the main camp covers an area of 400 acres. We will not look for someone while they wait — we can only take a message and put in the troop mailbox. Outgoing long-distance phone calls may only be made through the use of a phone credit card or a collect call. Finally, if a homesick Scout wishes to call home, you may wish to seek the assistance of the Chaplain or another senior Staff member before allowing him to do so.

MAIL

For quickest delivery, mail to campers and leaders at Camp Wilderness should be addressed as follows:

Scout or Leader Name
Troop ###
Camp Wilderness
29984 Journey Trail
Park Rapids, MN 56470



ARRIVAL & DEPARTURE

Normal check-in for troops begins at 1:00 PM Sunday and ends at 3:30 PM Sunday. If you will not be able to check-in during this time period, please notify us in advance. Troops will not be processed through the Camp Office before 1:00 PM and it becomes difficult to complete the check-in process if you arrive after 4:00 PM. If your troop needs to arrive Saturday or Monday (i.e. for religious reasons, etc.) please notify us. If your troop will be arriving late, you must pre-register for merit badges! We regret that we cannot provide Staff services or meals to troops which arrive early. Your cooperation in these matters will help us to serve you to the best of our ability.

Early Release of Campers If a Scout from your troop will be leaving Camp early, please provide us with a *written notification from the parent or guardian*, which denotes who will pick the Scout up. You should present this letter during the registration of your Troop. An adult leader from the troop must be present when the Scout is released from the care of the Camp. There is also a form that must be filled out by prior to the release of Scouts. Your cooperation in these matters will help us to provide a safe Camp for all our Scouts.

Early / Late Arrival of Campers If a Scout from your troop will be arriving before your troop does, please make him and his parents or guardians aware that we will request that the Scout remain at the Black Building until his troop arrives. If a Scout from your troop will be arriving after the troop does, we would appreciate a leader from your troop being present at the Black Building to welcome the Scout and escort him to your campsite.

CAMP WILDERNESS

ESSENTIAL INFORMATION

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Leaving Camp *Adult leaders are requested to check-out and check-in whenever leaving Camp.* This helps us to keep track of everyone who is in Camp and answer questions about their whereabouts. *Adult leaders should also check-out and check-in when leaving or arriving at Camp during the middle of the week.*

VISITORS

Visitors are always welcome at Camp Wilderness. If you know parent's of your Scouts or other individuals from your community will be visiting you at Camp, please remind them that all visitors must check-in at the Camp Office upon their arrival, and check-out upon their departure. Your cooperation in this matter will help us to keep track of how many people are in Camp. In addition, we encourage you to have a representative of your troop meet your visitors at the Black Building upon their arrival.

We recommend that visitors come to Camp on Friday evening. Many Camp activities are held on Friday nights and this allows parents the chance to easily enjoy seeing their Scouts.

Please see the information on Family Camping in the Facilities & Services section for information on visitors wishing to remain overnight. Guest meals are available in the Dining Hall at the rates listed in the Camp Fees section.

SMOKING / TOBACCO

Camp Wilderness observes a no smoking policy in all Camp buildings and respectfully requests that leaders not use tobacco products in Camp. The only area where smoking is allowed on camp properties is a designated area just east of the Dining Hall.

UNIFORMING

Why do the Boy Scouts have a uniform? For the same reason that a football or a baseball team wears a uniform; because a uniform gives a standard to be met, promotes group spirit, and designates equality from the start among members within the group. At Camp Wilderness, the official Scout uniform is appropriate dress at anytime. We request that units wear their uniforms during chapel services and evening flag ceremonies. Campfire ceremonies are an

excellent time for your unit to display their pride in the Boy Scout uniform.

Camp staff will wear an activity uniform at morning flag and the Field Uniform at evening flag. We also wish to recognize troops who have official troop T-shirts or hats, and recommend wearing them at other times when not in the Field Uniform. We think it's an excellent idea!

SPECIAL REMINDERS

MEDICATIONS

If Scouts in your troop regularly take medications, please make sure that they bring a sufficient supply with them to Camp. Scouts should also be sure that they bring instructions of the use of the medications with them. If any Scout in your troop has been prescribed an Epi-Pen or Ana-Kit for allergies to insect stings, please be certain that they bring this to Camp and carry it with them.

TENT SPACE

National Camp Standards require that each Scout be provided with a minimum of 30 square feet of sheltered space for sleeping and storing personal gear. **All tentage should meet or exceed fire-retardant specifications (CPAI-84) and be marked with NO FLAME IN TENT Stickers or Stencils.** Please plan appropriately so that your Scouts will have a sufficient amount of personal space while at Camp.



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PRIVATE WATERCRAFT

We request that you make arrangements with the Camp Director prior to bring your personal watercrafts to camp.

FOOTGEAR

All individuals are required to wear shoes while in Camp. Encourage your Scouts to wear dry socks with their shoes. This will reduce the occurrence of blisters and other foot problems.

TRADING POST CHARGES

Scouts are not allowed to charge the purchase of any item in the Trading Post. Adult leaders may charge supplies to a troop account. All charges must be paid at the end of the week and no charges will be permitted through the Trading Post Staff after close of business on Friday afternoon.

DAMAGE/VANDALISM

Despite the fact that we have many fine Scouts attending Camp Wilderness, a few chose to perform acts of vandalism against facilities or Camp equipment. Please remind your Scouts that this is unacceptable and runs contrary to the Scout Oath and Law. Each case will be reviewed by the Camp Director and charges for repairs or removal of the offending party from Camp may be necessary.

RECYCLING POLICY

While we recognize and encourage the reduction of waste and reusing materials, we are currently working to develop our recycling program in Camp. Details will be available upon your arrival in Camp. We encourage every Scout to pitch in and make the recycling program work.



LITTER

Please remind your Scouts to properly dispose of all garbage. Camp Wilderness pays for regular garbage removal services, but everyone needs to “pitch in” to make sure that all the garbage makes it to the collection point. Scouts and leaders have been enjoying Camp Wilderness for over 50 years. If everyone does their best, Camp Wilderness will continue to be a natural environment.

Pets

Pets are not allowed in camp, the B.S.A. has an official policy which prohibits dogs, cats or other pets from being in camp. **Leave your pets at home!**



CAMP WILDERNESS

FACILITIES & SERVICE

Northern Lights Council

Boy Scouts of America

FOOD SERVICE

Most meals will be served split-shift, buffet style, although Sunday and Friday night suppers will continue to be served outside as a picnic — as in our camp's tradition.

Your unit has the option of cooking any other meals you desire in your campsite. Our Food Service Staff can provide additional food items you may need for special meals.

You can help us plan ahead to meet any Dining Hall capacity problems by keeping your reservation with the Fargo Office accurate, i.e., by giving us an accurate count of Scouts who will be attending Camp with your troop.

You will still need to have a table waiter assigned to remain after meals to clean the table, sweep etc. Dining Hall procedures will be reviewed during the Sunday night Scoutmaster meeting after your arrival in Camp.

A few other points of Dining Hall etiquette deserve mention. First, you will be asked to take your hat off when entering the dining hall. At most all meal times, Scouts should report to their Campsites and proceed to the Dining Hall as a Unit. The opportunity for Scouts and Scouters to acquire second helpings of food will be available after all Units have been served in each meal session.

The camp has limited amounts of cooking utensils and supplies so please make sure you bring the proper cook kits with you when you come to camp.



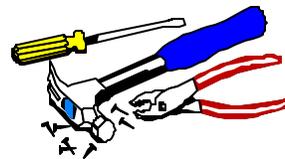
TRADING POST

The Camp Trading Post stocks a wide variety of Camp memorabilia, Scouting literature and supplies, sundries, program supplies, and refreshments such as ice cream, candy, and pop. The Trading Post is open during the morning and afternoon every day, and during the evening when there are not significant program conflicts. The Trading Post will be closed Wednesday night for inventory. Troop leaders may charge items to a troop account, but Scouts will not be authorized to make charges.

All charge accounts must be paid in full upon check-out and no charges will be permitted through the Trading Post after close of business on Friday afternoon.

QUARTERMASTER

Camp Wilderness has a supply of camping gear which you may check-out during your stay. This equipment is located in the Quartermaster Shop. The Quartermaster also maintains a workshop for repair work on equipment and tools that are damaged during Camp use, stores all bulk fuel containers that are not in use in your campsite, and can help transport equipment to and from your campsite. Hours of operation will be posted at the Quartermaster Shop. Also, the quartermaster is in charge of all conservation projects at camp, so talk to them about setting up a troop project.



