



Baden Powell
High Adventure Camp
26 June to 2 July 2010

LEADER'S GUIDE

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Baden Powell High Adventure Camp Leader's Guide

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* Indicates forms which can be completed online at bphac.com.

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The BPHAC Program

We have developed three main programs to provide an experience for all Scouts. These programs start with our first year camper program, known as the Accelerated Camping Experience or ACE. This program is designed to equip Scouts with the majority of the basic skills they need to earn the first three main Scout ranks. The program also aims to motivate Scouts to advance towards Eagle and to benefit from all that Scouting has to offer. Our second program is our merit badge program, which offers a total of 28 merit badges, ranging from archery to woodcarving. This program provides Scouts with a wide range of choices. They can work on Eagle required merit badges such as camping, find out more about canoeing or kayaking, or develop skills in woodcarving or leatherwork. At BPHAC we place great emphasis on not only teaching a merit badge, but on developing skills that Scouts can use for the rest of their lives. Our final program is the High Adventure program, which uses local specialist staff to provide Scouts with a wide range of activities such as basic kayaking, caving and mountain biking. The High Adventure program can also provide an opportunity for adult leaders to spend a few hours away from camp trying out a totally new activity. All in all, we believe that we can provide a fun and exciting program for every Scout who attends BPHAC.

A Word or Two About Advancement in Camp

Some parents and unit leaders believe that a summer camp program consists solely of the merit badges earned by a Scout during the week at camp and that the success of the program is measured by counting badges. This should not be the case.

Some of the most important lessons that young people learn while in Scouting are not part of any badge requirement. They come from the informal interactions among Scouts and between Scouts and their Scoutmaster. They come from a Scout taking time to contemplate in a quiet spot. They come from a group of Scouts pausing to watch the sunset or cooking a meal together.

BPHAC provides a number of activities; a good unit program will consist of a mixture of camp staff-run activities, unit activities and informal activities, such as a wide game with a neighboring unit. Elements of a good program include patrol and troop activities, camp-wide activities, advancement, free time and conservation and service projects. Ensure that your troop program includes activities which make use of the patrol method and which give your junior leadership opportunities to build troop spirit. The summer camp program is actually everything that a Scout or Venturer experiences while they are at camp. Unit leaders are responsible for ensuring that their unit's program meets the needs of their unit and its individual members.

Advancement at camp is the same as it is at home, and it remains the responsibility of the unit. As a staff, we work hard to maintain the standards of the Boy Scouts of America in advancement as well as in all of the other areas of camp. BSA does not give special allowances to alter merit badges merely to suit the camp. The staff will give credit for the completion of requirements only where the standards established by the BSA are satisfied. Our ACE sessions and our merit badge sessions will be designed so that they are fun, informative, and assist the Scout in completing requirements which can feasibly be completed at camp. Credit is not given for the ability to parrot a skill – we will not certify completion, if, for example, a Scout is simply shown how to tie a knot and then, a few seconds later, asked to tie it. Finally, please note that Boards of Review are the responsibility of the unit committee. The camp staff may not, and will not, step in to fill the role of unit committee members for Boards of Review in camp.

The First Year Camper Program (ACE)

The purpose of our Accelerated Camping Experience Program (known as ACE) is to provide an experience geared to the needs of Scouts who are at the very beginning of their Scouting career, whether recently graduated from Webelos, or Scouts brand new to the program. ACE is designed primarily to teach, practice and test basic Scouting skills. The skills that will be taught include:

- ◇ fire safety and fire building
- ◇ knots and their uses
- ◇ lashings
- ◇ hiking safety
- ◇ proper packing
- ◇ first aid
- ◇ knife, ax, and saw safety and usage
- ◇ proper clothing
- ◇ proper equipment use and maintenance
- ◇ proper camp health and safety
- ◇ patrol method
- ◇ archery, climbing, and BB guns

These skills will be taught, discussed, practiced and tested by a series of games, lectures, and demonstrations. There will also be time for special activities to further develop a scout's self-confidence and to show the broad range of activities that a camp has to offer. Indeed our aim is to ensure that none of our main programs appear to be "junior" or "baby" versions of any of our other programs. Our aim for the ACE program is to help each new Scout become more interested in advancement and the overall Boy Scout program.