CHAPLAIN

The Camp Chaplain can provide a variety of valuable services to you and your troop in addition to formal religious programs. The Chaplain is available to help you with homesick Scouts, conflicts, and other situations that warrant counseling. Be sure to enlist the Chaplain's support when you are feeling at your wits ends or when you would like a second opinion on how to handle a problem with one of your Scouts.

CAMP WILDERNESS

FACILITIES & SERVICE

Northern Lights Council

Boy Scouts of America

HEALTH LODGE

A qualified Health Officer is available to manage minor injuries that may occur during your stay at Camp. In the event of a serious injury, arrangements have been made with the local hospital and clinic in Park Rapids to provide needed medical care.

Although the Camp medical officer is available 24 hours a day for emergency medical services. Please make arrangements with the Health Officer for any daily medical needs



Please do not make non-emergency calls before 7:45 AM or after 11:00 PM.

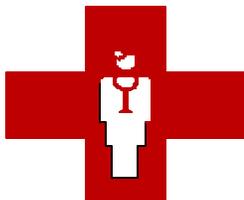
There is no charge for medical services performed in Camp for Scouts and leaders, except for certain medical supplies.

If a medical condition requires treatment at the local clinic or hospital, the method of payment will be as follows:

1 Primary coverage will be through the Parent's medical insurance.

2 Secondary coverage will be through the Troop's accident insurance.

It is required that your Unit obtain accident insurance before attending Camp.



Northern Lights Council Troops will have purchased this insurance at re-chartering time.

TROOP CAMPSITES

Your troop site will be one of the most important facilities you use while in Camp. Each site has drinking water, picnic tables, a flagpole, and bulletin board. All campsites have access to a nearby latrine, and some campsites share latrine facilities. As you plan for summer camp, give some consideration to how you want to organize your troop site and what projects your Scouts would like to complete in the site. Even small projects will make your site a more enjoyable place to spend your week.

Campsites at Camp Wilderness are impacted by heavy use during the Boy Scout summer camp season. Each year, we estimate that over 2500 Scouts and leaders will use the twenty-six campsites at Camp Wilderness for seven weeks straight. You can help us minimize the impact and preserve one of the most important parts of the Camp by following these simple steps:

- ◇Try to use only one fire ring. This may be difficult for large troops with many patrols — in this case, try to minimize the number of fire rings you use.
- ◇Properly dispose of all garbage and waste. Garbage should be removed from the campsite every night. Failure to do so will attract animals that are difficult to get rid of. Likewise, make sure your latrine and picnic tables are clean.
- ◇Do NOT cut down live trees.
- ◇Do NOT peel the bark from birch trees.
- ◇Check with the camp ranger before cutting down any tree.
- ◇Stay on established trails.
- ◇Limit the number of holes you dig. Fill all holes in before leaving. Save any sod you remove to dig holes and keep it in a moist, shaded place. Replace the sod before you leave.
- ◇Leave a supply of firewood for the next troop.

CAMP WILDERNESS

FACILITIES & SERVICE

Northern Lights Council

Boy Scouts of America

SHOWER & TOILET FACILITIES

Separate shower facilities are provided in the main camp area for use by leaders and Scouts. Leaders share shower facilities with the adult Camp Staff. Leaders and Scouts are not to shower together in accordance with BSA Youth Protection policies.

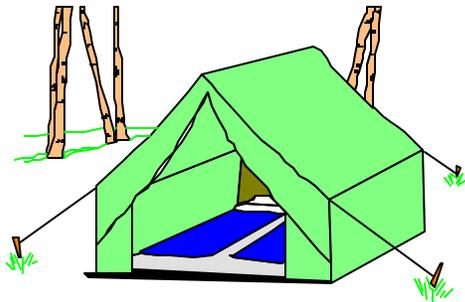
We do ask that you arrange for your troop to shower as a group whenever possible. When your Scouts are showering, it is a good idea for you to remain close-by so as to provide a modest degree of supervision.

The Scout shower facilities also have an indoor section with flush toilets and sinks. **If the indoor portion of the facility falls victim to vandalism or intentional attempts to create a mess, it will be closed.**

FAMILY CAMPING

There are a limited number of tent sites, and RV hook-ups for families to use. The Camp Wilderness Family Camp offers a beautiful view of Bad Axe Lake and connects to many of the Camp's great hiking trails. A popular attraction to visit is Itasca State Park. In addition, there are many craft stores, resorts, and public lake accesses near the Camp. At the present time, the only hook-ups available for RVs are electrical. Drinking water and an outdoor latrine are centrally located in the Family Camp.

Reservations may be made through the Fargo Service Center or camp during the summer. Priority will be given to families whose Scouts are at summer camp that week. Families may cook their own meals or eat in the Camp Dining Hall. There is a modest charge for all visitor meals (see Camp Fees).



Hit the clay pigeon at the Shotgun Range



Attend the Flag Ceremony with your Troop

LAUNDRY FACILITIES

There are washers and dryers available for your use in camp. The cost is \$0.75 for each. Laundry soap is available to purchase at Camp. There are also several Laundromats located near the Camp and in Park Rapids.



Canoe Outpost— Tree Farm Landing

CAMP WILDERNESS PROGRAM

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AQUATICS

On those hot and humid days nothing beats a trip to the Waterfront. Here Scouts can learn to be competent, safe swimmers and boaters. Scouts can learn the ways of lifesaving, snorkeling, canoeing, rowing, motorboating, sailing and kayaking. If you have Scouts in your troop that are not that familiar with swimming, our excellent Waterfront staff can provide them with quality instruction that will improve their swimming ability. The Aquatics Staff offers instruction in Swimming, Lifesaving, Canoeing, Rowing, Small Boat Sailing, and Motorboating Merit Badges. They can also work with your Scouts on Snorkeling B.S.A., Lifeguard B.S.A., and the Boardsailing B.S.A. Kayaking is another popular activity, **but is not a merit badge**. Of course we can't forget the ever popular open swimming and open boating. Adult leaders even have the opportunity to participate in the Aquatics Program with the Safety Afloat and Safe Swim Defense program. **All Waterfront classes require a swimmer status. If a Scout is not designated as a swimmer on Sunday, he should be registered for a different merit badge at activity sign-up.**

SCOUTCRAFT AREA

What week of summer camp is complete without a visit to the Scoutcraft Area? At the Scoutcraft Area, Scouts will get the opportunity to have hands-on experience pioneering, orienteering, basketry, woodcarving, leatherwork, camping and cooking. Our Camping Merit Badge instructors will teach your Scouts the basics of living in the great outdoors. Looking for a tasty meal? Our Cooking Merit Badge program will give your Scouts the skills and practice to make them excellent camp cooks. The Pioneering Merit Badge program is known for engineering camp gadgets beyond your wildest imagination. Your scouts may find an adventure on our cross country orienteering course. Nothing can beat a hand crafted souvenir that your Scouts can make with basketry, leatherwork, and woodcarving instructions. If you have some extra time in the afternoon, stop by the Scoutcrafts Area and see what they have to offer.

NATURE PROGRAM

As members of Scouting, you and your troop are ecology-conscious individuals. Scouts involved in the Nature Program have a wide variety of merit badges from which to choose. In these badges they'll learn all sorts of intriguing things about Mother Nature. But learning is a two-way venture. Scouts can give back to the environment what they have learned. You and your troop can work with the Nature Area Staff in planning and carrying out important conservation projects. You can go for a hike along the Nature Trail and see nature in its unaltered form or in ways people have influenced it. Our Camp abounds in nature, and we encourage you to take it to the limits and explore it.

The Nature Staff can help you arrange nature hikes, and environmental awareness games and activities. They offer instruction in over a dozen merit badges.

SHOOTING SPORTS

Camp Wilderness offers three different Shooting Sports Merit Badges. Archery is available either in the field or at our new 3D range. Shotgun Shooting is offered, as are both the Modern Cartridge and Muzzleloading options of the rifle Shooting Merit Badge. Please keep in mind the following items:

1. No personal firearms or ammunition, including BB guns.
2. Personal Archery equipment is discouraged unless the Scout is enrolled in the Merit Badge. You may bring your own equipment as long as you leave it with the Archery Director while you are at camp.
3. There is a \$10.00 fee for Rifle, Shotgun, or Muzzle loading which covers all the shooting for that Scout for the week (including Troop Shoots and Open times).
4. Troop shoots are available by appointment.
5. Each Scout in Muzzle Loading must have an adult coach (over 18) with them for class. This coach need not be from the Scout's Troop, so if you want to volunteer to help out, just notify the Shooting Sports Director on Sunday night.

CAMP WILDERNESS PROGRAM

Northern Lights Council

Boy Scouts of America

FISHING PROGRAM AREA

Our Fishing Program at Camp Wilderness has gained recognition throughout the area. This program takes pride in the art of catching “The Big One.” This area includes a huge dock, motor boats, row boats, rods, reels, tackle, and bait, and more staff — everything needed for a beginning angler. Experienced anglers will provide instruction and coaching



A large fishing dock and boats with motors are available at no additional charge! Scouts and leaders can use 14' Lund boats on Bad Axe Lake.

We have the ideal classroom for fishing instruction. Our boats can take Scouts anywhere on scenic Bad Axe Lake for fishing instruction. You will learn the hot spots of the lake and why fish stay in these areas. Instruction on equipment such as depth finder will also be included.



HIGH ADVENTURE

Camp Wilderness has a High Adventure Program that will give your older Scouts a challenge they will never forget. Climbing Merit Badge, Project C.O.P.E., the Biking Program, and the Mississippi River Canoe Outpost will provide the adventure of a lifetime.

MOUNTAIN BIKING

Bike treks zoom once a week to explore the far reaches of our beautiful camp and the surrounding pristine wilderness areas. This program will be under the leadership of a well-trained and experienced staff member. You can sign-up for bike treks in the Black Building. Rides will be filled on a first-come, first-served basis, and are limited to the number of bikes the camp has. The Mountain Bike Program is one of the fastest moving activities at Camp Wilderness.

WHAT IS PROJECT COPE?

Since its founding in 1910 the Boy Scouts of America has offered its members an outdoor program stressing personal fitness. Project C.O.P.E. is an acronym for Challenging Outdoor Personal Experience. Project C.O.P.E. 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, while others test individual skills and agility. Participants climb, swing, balance, jump, rappel and think through solutions to a variety of challenges.

To participate in COPE, scouts must be 13. Regular COPE will be held Monday through Friday, 8 - 11 a.m. or 2-5 pm.

Please bring long pants and a water bottle with you for the C.O.P.E. course.

CAMP WILDERNESS PROGRAM

Northern Lights Council

Boy Scouts of America

SCOUT LEADER COPE

Scout Leader C.O.P.E. will consist of material that will be covered in our C.O.P.E. class. This class will give the Scout Leaders a chance to see what our C.O.P.E. program is all about and it will give them a chance to try out our High course. Scout Leader C.O.P.E. will be held on Monday and Tuesday evening 6:00 - 9:00 p.m., and it will be available for 12 lucky Scout Leaders.

OBJECTIVES OF THE COPE CLASSES

Project C.O.P.E. has listed these seven major objectives in implement of its course design.

- Leadership development
- Problem solving
- Communications
- Self-esteem
- Trust
- Decision Making
- Team work

A project C.O.P.E. course provides an opportunity for each participant to achieve success as an individual and as a member of a team. The activities are not designed to be competitive or to be a race against time. More important objectives include building confidence, developing leadership skills, attaining a sense of common cooperation among team members. The course is designed to build more self confidence in a shorter period of time than anything most people have experienced

CLIMBING MERIT BADGE

Climbing Merit Badge is a two-hour class that meets 5 days a week. It teaches climbing skills like knots, safety, team-building and climbing. Scouts taking this merit badge need to be **13 years** old or older.

CANOE OUTPOST

This outing along the beautiful Mississippi River is sure to be fun and adventurous for all involved. This is a four day canoe trip that offers Scouts ample opportunity to experience the great outdoors and possibly earn two of the following merit badges: First Aid, Wilderness Survival, Camping, Cooking and Canoeing. The badges that the counselors will work on during the week you go on the canoe trip will be decided on the Sunday that you are in camp. It will be based on the interest of the group going on the river and what they would like to try to accomplish. Typically, Scouts spend the morning and part of the afternoon canoeing down the river. The late afternoon is reserved for making camp and cooking a fantastic supper. After the dishes are done, there is plenty of time in the evening for a variety of Scouting activities and good old-fashioned fun! The Mississippi River is a clear and clean river with beautiful sandy beaches for hot day swims and generous amounts of fishing. There is ample wildlife along the river. It is not uncommon to see several eagles during the trip (at least 160 nesting pair live in the area—the highest population in the United States excluding Alaska). Canoeists will follow routes used by the Hudson Bay Company in the time of the great Minnesota fur trade over 150 years ago. Participants will be briefed on low-impact camping philosophies and basic outfitting techniques. Scouts must be 14 and First Class to participate in this program.

All participants must wear life jackets at all times and pass the B.S.A. swim test before being allowed to go on this trek.

CAMP WILDERNESS PROGRAM

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Campwide Program **MERIT BADGES**

Camp Wilderness offers a wide selection of merit badges. Earning merit badges is a good way for Scouts to learn skills that they might not be exposed to at home during the rest of the year.

The goal of the merit badge program at Camp Wilderness is to encourage the personal growth of the Scouts in your troop by providing high quality, challenging instruction to your Scouts and to maintain high standards in so doing. We take pride in providing a wide variety of merit badges and in maintaining great flexibility in administering the merit badge programs at Camp Wilderness.

As you help your Scouts to pick out merit badges to work on at Camp, please keep the following in mind:

- Most merit badges will require additional practice and project time in addition to the time allotted to instruction.
- Young Scouts should spend time learning basic skills as well as working on merit badges. Try to make sure your younger Scouts participate in some of the easier badges — that way they will have a good chance of success at Camp.
- We structure the merit badge schedule in a manner that we think provides the most flexibility. However, please remember that we will always do our best to make accommodations when Scouts can't work on two badges they really want to because of a time conflict. The schedule is only a guide to help you in your planning.
- Your patrols, and your troop should participate in activities other than merit badges. We want camp to be a fun, yet educational experience.

Please use good judgment in helping your Scouts plan the badges that they want to take and the activities that they want to participate in. Make sure you make time for your Scouts to participate in the wide variety of activities we have to offer. Keep expectations realistic for your Scouts. Never Sacrifice fun for advancement or merit badge completion.

- Make sure your Scouts review merit badge requirements before Camp and work on those requirements that can not be completed at Camp.
- Requirements that require written projects are difficult for most Scouts to work on at Camp — encourage them to begin working on these at home.
- Make sure your Scouts review the requirements before coming to camp. There may be some requirements that they cannot complete in a summer camp setting. Some requirements would be more convenient to accomplish at home and would be very difficult to do at camp. Try to encourage your Scouts to complete written requirements and requirements that take a lot of time at home.
- Scouts should have a well rounded Camp experience. Encourage them to try merit badges in a variety of areas.
- Some merit badges at camp are designed for older Scouts. There are merit badges designated for younger Scouts. Be familiar with the difficulty of respective merit badges and match them with your ability level. Please take the time to review requirements before coming to camp.

As a camp staff we cannot guarantee the successful completion of merit badges. We will do our very best to teach your Scouts the skills and knowledge with every merit badge. The focus of our overall program at Camp Wilderness is not merit badges, rather, we concentrate on providing a fun, educational experience for the campers.

CAMP WILDERNESS PROGRAM

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CHAPLAINCY PROGRAM

A Scout is reverent. The fundamental point of the Scout law is something we consider very important at Camp Wilderness. A weekly Chapel Service is held in our Chapel in the Pines. This is a beautiful, natural setting for Scouts to show their reverence. This is an interfaith service put on by the camp Chaplain and his Chaplain Aides. As a Chaplain's Aid, Scouts will assist the Chaplain throughout the week by preparing meal blessings, conducting the chapel service, and stressing the importance to reverence during the week. After camp they may return to the troops to serve as Chaplain Aides all year long. Our Chaplain Program allows Scouts an opportunity to take seriously the twelfth point of the Scout Law, "A Scout is Reverent." Scouts meet with the Chaplain at 1:00 PM everyday.

Troop Activities

HERMAN STERN HONOR TROOP

The Honor Troop program is our way to recognize troops who show excellent camping methods and Scouting Spirit. In this program any troop can be recognized for exceptional achievement. There is a list of mandatory and optional requirements that troops may work on throughout the week. A Camp Commissioner will be working with you during your stay to help you achieve this award.

SPL PROGRAM

Camp Wilderness now has a program that can directly help the youth leaders in your troop. We offer a Senior Patrol Leader's Program that coincides with the regular Senior Patrol Leader's meetings. In this course we will be instructing your junior leaders on the patrol method, leadership, delegation, and the qualities of a successful troop program. Participation in this program will leave camp with improved troop methods.

EVENING TROOP ACTIVITY

Do you enjoy doing activities as a troop? In the evenings at Camp Wilderness you can make arrangements for a Troop Shoot, Troop Swim, Troop Climb, canoe outing or fishing outing on an area lake. Perhaps you would like to take in some of the great outdoors on a Nature Hike. The staff will do all they can to accommodate you and your Scouts. Of course we can't forget about our scheduled evening activities such as Open House, water carnival, and Campfires.