The ACE program places heavy emphasis on the patrol method, and we place all participating Scouts into patrols which work, together with their staff guides, towards learning, practicing and completing the basic Scouting skills required for the first three main Scout ranks. At least one patrol usually consists of Scouts who have some experience. These are the Scouts who already possess the basic Scouting skills but would like to join ACE from time to time to gain more skills as needed for advancement to the First Class rank. If any of your Scouts need to work on specific requirements, please contact the ACE Director when you arrive at camp.

To overcome the administrative nightmare that this program can cause, attendance will be taken during each class session - enabling us to track the topics covered by each Scout. The attendance records are collated on to a master roster at the end of each day. The ACE Director will hold the master roster to enable him to deal with any questions from unit leaders. Please remind your Scouts that being present does not, of course, indicate proficiency, so they will have to demonstrate proficiency before having items signed off on the master roster. A listing of the skills taught to each Scout will be issued to the unit leader on the last day of camp. The unit leader, or their designee, may then determine whether or not they believe the requirement has been completed and sign-it off, if appropriate, in the Scout's handbook.

Daily Schedule

The ACE program runs daily during Sessions 1 to 3 and during Sessions 5 and 6 (except for Thursday when the program runs during Sessions 1 to 3 and then Session 5 only). The program does not run during Session 4; this gives Scouts the opportunity to either take a merit badge or use the time to participate in a troop-run activity. The daily schedule below is from a previous year and is given as a guide to indicate what is covered by the ACE Program. An actual schedule will be issued to Troops at check-in.

Sunday's Program

	Skills
Morning (1000 to 1150) ACE Area	Staff Introductions Patrol Assignments Knife, Ax & Saw Safety
Afternoon (1330 to 1420 and 1530 to 1720) ACE Area	The Scout Oath & Law Hiking Safety Swimming Safety Buddy System

Monday's Program

	Skills
Morning (0900 to 1150) ACE Area	Drug, Alcohol & Tobacco Abuse Tautline & Two Half Hitches Whipping & Fusing
Afternoon (1500 to 1650) ACE Area	Menu & Food Selection Food Preparation & Storage Navigation without a Compass
Evening (1945 to 2030) ACE Area	Tenderfoot First Aid Requirements

Tuesday's Program

	Skills
Morning (0900 to 1150) ACE Area	Timber Hitch Clove Hitch Bowline Using a Map & Compass
Afternoon (1500 to 1650) ACE Area	Fire Building Fires & Stoves
Evening (1945 to 2030) ACE Area	Second Class First Aid Requirements

Wednesday's Program

	Skills
Morning (0900 to 1150) ACE Area	Citizenship Lashings Camp Gadgets
Afternoon (1500 to 1650) ACE Area	Selecting & Setting-up a Campsite Orienteering Course
Evening (1945 to 2030) ACE Area	First Class First Aid Requirements

Thursday's Program

	Skills
Morning (0900 to 1105) ACE Area	5-Mile Hike
Afternoon (1400 to 1435) ACE Area	Skill Review

Additional Notes...

- ◇ Any leaders who wish to accompany the ACE Staff on the 5-mile hike are welcome to do so and should advise the ACE Director accordingly.
- ◇ Special sessions will be available for ACE Scouts who wish to use the obstacle course, climbing tower and the rifle and archery ranges.

The Merit Badge Program

BPHAC offers 28 merit badges at camp and these are all listed on the following pages, together with our merit badge schedule. Some Scouts will be encouraged by their units to take as many merit badges as possible. Whilst this is a unit decision, experience shows that trying to learn six new skills at the same time is difficult, especially when some merit badges require a number of additional hours work or practice. Accordingly, a Scout who works on six merit badges will learn how to get by with the least amount of work, rather than actually learning skills. We recommend that, before camp, Scoutmasters hold a conference with each of their Scouts to assist them in setting realistic goals. Scouts should be encouraged to allow time for the proper completion of merit badges - the completion rate for summer camp partials is around 20% across all of the BSA's summer camps.

We have developed our merit badge schedule based on the demand of past years. We do, however, like to be able to adjust the schedule and instructors to meet demand and therefore ***all units should register for merit badges before camp***, using the schedules and sign-up forms contained in this guide or online at www.bphac.com no later than June 10th. Some of our sessions have maximum numbers to ensure teaching quality, so if a unit does not sign-up for merit badges before camp, there is a chance that their Scouts will not be able to work on some merit badges. Please note that if units sign up for merit badges before camp, then they do not need to rush to arrive first! Once a Scout is signed up for a merit badge we assume that he has Scoutmaster approval to work on that badge.

We will only approve requirements completed at camp. In cases where a Scout comes to camp with a partial merit badge, a unit leader needs to provide the area director with proof of the requirements that have already been completed. The proof can either be a "blue card" showing the completed requirements, a signed statement listing the completed requirements, or the "Prerequisite Card" that is given to Scouts at camp. If a Scout completes a merit badge at camp, a blue card will be issued to his unit leader at the end of the week. If a Scout only completes some of the requirements, his unit leader will be issued with a green partial certificate, showing the requirements completed.

Prerequisites

A number of the merit badges we offer in camp require some work to be undertaken either before or after camp in order to complete the merit badge. These requirements are shown in the prerequisites column in the listing of merit badges on the next page. In addition, there are some merit badges with prerequisites, which may include the completion of the BSA Swim Test, a rank or a merit badge. Where this is the case the prerequisite ***must*** be completed before a Scout starts working on the merit badge. There will not be any exceptions to this rule.

First Aid Requirements for Merit Badges

A number of merit badges offered at camp have one or two first aid requirements. These are Camping, Canoeing, Climbing, Orienteering, Rowing, Swimming, Wilderness Survival and Woodcarving Merit Badges. These additional requirements can be covered by earning the First Aid merit badge before, during, or after camp. Alternatively Scouts may wish to participate in the evening first aid and CPR courses which we will offer at camp to meet these requirements.

Merit Badges on Offer at BPHAC

The table below lists all of the merit badges that are offered at BPHAC. We have also included some information that Scouts may find helpful when deciding on merit badges. Some of the badges on offer are relatively easy to learn whilst others are much harder. We have therefore included an “experience guide” as an indication of the experience required for merit badges.

⚙ Merit Badge Suitable For New Scouts

⚙ Merit Badge Suitable for Advancing Scouts

Ω Merit Badge Suitable for Experienced Scouts

The prerequisite column of the table tells you what requirements a Scout needs to complete before or during camp if he wants to earn the merit badge at camp. If the prerequisite is in italicized bold print then it **must** be completed before the Scout starts work on the merit badge - no exceptions. The last column provides additional useful information on the merit badge and includes items which need to be purchased for a specific badge. Such items may be purchased at the Trading Post once the Scout arrives at camp.