TROOP AND PATROL ACTIVITIES

We offer a great number of exciting programs for your Scouts to participate in. However, perhaps the greatest potential at camp is what your troop can accomplish as a whole. We strongly encourage you to take advantage of the resources that we have and develop your own programs. Perhaps a hike through our backcountry property might be a source of adventure. Our commissioner Staff can help you to plan these events and get you the materials you need to have a great time at Wilderness.

Fishing

If you are interested in fishing at camp, you may need to get a license before you come to camp. If you are under 16, you can fish at camp without a license. If you are over 16, you will need to purchase a license. You can purchase them at Emmaville, which is 5 miles from camp.

OA

The Order of the Arrow will be holding training for members of the Pa-Hin Lodge who want to help with ceremonies. More information will be provided at the OA meeting Monday night at 9 pm in the Black Building. **Ordeal Candidates can work towards there Brotherhood while in camp.**

CAMP WILDERNESS PROGRAM

Northern Lights Council

Boy Scouts of America

TRAILBLAZER

Do you have a boy that is brand new to the Scouting program? Perhaps you have a Scout that needs help in advancement? These Scouts can benefit from the Trailblazer Program at Camp Wilderness. This program is an opportunity for younger campers to work on advancement through their first class rank. Scouts may work on basic Scouting skills meeting advancement requirements in part day sessions. This frees up their day to try out a few merit badges. This program is designed to give the first year camper an introduction to Camp Wilderness. The Trailblazer staff has a fun, creative and exciting program designed to give your younger scouts practice in basic Scouting skills while helping them on the trail of rank advancement. A list of requirements that can be earned in this program will be included in the pre-registration packet. Scouts working on Tenderfoot or Second Class should sign up for either the morning or afternoon sessions. Scouts working on First Class should sign up for 5th session advanced Trailblazers.

Evening Activities

MONDAY: OPEN HOUSE NIGHT AND TRAILBLAZER TREK

SCOUTS WILL BE ABLE TO VISIT THE FOLLOWING OPEN AREAS OF CAMP WITH THEIR TROOP OR WITH A BUDDY: WATERFRONT, CLIMBING TOWER, FISHING, ARCHERY OR RIFLE. ALL TRAIL BLAZER SCOUTS WILL GO ON THE EXCITING TRAIL BLAZER TREK! HORSEBACK RIDING IS ALSO AVAILABLE FOR \$15 PER PERSON.

- ◆ **7:00 PM TRAIL BLAZER TREK LEAVES FROM THE TRAIL BLAZER SITE.**
- ◆ **7:00 PM VISIT OPEN AREAS**

TUESDAY : SURVIVOR NIGHT

GO AROUND TO PROGRAM AREAS TO COMPETE AGAINST OTHER TROOPS. A TOP PRIZE WILL BE AWARDED TO THE TROOP WITH THE MOST POINTS.

- **7:00 PM SURVIVOR NIGHT**

WEDNESDAY: SCOUTMASTER SUPPER, COMMISSIONER CAMPFIRE AND ORDER OF THE ARROW CALL-OUT

ALL SCOUT LEADERS ARE INVITED TO A SPECIAL STEAK DINNER AT THE DINNING HALL. COMMISSIONER CAMPFIRE AND OA CALL-OUT FOLLOW THE EVENING MEAL.

- **8:00 PM COMMISSIONER CAMPFIRE**
- **9:00 PM ORDER OF THE ARROW CEREMONY**

THURSDAY: CHAPEL AND IRON MAN COMPETITION

ATTEND CHAPEL SERVICE AND THEN COMPETE IN THE IRON MAN COMPETITION. THERE WILL BE A FIRST AND SECOND YEAR COMPETITION AND A THIRD YEAR AND ABOVE COMPETITION.

- **7:00 PM CHAPEL IN THE PINES**
- **7:30 PM IRON MAN COMPETITION**

FRIDAY: OPEN WATERFRONT

THE BEACH WILL BE OPEN SO YOU CAN COOL OFF. REMEMBER YOUR SKIT FOR CLOSING CAMPFIRE.

- **7:00 PM OPEN WATERFRONT**
- **9:00 PM CLOSING CAMPFIRE**

CAMP WILDERNESS
TRAILBLAZER SCHEDULE

Northern Lights Council

Boy Scouts of America

Trailblazers:

	Monday	Tuesday	Wed.	Thursday	Friday
Session 1 9:00-10:00	SC-2c Proper Use of knife/Ax (Totin' Chip)	FC-7a FC-7b Clove Hitch & Lashings Fc-7c Lashing a Gadget	T-4a Whip & Fuse a Rope T-4b -T. Line & 2 Half Hitches Fc-8a -Bowline	SC-1a Orient a Map FC-1 Directions without a Compass	SC-6a Hurry Cases SC-6c Show First Aid
Session 2 10:00-11:00	T-6 Flag SC-3 Flag Ceremony	SC-2d Build a Fire (Firem'n Chit)	T-12 Show First Aid SC-6b First Aid Kit T-12a Heimlich Manuever	FC-2 Orienteering Course	FC-8b Bandages FC-8c Transports FC-8d Heart Attack Signs

Session 3 2:00-3:00	SC-2c Proper Use of knife/Ax (Totin' Chip)	FC-7a FC-7b Clove Hitch & Lashings Fc-7c Lashing a Gadget	T-4a Whip & Fuse a Rope T-4b -T. Line & 2 Half Hitches Fc-8a -Bowline	SC-1a Orient a Map FC-1 Directions without a Compass	SC-6a Hurry Cases SC-6c Show First Aid
Session 4 3:00-4:00	T-6 Flag SC-3 Flag Ceremony	SC-2d Build a Fire (Firem'n Chit)	T-12 Show First Aid SC-6b First Aid Kit T-12a Heimlich Manuever	FC-2 Orienteering Course	FC-8b Bandages FC-8c Transports FC-8d Heart Attack Signs

Session 5 4:00-5:00	FC-8b Bandages FC-8c Transports	SC-1a Orient a Map FC-1 Directions without a Compass	FC-2 Orienteering Course Fc-8a Bowline	FC-7a FC-7b Clove Hitch & Lashings Fc-7c Lashing a Gadget	SC-6b First Aid Kit FC-8d Heart Attack Signs
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Note * The Trailblazer Trek on Monday will cover the following requirements: 5-mile hike (SC-1b), poison plants (T-11), 10 animals (SC-5), 10 plants (FC-6), buddy system (T-9), rules for a safe hike (T-5).

CAMP WILDERNESS *PROGRAM*

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Scouts and Leaders Should choose Merit badges carefully . Review the requirements before sending in the Pre-Registration, and be sure to notify the Program Director if you or your Scouts decide that they will not be taking a Merit Badge after Pre-Registration is completed.

Merit Badges	Pre-Requisites	Notes
**Please note that this was filled out in August 2003. Please check new requirements that might have changed in 2004		
First Year		
Trailblazers		Excellent for first year
Basketry		\$7-10 fee, homework required
Fishing		Recommend bring own equipment
Geology		Pre-Study Recommended
Indian Lore	Rqt. 1	\$7-10 fee, homework required
Leatherwork		\$7-10 fee, homework required
Motorboating	swim check	
Mammal Study		
Reptile & Amphibian Study	Rqt. 8	
Soil & Water Conservation		
Swimming	Rqt. 3 & swim check	need clothes for rqt. 4
Woodcarving		\$7-10 fee, homework required
Second Year		
Astronomy		homework rqd.; weather permitting
Camping		verification of 20 days/nights rqd.
Cooking		
Emergency Preparedness	Rqt. 1	homework required
Environmental Science	Rqt. 4	homework required
First Aid	Rqt. 1	homework required
Fish & Wildlife Mgmt		
Forestry		field work and homework required
Insect Study	Rqt. 8	field work and homework required
Nature	Rqt. 5	
Pioneering		knots practice helpful
Rowing	swim check	
Small Boat Sailing	swim check	field work and home work required
Wilderness Survival	rqt. 5	homework required
Weather		

CAMP WILDERNESS *PROGRAM*

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Third Year and up

Archery	rqt. 4 (practice helpful)	limited enrollment, field work rqd.
Canoeing		field work required
Climbing		age rqt. (13) limited enrollment
Journalism	2 (a-1) must do before camp	
Lifesaving	Swimming MB & swim check	
Orienteering		homework rqd.
Photography		
Rifle Shooting	2l (practice helpful)	\$10 fee: ltd. enrollment; field/homework
Rifle Shooting (Muzzleloading option)	2n (practice helpful)	\$10 fee: ltd. enrollment; field/homework Adult coach needed for each participant during class. Must have shooting background and Scoutmaster approval.
Shotgun Shooting	2l (practice helpful)	\$10 fee: ltd. enrollment; field/homework

Activities:

Note: Not all of these activities are available for Pre-Registration.