Merit Badge	Experience Guide	Prerequisites	Comments
Archaeology	⚙ Ω	Requirement 8 & 9.	We hope that Scouts will be able to complete most of the requirements for this merit badge in camp.
Archery	⚙ Ω	<i>Age 12 or over.</i>	Taught in double sessions to provide 10 hours of instruction. Scouts need to spend lots of time practicing in order to qualify. It can be a very difficult badge to earn. Very difficult for younger, smaller Scouts or Scouts with low upper body strength.
Astronomy	⚙ Ω	Requirement 5b, 6 & 7b.	Can be difficult to complete if the weather and the moon do not cooperate.
Basketry	⚙		This is not as easy to earn as it used to be as Scouts need to make a square and a round basket. Scouts need to purchase TWO basket kits for about \$8 each and may also need to purchase a \$11 stool kit - although the camp has some stool kits which can be made and then taken apart.
Camping	⚙ Ω	Requirements 1, 4b, 8d & 9.	This badge is done both in the Scoutcraft area and in the unit site.
Canoeing	⚙ Ω	<i>Completion of BSA Swim Test as a Swimmer. Age 12 or over.</i>	Taught on site and at nearby Pugney's Country Park. Very difficult for younger, smaller Scouts or Scouts with poor upper body strength.
Climbing	⚙ Ω	Requirements 1 & 2.	A challenging merit badge to work on. Offered in block instruction sessions as part of the High Adventure Program (see the High Adventure section for details).

Merit Badge	Experience Guide	Prerequisites	Comments
Cooking	☺ Ω	Requirement 7d.	Although this merit badge is not as outdoor-related as it used to be, we will teach as many requirements as we can using our Commissary and Scoutcraft staff. Requirement 4 will need to be done in the unit campsite.
Emergency Preparedness	☺ Ω	First Aid Merit Badge. Requirement 2c & 8c. Need to bring or make an evacuation kit.	A number of requirements for this merit badge, although it can be fun.
Environmental Science	☺ Ω		Offered as a double session. Scouts may also need to allow time for six 20-minute observation periods in the week.
First Aid	☺ Ω		Must also take CPR instruction one evening. Under First Class First Aid requirements are taught in the evenings at camp if Scout has not met these requirements (First Aid MB Req. 1).
Geocaching	☺ Ω	Requirement 7	Brand new merit badge for 2010 – a great way to start a new hobby.
Geology	☺ Ω		Great badge for getting your hands dirty.
Indian Lore	☺ Ω		Completion of the badge usually involves spending \$16 to \$24 on Indian Lore kits.
Leatherwork	☺ Ω		Completion of the badge usually involves spending about \$14 for leather projects.
Lifesaving	Ω	Requirement 1 (Second & First Class Swimming requirements and 400-year swim) MUST be completed before starting the rest of the requirements.	This is a double session class taught offsite at a local pool. Scouts taking this merit badge will need to leave early for the first session each morning.
Nature	☺ Ω		A merit badge for the nature enthusiast!
Oceanography	☺ Ω		Be prepared to write a 500-word report or give a five-minute speech.
Orienteering	☺ Ω	Age 12 or over.	This badge requires plenty of practice so allow time for it. A compass is handy!
Pioneering	☺ Ω	First Class or above. Age 12 or over.	Review knots & lashings. Lots of ropework. Extremely difficult for novices.
Rifle	☺ Ω		Scouts need to be prepared to spend time practicing in order to qualify.

Merit Badge	Experience Guide	Prerequisites	Comments
Rowing	Ⓢ Ω	Completion of BSA Swim Test as a Swimmer. Age 12 or over.	Taught on site and at nearby Pugney's Country Park.
Signaling	Ω		One of the 100 th Anniversary Merit Badges! Scouts will need to dedicate considerable time to studying Morse Code and semaphore. Offered as Independent Study.
Space Exploration	⚙ Ⓢ Ω		A fun merit badge. A contribution to a rocket kit (\$12.00) is needed to complete the requirements.
Swimming	⚙ Ⓢ Ω	Requirement 3 - Second and First Class Swimming Requirements.	A cotton long sleeve shirt and long cotton pants are also needed. Some swimming experience required. Scouts taking this merit badge will need to leave early for the first session each morning.
Tracking	Ⓢ Ω		Another one of the 100 th Anniversary Merit Badges! Scouts may need to spend some time offsite to find the required wildlife. Offered as Independent Study.
Wilderness Survival	Ⓢ Ω	Requirements 1 & 5. Age 12 or over. Camping Merit Badge.	One night away from the unit site is required. This is a fun badge to earn.
Woodcarving	⚙ Ⓢ Ω	Must have Totin' Chip.	Completion of the badge usually involves spending about \$6 for a woodcarving kit and plenty of band-aids.

ACE or Merit Badge Program?

A decision many troops face is whether a Scout should participate in the ACE program or the merit badge program. Our ACE program reviews and builds on basic scouting skills, whilst the merit badge program builds skills, develops hobbies, and represents a skill that has been mastered. When making such a decision, consideration should be given to the type of badges that any new scout attempts. As an example, if a new scout is not proficient at knots, then taking Pioneering Merit Badge will frustrate the Scout (and the other Scouts in the session). Learning five knots, just one of the requirements, could take a new Scout an entire week to learn (then splicing, lashings etc.). It is not fair to Scouts who have mastered those skills and who are ready to develop additional skills to be in the same class. As scouts sign up for badges look at the requirements and consider whether the Scout is ready to be an active participant in the session.

Merit Badge Schedule

The following page contains the BPHAC 2010 Merit Badge Schedule. When reviewing the schedule, please bear the following in mind:

- Merit badges are offered in the non-shaded (white) times.
- Archery, Canoeing, Environmental Science, Lifesaving, Rowing and Swimming Merit Badges require two sessions per day.
- 4th Session Leatherwork Merit Badge is reserved for ACE Scouts as many ACE Scouts choose this merit badge (although they can choose any merit badge).
- Learn to Swim and Mile Swim will be offered at camp as “independent study” sessions and will be dependent upon both logistics and the availability of appropriately qualified staff. Scouts should sign up for these sessions using the “Independent Study” column on the Merit Badge Sign-Up Sheet and then check arrangements with the Aquatics Director once they arrive at camp. If offered, the programs will only be available during sessions 1 and 2.
- The additional fees for merit badges and merit badge kits mentioned in the guide are estimated and Scouts will need to bring the money with them to camp. Scouts will need to purchase the kits from the Trading Post and will usually visit the Trading Post as part of their first merit badge session. We would advise Scouts to wait until they have had their first merit badge session before purchasing any kits. The exception is Space Exploration Merit Badge where a \$12 fee is charged to help cover the cost of rockets, rocket engines and launch pads. This fee should also be paid at the Trading Post during camp.
- Scouts wishing to sign-up for Archery and Rifle Free Shoots should do so at the Trading Post during camp.

BPHAC Merit Badge Schedule

(Please Read Notes on Previous Page Before Using This Schedule)

Merit Badge	Session 1	Session 2	Session 3	Session 4	Session 5	Session 6
Archaeology						
Archery	Double Session		Free Shoot	Double Session		
Astronomy						
Basketry						
Camping						
Canoeing					Double Session	
Climbing	See High Adventure Section for times					
Cooking						
Emergency Prep						
Env Science	Double Session		Double Session		Double Session	
First Aid						
Geocaching						
Geology						
Indian Lore						
Learn to Swim	Make arrangements with Aquatics Director at camp - Independent Study - Available in Sessions 1 and 2 Only					
Leatherwork				See Note 3		
Lifesaving	Double Session					
Mile Swim	Make arrangements with Aquatics Director at camp - Independent Study - Available in Sessions 1 and 2 Only					
Nature						
Oceanography						
Orienteering						
Pioneering						
Rifle				Free Shoot		
Rowing					Double Session	
Signaling	Offered as Independent Study					
Space Exploration						
Swimming	Double Session					
Tracking	Offered as Independent Study					
Wilderness Survival						
Woodcarving						

The High Adventure Program

This year Scouts may again choose one of two options for participating in BPHAC's High Adventure program; they can either sign up to join a crew for a whole week of high adventure activities or they can make a selection from our "à la carte menu" of block scheduled activities. Either way, we are sure that Scouts will find activities that will challenge them and which they will enjoy. Our high adventure activities introduce new skills, interests, and excitement. They provide, without doubt, a sense of adventure, and boost self-confidence and leadership skills amongst Scouts and Scouters alike.