BSA Lifeguard	14 yrs.; swim check	good for 3rd year and up
Cope	age/rank rqt. (13 & 1st class)	extensive field work; limited enrollment
Scoutmaster COPE	SM or adult leaders	Monday and Tuesday night (sign-up at camp)
Mississippi River Outpost	age/rank rqt. (14 & 1st class)	leaves camp (Mon. to Thurs.)
	swim check	Merit Badges available on the trip: Camping, Canoeing, Cooking, & Wilderness Survival
Kayaking	swim check	good for 1st year Scouts
Mile Swim	swim check	good for 2nd year Scouts
Sailboarding	swim check	good for 2nd year Scouts
Snorkeling	swim check	good for 2nd year Scouts

Other Notes:

<i>swim check</i>	<i>done on first day of camp</i>
<i>extensive field work</i>	<i>often includes practice outside of class</i>
<i>homework required</i>	<i>often includes reports, studying and other book work</i>
<i>fees</i>	<i>payable at camp by Scouts or Troops</i>

CAMP WILDERNESS

GETTING READY

Northern Lights Council

Boy Scouts of America

YOUR ROLE

Summer camp is a true adventure for a Boy Scout. A Scout at Camp has the chance to put into practice all that he has learned about Scouting; camping skills, leadership, clean living, and the principles of good citizenship. For an entire week, he is surrounded by people who think and live the Scout Oath and Law, and because of this, he has the chance to grow and learn. For leaders, summer camp is a golden opportunity to foster the growth of all the Scouts in their troop.

The leaders who will be at Camp with your troop can have a powerful influence on the Scouts. As a leader at Camp Wilderness, your role is to:

- ◇ Assist each Scout in setting his personal goals for the week. (Use this Guide to familiarize yourself with the programs that will be available to him.)
- ◇ Give each Scout guidance as he chooses his merit badges.
- ◇ Encourage your Scouts as they try new things.
- ◇ Motivate your Scouts to keep on schedule.
- ◇ Give your Scouts understanding and counsel them if things are not going well.
- ◇ Provide structure and discipline for your Scouts.

Troop leaders can (and should) accomplish as many of these goals as possible through the use of the Patrol Method. In the Patrol Method, leaders work with the troop's Senior Patrol Leader and the Patrol Leader's Council. Together, they help to choose the troop's summer camp program. When they work as a team, all the Scouts in the troop receive the help and guidance that they deserve and need. The Patrol Method is the proven Scouting method — do not shortcut it. If you do, you only rob your Scouts of valuable experience, learning, and development.

The development of your Scouts can happen two ways: as individuals and as members of a group. Do not forget that each Scout is a member of a patrol and of a troop. Your patrols and troop needs the same guidance as each Scout does — be sure that you consider the points listed above in relation to the growth of your troop and patrols.

With proper planning and careful thought, you will

be amazed at how much your troop, patrols, and Scouts will grow and mature at Camp!

CAMP STAFF ROLE

At Camp, you will have the use of a valuable resource — the Camp Staff. The Camp Staff is made up of an exceptional group of young men and women. The Staff can help your troop in many ways.

They provide a wide variety of quality program opportunities for your Scouts. The Staff's goal is to provide careful guidance to your Scouts so that they will learn new skills, make new friends, and feel good about themselves because of it. Staff members care about the Scouts they work with and will go the extra mile to help them excel.

You will find that the Staff has a wealth of Scouting experience. They can help you work with your youth leaders, expand your troop program, and offer advice. Together, you and the Camp Staff will continue to learn about what makes Scouting work best.

The Camp Staff will never try to take over the operation of your troop. They realize that their job is to support you and your troop in any way that they can. Their goal is to help your troop meet its goals.

WHERE DO I GO FROM HERE?

In order for your troop to have the best summer camp program possible, you will need to accomplish a certain amount of planning. In order to help you in this task, you may want to follow the process we have outlined on the following pages. In addition, we have included a number of planning resources for you to use in the Forms Section of this Guide.

REVIEW THE LEADER'S GUIDE

Your first step in preparing for summer camp is to thoroughly review this Leader's Guide. The Guide contains valuable information on programs offered at Camp, Camp policies, and the services available to you. In order for you to provide good information to your Scouts, you need to know the answers to their questions.

CAMP WILDERNESS

GETTING READY

Northern Lights Council

Boy Scouts of America

REVIEW TROOP'S ADVANCEMENT NEEDS

After you feel comfortable with the information presented in this Guide, your next step is to determine the advancement needs of your troop. Do this by reviewing each Scout's advancement record. As you review the advancement records, make notes about what basic skills and merit badges each Scout needs for his next rank. If several Scouts need to work on the same skills, you should also make a list of programs, projects, or special demonstrations that will help them meet their advancement needs. For instance, you may need to plan a hike while in Camp or give certain Scouts a chance to participate in a flag ceremony. As you review each Scout's advancement record, you may find that the troop records are not 100% up-to-date. If this is the case, make sure they are all in order before you leave for Camp.

OUTLINE OPPORTUNITIES TO YOUR SCOUTS

After you have reviewed the needs of your Scouts, you should take time to outline the program opportunities that are available at Camp. As you outline the program opportunities, make sure you point out the merit badges, skills, troop activities, patrol activities, and special programs that are available at Camp. You may want to stress activities that will help to meet the advancement needs of your troop and Scouts. Do not forget to use your youth leaders to help you with this task. Depending on your Senior Patrol Leader's experience, you might let him do this. If your troop's patrols are strong, you might go over the information at a Patrol Leader's Council and then let the Patrol Leaders present the information through patrol meetings.

HELP SCOUTS PICK PROGRAM ACTIVITIES

After you have outlined the program possibilities to your troop, you need to take the time to counsel your Scouts. Set up times for you or one of your assistants to have a Scoutmaster's Conference with each Scout. Review the Scouts advancement to date and what his needs are for his next rank. Then, work with him to pick skills, merit badges, and activities

that he can participate in at Camp that will also help him meet his advancement goals. Remember that Camp should be a combination of fun and advancement. Give each Scout some room to participate in some merit badges or activities for fun — even though he may not need them for advancement, they will still be a valuable part of his week at Camp. When you are done, you both should be happy. You should feel that the Scout will make progress toward his next rank and he should be excited about the things he is going to do at Camp.

Pre-Registration

HELP YOUR TROOP PICK ACTIVITIES PRE-REGISTER BEFORE APRIL 1ST!

After you have helped each Scout set goals, pick activities and the merit badges he wants to participate in at Camp, you should work with your Patrol Leaders Council to plan some program opportunities for your troop. They may want to participate in a troop shoot, climb, swim or maybe a conservation project. You might plan things to do on your own, such as a special project in your campsite or competition among your Patrols. Make sure you have a balance of troop and patrol activities — some for fun and some to meet the advancement needs and goals of your troop.



CAMP WILDERNESS

GETTING READY

Northern Lights Council

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HELP SCOUTS PREPARE FOR INSTRUCTION

Once the troop program for summer camp is outlined, the hard part is over. However, between the time you finish planning and the time you go to Camp, you need to keep working to make sure that everyone is working toward their goals. Encourage your Scouts to read the merit badge pamphlet for each badge they want to work on at Camp. If there are written requirements, try to help them get a head start — it is always difficult to find the time and concentration needed for report writing when at Camp. Make sure they are working on requirements that will be difficult to complete while at Camp. Do not forget to use your youth leaders to help you do this. If they have been to Camp before they can offer valuable advice to your younger Scouts and each other.

WHAT EACH TROOP SHOULD BRING

Each troop will want to bring equipment with them to use in their campsite. You can get suggestions on troop and personal equipment by reading Chapter 4 of the Fieldbook or by reviewing pages 51-54 of the Boy Scout Handbook.

For starters, consider these items:

- ◇ Tents, Dining fly
- ◇ Bow saw, Small shovel
- ◇ Cooking equipment for Wednesday meals in the field
- ◇ Lantern, First aid kit
- ◇ Troop flag, Patrol flags
- ◇ Water jug(s)
- ◇ Repair supplies (duct tape, needles, thread, super glue, etc.)
- ◇ Handbooks and other Scouting literature
- ◇ Basic materials to teach Scout skills.
- ◇ Sharpening stone and file
- ◇ Troop advancement records
- ◇ Chairs
- ◇ Anything else that will make your week comfortable and enjoyable!

NOTE: *Your troop may already have its own policy on Scouts bringing radios to Camp. Although Camp*

Wilderness does not have an official policy, asking your Scouts to only bring radios and CD players equipped with headphones will help to preserve peace and quiet for all of us at night!

THINGS TO NOT BRING

As you prepare your troop's equipment and your Scouts gather their personal gear, please remember that the following items are not allowed at summer camp:

- ◇ Personal firearms & ammunition
- ◇ Alcohol
- ◇ Sheath knives
- ◇ Fireworks
- ◇ Illegal drugs
- ◇ Pets
- ◇ Aerosol propellants

WHAT EACH SCOUT SHOULD BRING

Have your Scouts review the equipment lists in their Boy Scout Handbook. We have also noticed that Scouts who bring day packs to keep daily items (merit badge books, paperwork, etc.) tend to stay a bit more organized. An abbreviated equipment list is on the parents' information sheet. Do not let your Scouts forget special items like Handbooks and merit badge work they have already completed. There also has been included in this guide, a personal equipment checklist that may be used to assist in the planning process for your unit.



CAMP WILDERNESS

GETTING READY

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LAST MINUTE DETAILS

Two weeks before you leave for Camp, you will need to make sure you take care of some small details.

By the day you leave, you should be confident that you have taken care of the following:

- √ The troop has adequate adult leadership. If not, you have already contacted the Camp and informed them of your problem.
- √ Information on return time, mail, visitors, and telephone distributed to parents.
- √ Scouts have adequate personal equipment.
- √ Each Scout and leader has a proper health history and physical examination record. Health forms are signed by a parent or guardian for every person under the age of 18. Every health form indicates the person to be contacted in an emergency.
- √ Troop roster completed. Make sure you have information on how to contact parents during the week their son will be in Camp — do not forget to ask about vacation plans or lake cabin phone numbers.
- √ All fees collected.
- √ All receipts for fees already paid to the Northern Lights Council packed with you. Adequate money to pay additional or unpaid fees at Camp secured. We recommend that you bring a minimum of two blank troop checks.
- √ Troop equipment packed, including cooking gear for Wednesday meals in the field.
- √ Current troop advancement records packed. Merit badge partial forms from last year packed.
- √ All Scouts registered in your troop before you leave for Camp.
- √ Troop accident insurance certificate and claim information packed with you.
- √ You have reviewed the map of how to get to Camp Wilderness and given each driver a copy.
- √ Tour permit filed and approved with the NLC .
- √ Departure timed so that you will not arrive before 1:00 PM or after 3:30 PM.



Compete in the Iron Man competition

KEEPING PARENTS INFORMED

The parents of your Scouts can be a great help to you in keeping your troop program plans on track. Make sure they know what is expected of each Scout before Camp. If they know, they can help coach him along and keep him on track. You should also be sure to give all the parents a chance to ask questions before you leave and give them information on arrival and return times, mail, and telephone use at Camp. We have included a parents' information packet in the Forms Section of this Guide. You can use it as is, or change it to suit your needs.



Work on Camping Merit Badge

CAMP WILDERNESS

AT CAMP

Northern Lights Council

Boy Scouts of America

The purpose of the following section is to provide information on what you need to do your first day in Camp, what things you should be aware of throughout the week, and what you need to do to check-out at the end of the week.

THE FIRST DAY

When you arrive in Camp, you will be greeted at the **Black Building** by the Program Director or another senior Staff member. Once the Program Director has spoken with you, you will be assigned a Camp Troop Guide. Your Camp Greeter will be your guide for the rest of your check-in process. Be forewarned that your first day in Camp will be busy — there is a great deal to do. Your Camp Greeter goal is to get you through the check-in process as quickly and efficiently as possible. Please be flexible and work with them.

Your Camp Greeter will take you through a series of steps to complete your check-in process. These steps are as follows:

First, at the **Camp Office in the Black Building**, you will check-in with the Business Manager. You will need to have 3 copies of your troop roster, copies of your receipts for previously paid fees, and a check for any unpaid fees. The Camp Director and/or Business Manager will collect these items from you and will be happy to answer any questions you might have. They will also want to make sure you have adequate adult leadership. While you meet with the Business Manager/Camp Director, your troop should wait outside the Black Building or in the parking lot.

After taking care of the rosters and fees you will be visiting the Camp Health Officer. The Health Officer will visit with each Scout and adult at the Health Lodge to review each medical form. After a review of the medical forms, they will issue **buddy tags** for use at the waterfront. **You must have them filled out prior to swim checks. Do not mail the originals** — we cannot do anything to help you if they are lost in the mail or late in arriving at Camp.

Remember that if you are planning on staying in camp, you need a medical form filled out. If you are there for more than 72 hours, you need a physical.

After you check-in with the Health Officer, your Camp Greeter will help make arrangements to get your troop and personal gear to your campsite. Your Camp Greeter will then take you to your campsite. On the way, your Camp Greeter will point out the location of important services and program areas in the Camp. This is very important for your new Scouts — make sure they pay attention.

After you arrive at your campsite and unload your equipment, everyone in the troop will need to change into their swim trunks and head to the waterfront for swim checks (you may want your Scouts to wear their trunks under their travel clothes to speed up this process). It is important that you and your troop head to the waterfront as soon as possible — if you do not, you may have difficulty completing your swim checks on Sunday. If that happens, you will not be able to participate in any aquatics activities until you are able to complete the swim checks.

After your swim checks, your Camp Greeter will escort you back to your campsite. If you need help setting up, do not be afraid to ask.

FIRST DAY MEETINGS

There will be Scoutmaster and SPL orientation meetings at 7:00 PM Sunday night. The purpose of these meetings is to give you important information on Camp program and policies.

ACTIVITY SIGN UP

After the SPL and Scoutmaster meetings, activity sign-up will take place at 8:00 PM for those Scouts needing to complete their schedule. Older Scouts who want to participate in the Mississippi River Canoe Trip, the Climbing Program, Project C.O.P.E., or BSA Lifeguard can still come and sign-up in person if they did not pre-register. To ensure availability, pre-registration is a must.

CAMP WILDERNESS

AT CAMP

Northern Lights Council

Boy Scouts of America

AFTER THE FIRST DAY

A number of activities will happen during the week that you will want to make sure you participate in. They are listed below:

LEADER MEETINGS

Leader meetings are held Monday, Tuesday and Thursday mornings at 10:00 AM. These meetings are a chance for you to visit with the Camp Director and Program Director about what is working well for your troop and what might not be working very well. The Camp Director and Program Director are always willing to work to make changes that will make your week better. You can also speak with them at anytime during the week. Other meetings may be scheduled for special purposes throughout the week.

Work Projects

Please contact the Camp Ranger or Camp Director if you have any special skills or if you are interested in a specific work project during your stay at Camp.

SCOUT LEADER MERIT BADGE

We want leaders to have fun and participate. You will be given the opportunity to earn a merit badge

SCOUTMASTERS' SUPPER

On Wednesday evening Unit Leaders are invited to attend a special evening meal in the Dining Hall. This Dinner is to thank all volunteer leaders for taking time out of your busy lives and jobs to take a group of Scouts to Camp. We do realize that not all of your leaders in camp may be able to attend for whatever reason, but we would like to see at least one Adult from your Unit attend this special dinner. More information will be available and shared during the Leaders' Meetings.

SPL MEETINGS

The Program Director will hold SPL Meetings throughout the week. Make sure your SPL is there to offer his input to the Camp program. The more SPLs who participate, the better the Camp program will be! while at camp.

OTHER ACTIVITIES

Leaders often ask us what there is for them to do while at Camp. Although we know you will be busy with your troop much of the week.

Here are some suggestions of things you can do in your free time:

- ◇ Participate in a merit badge that you want to learn more about.
- ◇ Help instruct a merit badge .
- ◇ Ask the Ranger to help with any projects.
- ◇ Learn new skills.
- ◇ If you would like to see special training offered during your week, ask. We may be able to accommodate you.
- ◇ Visit with other leaders about what they are doing that is successful in their troops.
- ◇ Work on your Scout Leader Merit Badge.

THE LAST DAY

Before you leave Camp, you will need to do the following:

- ◇ Turn in all Camp equipment to the Quartermaster.
- ◇ Make sure you pick up any liquid fuels that you checked in with the Quartermaster.
- ◇ Make sure you pick up your physical forms and any medications that may have been stored in the Health Lodge.
- ◇ Pay all your bills with the Business Manager/ Camp Director at assigned time.
- ◇ Leave your campsite better than you found it.