For some Scouts, a balance may need to be struck between high adventure and merit badges, in which case the block scheduled high adventure activities could be their best option. For older Scouts who have most (or even all) of the merit badges we offer at camp, the week-long crew program may be more appropriate. In cases where Scouts need to complete certain merit badges for rank advancement, it should be noted that participating in more than one high adventure activity may take significant time away from the merit badge program (although our counselors will do all they can to assist those who need to make up a missed session or two). In such cases, the Scout, parents and leaders will need to consider the pros and cons of participation in the high adventure program. Generally, it should be noted that high adventure will boost a Scout's interest in Scouting (and possibly in advancement as well).

A Word on Age Requirements...

Due to the nature of the high adventure activities there are specific age requirements for each high adventure activity. These requirements are either based on BSA standards or on the advice of the staff conducting the program and ***are not negotiable under any circumstances***. The stricter requirement always applies. The age is based on the age of the Scout on the day of the activity.

And on Cost...

The High Adventure program is in addition to the normal camp fees and, for block scheduled activities, each activity is priced separately. We will reserve spaces on activities when we receive registrations. For the week-long crew program, we offer one price *which is instead of and not additional to* the usual camp fee. As the US Dollar to British Pound exchange rate seems to be highly volatile at the moment, we would prefer not to guess at the exchange rate and fix a dollar cost for High Adventure. Accordingly we will **charge and collect high adventure fees in pound sterling, payable at registration on Saturday, the first day of camp. We will accept payment in US Dollars at the same time using the prevailing exchange rate. Final registration for high adventure activities must, however, still be made by May 27th.**

Joining a BPHAC High Adventure Crew

The BPHAC Crew program was introduced in 2003 and, following its success over the past years, we intend to offer the program again this year. It offers Scouts the opportunity to become part of a crew during program hours and participate in a five-day long high adventure program (note that Scouts will still camp and eat with their unit, but will be offsite for most of the day - something to consider if your SPL is planning on participating in the crew program). This program is open to all registered Scouts and Venturers who will be 14 or older on the day on which camp starts. The high adventure crews will do a series of activities throughout the week aimed at challenging them mentally, physically and morally. Members will be working as individuals and as teams.

We are currently working on the details of this year's program, which is likely to include cable water-skiing, climbing, kayaking, mountain biking, viaduct abseiling and an overnight challenge hike through the rugged Derbyshire countryside amongst other exhilarating activities. The cost for the crew program will be \$450 (unless there is a drastic change in the exchange rate between now and camp). This price includes all activities for the week, camp fees, meals, and special gear. Remember that this cost is instead of the regular camper fee and is not an additional fee. Please note that the \$450 fee is based on the discount resident camper rate. The crew program fee will be \$470 if conditions for the discount resident camper rate are not met. We will send out more information to units as they register for BPHAC.

To participate in this program **you must register by May 27th**.

There is some special equipment, listed below, that scouts will need to bring for the crew high adventure program.

- Sturdy Hiking Boots
- Swimsuit
- Annual Health and Medical Record – Parts A, B and C
- A medium sized Backpack (roughly 30-40 liters capacity) to contain:
 - Sleeping Bag and Ground Pad
 - Raingear
 - Light Toiletries (toothbrush, toothpaste, soap, washcloth, etc)
 - Change of Clothes
 - Canteen with Water (1-2 Liters)
 - Small First Aid Kit
 - Compass
 - Personal Tent
 - Personal Eating Utensils, Cup and Bowl

The backpack is for the overnight Challenge Hike. The scout will be expected to bring and carry the gear listed above for the hike. When selecting gear for the hike, Scouts should be aware that the hike will be 15 miles in challenging countryside.