AT HOME

When you get home, make sure you take the time to update your advancement records and schedule a troop court of honor to recognize your Scouts' achievements. You may also want to sit down with the troop and make notes about what you enjoyed at Camp and what you want to make sure you do again next year.



CAMP WILDERNESS
CAMPERSHIP FORM

Northern Lights Council

Boy Scouts of America

NORTHERN LIGHTS COUNCIL

BOY SCOUTS OF AMERICA

Application for Campership

Deadline for Boy Scout Summer Camp: May 15

Deadline for Cub, Webelos, or other Camps: 6 weeks prior to attendance

Contact Council Office for a deadline extension if circumstances prevent meeting the deadline.

Camperships are camp scholarships for Northern Lights Council Scouts who would otherwise be financially unable to attend camp. A limited number of camperships are available for up to one half of the total camp fee. Camperships may be used only to attend Northern Lights Council Summer Camps. **Sufficient financial need must be demonstrated.** Scouts are encouraged to work with their individual units on fund raising projects which may earn them money to be applied toward the summer camp fee.

Applicant's Name: _____ Age: _____

Address: _____

Parent's Name: _____ Unit Leader's Name: _____

Unit type and number: _____ Dates of Camp Attendance: _____

Desired Camp: Cub Day Webelos Boy Scout Venture

List all fund raisers the Scout has been involved in over the past year.

Type (e.g. popcorn, candy)	Month, Year	Amount raised by this Scout	Amount Scout can use for camp
1. _____	_____	_____	_____
2. _____	_____	_____	_____
3. _____	_____	_____	_____

Campership amount requested (1/2 fee is maximum allowed): \$_____

Does this applicant qualify for the Federal Free or Reduced Price School Lunch Program? Yes No

If "yes", skip to next section. If "no", explain why financial assistance is requested. Provide detailed information on any special circumstances affecting the family's income and expenses. Camperships will not be awarded without either a "yes" answer above or a detailed explanation below. Use the back side of form for more space if necessary.

Signature of parent or guardian certifying that all information provided here is correct: _____ Date: _____

If this application is for Boy Scout Camp, this page must be accompanied by the one-page unit leader's recommendation. For all other camps, the unit leader must sign below to signify a recommendation that a campership is warranted. If the parent is a unit leader, a different leader needs to sign.

Unit Leader's Signature _____ Date _____

Unit Leader's Recommendation for Campership

Deadline for Boy Scout Summer Camp: May 15

Contact Council Office for a deadline extension if circumstances prevent meeting this deadline.

This page is required only for campership applications to attend Boy Scout Camp. For all other camps, the unit leader need only sign the one-page application. If the parent is the unit leader of the applicant, a different leader (e.g. assistant leader, committee member) should complete this form.

Applicant's Name: _____ Unit type and number: _____

How long has applicant been in your unit? _____

Has the applicant been to summer camp before? Yes No

Comment on whether you feel a campership is warranted for this applicant, given his past participation, enthusiasm, and any knowledge you may have of the family's situation.

Unit Leader's Name: _____

Unit Leader's Signature: _____ Date: _____

SWIM CLASSIFICATION PROCEDURES

The swim classification of individuals participating in a Boy Scouts of America activity is a key element in both Safe Swim Defense and Safety Afloat. The swim classification tests should be renewed annually, preferably at the beginning of each outdoor season. Traditionally, the swim classification test has only been conducted at a long-term summer camp. However, there is no restriction that this be the only place the test is conducted. It may be more useful to conduct the swim classification prior to a unit going to summer camp.

All persons participating in BSA aquatics are classified according to swimming ability. The classification tests and test procedures have been developed and structured to demonstrate a skill level consistent with the circumstances in which the individual will be in the water. The Swimmer's Test demonstrates the minimum level of swimming ability for recreational and instructional activity in a confined body of water with a maximum 12-foot depth and with shallow water footing or a pool or pier edge always within 25 feet of the swimmer.

The various components of each test evaluate the several skills essential to the minimum level of swimming ability. Each step of the test is important and should be followed as listed below:

SWIMMER'S TEST:

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

BEGINNER'S TEST:

Jump feet first into water over the head in depth, level off, swim 25 yards on the surface, stop, turn sharply, resume swimming as before, and return to starting place.

ADMINISTRATION OF SWIM CLASSIFICATION TEST (THE COUNCIL CHOOSES ONE OF THESE OPTIONS):

OPTION A (at camp):

The swim classification test is completed the first day of camp by Camp Aquatics Personnel.

OPTION B (Council conducted/Council controlled):

The Council controls the swim classification process by predetermined dates, locations and approved personnel to serve as aquatics instructors. When the unit goes to a summer camp, each individual will be issued a buddy tag under the direction of the Camp Aquatics Director for use at the camp.

OPTION C (at Unit level with Council-approved aquatics resource people):

The swim classification test done at a unit level should be conducted by one of the following Council-approved resource people. Aquatics Instructor, BSA; Aquatics Supervisor, BSA Lifeguard; certified lifeguard; swimming instructor; or swim coach. When the unit goes to a summer camp, each individual will be issued a buddy tag under the direction of the Camp Aquatics Director for use at the camp.

SPECIAL NOTE:

When swim test are conducted away from camp or at the point of activity, the Aquatics Director shall at all times reserve the authority to review or retest all participants to ensure that standards have been maintained.

UNIT SWIM CLASSIFICATION RECORD

This is the individual's swim classification ***as of this date***. Any change in status after this date i.e., non-swimmer to beginner or beginner to swimmer, would require a reclassification test by the Camp Aquatics Director.

SPECIAL NOTE: When swim tests are conducted away from camp or at the point of activity, the Aquatics Director shall at all times reserve the authority to review or retest all participants to assure that standards have been maintained.

UNIT NUMBER _____

DATE OF SWIM TEST _____

FULL NAME (Please Print)	SWIM CLASSIFICATIONS		
	NON-SWIMMER	BEGINNER	SWIMMER
1			
2			
3			
4			
5			
6			
7			
8			
9			
10			
11			
12			
13			
14			

NAME OF PERSON CONDUCTING TEST:

Print Name: _____

Signature: _____

Type of Certification: _____

Date Expires: _____

UNIT LEADER:

Print Name: _____

Signature: _____

CAMP WILDERNESS PARENT'S INFO

Northern Lights Council

Boy Scouts of America

Your son has chosen to go to Scout Camp. This is a big moment for both you and your Scout. This may be the first time he will be away from home for an extended period of time without other family members. Even if this is not the case, he will find Scout Camp a different experience than church camp or "Y" camp. This guide is designed to answer questions about Camp, ease your concerns, but most of all to help you make Camp a meaningful experience for your son.

HEALTH & SAFETY

Who is responsible to take care of my Scout's health needs?

A full time Health Officer is on duty at all times at Camp Wilderness. The Health Officer is at least First Responder certified and is trained in First Aid and CPR. For additional camper safety, many senior Staff members are trained in CPR, first aid, and AED. Finally, Camp Wilderness makes arrangements with the local hospital so that ill or injured Scouts can receive prompt treatment in the clinic or hospital emergency room.

What if my Scout requires special attention such as daily medication?

If the Scout is able to manage his own medications, he may do so. Otherwise the Health Officer can assist him. If supplies need to be refrigerated, they may be left in the Health Lodge.

What other steps are taken to insure high health and safety standards?

Camp Wilderness is always working to update and improve its health and safety standards. The Camp maintains plans to handle emergencies such as fire, severe weather and lost Scouts. Fortunately, these plans are rarely needed. The Camp also provides training to all Staff members so that they understand what goes into a safe program. Finally, the Camp is inspected every year by the North Central Region of the Boy Scouts of America. This insures compliance with the health and safety standards of the National Council of the Boy Scouts of America.

Does my Scout need a physical examination to attend Camp?

YES!!! Every person in Camp must have a current health history and a record of a physical examination by a licensed physician. Scouts only need to have a physical every 3 years. However, the parents of each Scout

must complete a health history every year. Scouts use health form #34414A, and adults use form #34412A. Although a physical examination form is found on page 37. Although a physical is only needed every 3 years, you must attach a copy of the last physical examination to the current health history which accompanies the Scout to Camp. Please make sure that you fully complete the form. Information on immunizations (especially tetanus), allergies, and any medications are very important. Likewise, be sure you include information on your health insurance, who is to be contacted in case of an emergency, and be sure you sign the form.

What qualifications do the Staff members have to work at Camp?