All necessary safety equipment for the planned activities will be provided. This includes helmets for climbing, lights for caving and lifejackets for water sports. If you wish to bring your own equipment, such as climbing shoes or helmets, you will only be allowed to use them if our instructors have inspected them and agreed to their use. Note that the instructors will have the final say on whether or not Scouts can use their own personal gear and their decision can not be over-ridden by anyone!

Transportation for High Adventure Activities

Unfortunately we are not able to secure a fleet of vehicles to transport participants to the various high adventure sites and, therefore, we may need your help with transportation. If you bring a bus or van to camp we may ask you to use it to transport Scouts and staff to a high adventure activity. We will pay the cost of the gas we use **and** drivers may participate in the high adventure activity free of charge (provided that they meet the requirements for the activity - such as a swim test). Please note that whilst we would like to pay for anyone willing to drive, we will only pay for the drivers who are actually needed for the activity.

In the event that we are unable to secure transport for an activity we will be forced to cancel it at short notice. Please help us by volunteering vehicles and drivers for these activities.

Reservations

At one time, the primary instructors for all of our activities were activity team members from Hesley Wood Scout Activity Centre. The camp no longer has enough certified activity instructors and now we contract with local providers. This increases the cost and decreases our flexibility on times and dates. Accordingly, **ALL reservations for High Adventure activities must be submitted by May 27th**. Booking changes, removals and additions after May 27th will only be on a space-available/replacement basis.

Adults and High Adventure

We will take adults in the high adventure program on a space available basis - unless of course an adult is driving Scouts to an activity in which case they may participate in the activity free of charge. Please note that each unit will need to leave at least one adult in camp.

High Adventure Points to Remember:

- ⇒ **Every camper needs a BSA Annual Health and Medical Record with all parts completed.**
- ⇒ **Participants will need suitable clothing for High Adventure. This usually means old, durable clothes, waterproof clothing and soft-soled shoes as well as sturdy hiking boots. All necessary equipment such as helmets, personal flotation devices, and climbing gear will be provided. It is always a good idea to take along a towel and a spare set of clothes on High Adventure activities.**
- ⇒ **Participants must have been completed the BSA swim test and been certified as a Swimmer in order to participate in water-based high adventure activities. **Wherever possible, participants should complete the swim test before coming to camp.****
- ⇒ **All High Adventure registration is on a first come, first served basis. If an activity becomes over-booked we will do our utmost to try and schedule additional sessions.**
- ⇒ **Some High Adventure activities are weather dependent and may be canceled if there is inclement weather.**
- ⇒ **High Adventure fees cannot be refunded after payment at camp check-in. After that, fees will only be refunded if events are canceled due to inclement weather, insufficient numbers, or if a replacement participant can be found.**

High Adventure Block Scheduled Programs

<i>Activity</i>	<i>Description</i>	<i>Cost</i>	<i>Times Offered</i>	<i>Minimum & Maximum #s</i>
Cable Water Skiing	This program will be offered at Rother Valley. It will not be possible to complete Water-skiing Merit Badge, but it will be fun for Scouts aged 12 or over. If you want to see what this is like, go to http://sheffieldcablewaterski.com/Albums.aspx . You will need a towel, wetsuits are provided.	£13.00 (under 16) £18.00 (over 16)	Monday afternoon or Wednesday afternoon.	??
Caving (Spelunking)	BPHAC is located in a great area for caving. There are numerous caverns located within an hour of the camp. The guide is an experienced local instructor. Participants need to bring old clothes, boots (waterproof), flashlight, and a change of clothes (for the trip back). All special equipment will be provided.	£35.00	All day Thursday.	Minimum: 5 Maximum: 16
Challenge Hike	An overnight hike in the rugged countryside of the Peak District National Park. Required equipment is listed on page 12 of this guide. The hike ends at the site of the advanced climbing activity.	£10.00	Wednesday morning to Thursday morning.	??
Climbing & Rappelling – All Day	The all day climbing, taken together with one of the half-day climbing sessions, will allow Scouts to complete most of the requirements for Climbing Merit Badge. The all day session takes place on one of the UK's most impressive climbing areas – Stanage Edge – which has over 800 different climbs. You will need sturdy hiking or climbing boots and gloves. Helmets, ropes etc. will be provided.	£35.00	All day Monday.	Minimum: 5 Maximum: 8