The qualifications of each Staff member vary with their position. Most of the Staff are past or present Scouts, and many are Eagle Scouts. Key Staff members (such as the Aquatics Director, Shooting Sports Instructors, Camp Director, and many others) attend the National Camping School for advanced training. The National Camping School is a program operated by the National Council of the Boy Scouts of America. The School provides specialized training to Staff members needing technical skills or those with a high degree of responsibility. Other positions, such as the Health Officer, are required to have certifications from other organizations that provide training relevant to their jobs. The entire Staff receives training during pre-camp meetings and the Staff development week. This training is custom designed by the Camp to teach Staff members the specifics of our program and Camp operations. The goal of the Camp is to recruit a highly motivated and skilled staff to serve the needs of your son.

What kind of activities will my Scout be participating in?

There are a wide variety of activities in Camp. The Staff provides instruction in nearly 35 merit badges and many Scout skills. In addition, there are opportunities for troop activities such as climbing, hiking, rifle and shotgun shooting, conservation projects, nature activities, special demonstrations, swimming, boating, canoeing, and many others. Older Scouts may participate in Project C.O.P.E. and the Mississippi River Canoe Outpost. Traditional camp activities include campfires, water carnivals, campwide games, overnight camping and

CAMP WILDERNESS PARENT'S INFO

Northern Lights Council

Boy Scouts of America

How many activities should my scout sign up for?

This can vary greatly from each scout. However, We can tell you that on the average, each Scout will successfully complete 2 to 3 merit badges during a week of Camp. The Scout may attempt more than this. In fact, he may enjoy working on several merit badges even if he is not able to complete them all. First year Scouts should try the Trailblazer Program and other fun activities. Make sure your first time camper will stay active, but don't bog him down with a great deal of difficult merit badges. Your Scoutmaster has detailed information on the program and merit badge offerings at Camp. Ask him/her for advice and guidance when you help your Scout choose what he will do at Camp.

What if my Scout gets homesick?

Many Scouts experience some degree of homesickness. The Camp Chaplain and other members of the Staff are trained to assist your troop leaders in helping your son cope with this experience. Here are a few pointers:

Help prepare your son before Camp and encourage him. It may be helpful for another Scout who has been to Camp to share his experiences. Encourage him to talk with your Scoutmaster about his plans for the week.

Write regularly. Letters and cards are encouraged, but phone calls are not. Remember, if you want a letter to reach your Scout early in the week, you may need to send it about when he leaves or even a few days before.

Make sure your Scoutmasters are aware of a potential homesickness problem before leaving for Camp. If they know ahead of time, they can be prepared to help.

Except in extreme situations, it is usually best for a boy not to go home during the week. In most instances homesickness is of short duration and the boy will later look back on the week with a sense of accomplishment. If your son is homesick and does call home, remember that he will make it sound much worse that it really is. Encourage him to stay. We usually do not recommend that homesick Scouts call home. The sooner they deal with it on their own, the sooner they get back to having fun.

What about religious activities?

One evening a week there is an optional, nondenominational worship service. The Camp Chaplain can also assist your Scout in earning a Chaplain Aide patch. The Chaplain is always available to conduct a vespers service at the request of any troop.

PERSONAL GEAR

Remember that Scouting is mainly an outdoor activity and your Scout and his equipment will be outside in all types of weather. Make sure you plan accordingly. If there are certain clothes you don't want to have your Scout get dirty, don't send them to Camp. We suggest that you use the checklist found in Handbook Make sure you also check with your Scoutmaster. You should try to pack in duffel bags or back packs whenever possible. Hard suitcases should be avoided. Talk to your Scoutmaster about how much money you should send with your Scout. He may need to pay for meals on the way to and from Camp, and he will probably want spending money for souvenirs in the Trading Post. Try not to send your Scout to Camp with new, cherished or expensive items as they may come home damaged, etc... We all know how kids can be, so plan ahead.

CAMP ADDRESS

Address mail as follows:

***Name, Troop Number
Campsite
Camp Wilderness
29984 Journey Trail
Park Rapids, MN 56470***

Example:
***John Doe, Troop 123
Iowa Campsite
29984 Journey Trail
Park Rapids, MN 56470***

CAMP PHONE

The Camp phone should be used for emergencies only. If you need to call, we will take a message and find the person you need to talk to. We will not track people down while you wait. ***The phone number is: (218) 732-4674 or Fax (218) 732-1535.***

CAMP WILDERNESS

DO YOU HAVE ANY QUESTIONS?

Northern Lights Council

Boy Scouts of America

General Camp Questions:

Brad Olson, Northern Lights Council Camping Executive
301 South 7th Street, Fargo ND 58103. (701) 293-5011.

Camp Reservations and Fee Payments:

Fargo Service Center
301 South 7th Street, Fargo, ND 58103. (701) 293-5011.

Camp Promotions and Troop Visitations:

Steve Motschenbacher, Pa-Hin Lodge #27 Lodge Advisor
1412 North 4th Avenue, Fargo, ND 58103. (701) 235-1334.

Brad Olson, Pa-Hin Lodge #27 Staff Advisor
301 South 7th Street, Fargo, ND 58103. (701) 293-5011.

Camp Wilderness Ranger

Andy Kietzman
20778 Jewel Dr., Park Rapids, MN 56470. (218) 732-4674.

How Can We Improve This Guide?

This Leader's Guide is the result of the input of many troop leaders, Staff members, and other concerned volunteers. We hope that you have found it to be a useful and informative resource in making your summer camp plans. We are always interested in ideas of how we can improve the quality and usefulness of this Guide. If you have suggestions, please write them down and bring them to Camp with you this summer. The Camp Director will be happy to review your suggestions and pass them on. If you like, you may also mail suggestions about the Leader's Guide or anything else to: Northern Lights Council Camping Committee, 301 South 7th Street, Fargo, ND 58103.

www.nlcbsa.org

Planning Checklist

Register troop - Choose campsite and pay \$50 deposit to the Fargo Service Center

Read the Leader's Guide! - Review information on troop leadership, health forms, & troop insurance

Recruit - Two leaders for camp. One must be 21 years of age and the other must be at least 18.

March

- Begin reviewing program activities with your Patrol Leader's Council and the troop
- Have a personal growth agreement conference with each Scout who will be attending summer camp Help Scouts select activities that are appropriate to their age. Skills, and advancement
- Work with Scouts to complete the pre-registration forms
- Have a parents information night to inform parents about summer camp opportunities and troop goals including:
 - Completed Health forms Things to Pack
 - Adults who will be staying at camp
 - Cost
 - Camp address and phone
 - Drivers
 - Money for merit badge projects
- Complete a pre-registration form for each Scout and mail to the Fargo Service Center by April 1st

April 1

- On April 1, pre-registration will be prioritized by age and rank Pre-registrations arriving after April 1 will be based solely on the date they are received. ***Scouts that do not pre-register must attempt schedule changes on Sunday after they arrive at camp.***

May 1

- All fees are due to the Fargo Service Center. Check to make sure your registration is accurate
- Confirm the following with your troop: Secure adequate leadership, plan transportation, have a Patrol Leader's Council to make decisions, plan troop activities, work on pre-camp merit badge requirements, make sure the troop has unit accident insurance.

June 1

- All pre-registrations are due at the Fargo Service Center. None will be accepted after that date.
- Sign-up for a campsite for the 2005 camping season.

Two Weeks Before Camp

- Does troop have adequate leadership?
- Make sure parents have information on leave time, return time, and telephone number for emergencies
- Make sure Scouts have necessary equipment
- Each Scout and Leader should have turned in a proper health history/physical exam form.
- Scouts who want to go horseback riding have a Release of Liability form signed by parents or guardians
- Tour permit filed and approved by the Northern Lights Council Office
- All fees collected
- Transportation arrangements completed
- All Scouts are officially registered in your unit before you leave for camp
- Scouts have adequate rain gear to take along
- Double check each Scout's pre-registration packet sent back by the Fargo Service Center
- Call camp or the Fargo Service Center at least a week in advance if you expect any problems

The Day You Leave

- All receipts for fees already paid are with you
- Have adequate money to pay additional and unpaid fees at Camp secured.
- We recommend that you bring at least two blank Unit checks. You may need to pay for additional program fees, merit badge and other trading post supplies. Be prepared.
- Troop equipment packed including cooking gear.
- Bring along copies of each Scout's pre-registration
- Bring along a copy of each Scout's and adults medical forms.
- Bring along any partials or merit badge pre-requisites that have been completed.
- Have troop accident insurance certificate and claim packed with you.
- Map on how to get to Camp Wilderness
- Depart so that you will not arrive before 12:45 or after 3:00 on Sunday

"What to Expect When You Arrive at Camp"

- Check-in with Camp Director
- Have receipts and money ready for the business manager and health forms for medical officer
- Be prepared to take the swim check as soon as possible after arriving at camp and then set up campsite