***Minimum Age for All High Adventure Activities is 12, except for Caving where the minimum age is 14.
For All Water-Based Activities, Participants Must Have Been Classed as Swimmer in the Swim Tests.
Participants should ensure that they bring raingear with them on every high adventure activity.
There will not be any exceptions to these requirements under any circumstances.***

*All necessary specialist and safety equipment will be provided. Bagged lunches will also be provided for all day activities.
Where Maximum Numbers are indicated by “??” the maximum number will depend on the maximum number of people we can transport.*

Activity	Description	Cost	Times Offered	Minimum & Maximum #s
Climbing & Rappelling – Half Day	There are climbs for novice to very experienced climbers within a half-hour of camp. You will need sturdy hiking or climbing boots and gloves. Helmets, ropes etc. will be provided. Scouts who take the half-day and all day climbing sessions can complete most requirements for Climbing Merit Badge.	£20.00	Tuesday morning or Tuesday afternoon.	Minimum: 5 Maximum: 8
Gorge Walking	Make your way up a deep gorge fighting back river water as you go, scrambling over rocks and avoiding freezing cold river pools! You will need a towel and change of clothes.	£20.00	Thursday morning.	Minimum: 5 Maximum: 8
Kayaking – An Introduction	This will be offered offsite at Pugney’s Country Park. Local instructors will teach basic kayaking skills from the wet exit to rolls. This introduction to kayaking is exciting and fun. You will need a towel, change of clothes and lightweight shoes.	£12.00	Sunday afternoon or Wednesday afternoon.	Minimum: 5 Maximum: 8
Mountain Biking	This activity has changed in recent years and now takes place in a nearby national park (using mountain bikes) and not in the campsite. Cost includes guide, bike rental and helmet.	£16.00	Monday morning or Tuesday morning.	Minimum: 6 Maximum: 8
Viaduct Abseiling	Not quite bungee jumping – but close. This activity involves “free-fall rappelling” from the middle of a railway viaduct arch. Not to be missed - apparently.	£20.00	Wednesday morning or Wednesday afternoon.	Minimum: 5 Maximum: 8

**Minimum Age for All High Adventure Activities is 12, except for Caving where the minimum age is 14.
For All Water-Based Activities, Participants Must Have Been Classed as Swimmer in the Swim Tests.
Participants should ensure that they bring raingear with them on every high adventure activity.
There will not be any exceptions to these requirements under any circumstances.**

*All necessary specialist and safety equipment will be provided. Bagged lunches will also be provided for all day activities.
Where Maximum Numbers are indicated by “??” the maximum number will depend on the maximum number of people we can transport.*

Special Programs at BPHAC

In addition to our three main programs of ACE, merit badges and high adventure, BPHAC offers a number of other special programs that supplement all three main programs. Many of these special programs are activities in which both Scouts and Scouters can participate.

Campfires

On Saturday evening the staff presents and hosts a campfire for everyone in camp. Be warned however, the troops' SPLs are expected to plan, host and present a closing campfire on Thursday night in return. Scouts can also invite their parents to attend the Thursday night campfire. In addition, we also encourage inter-troop campfires on Tuesday night.

Climbing and Rappelling Tower

As an additional program, all Scouts will have the opportunity to try the camp's artificial rock climbing tower which uses the latest climbing technology. Patrol Leaders should sign-up their patrols at the Trading Post once at camp. ACE participants will have the opportunity to climb the tower as part of their schedule, but can also participate with their unit.

Cobbler Cook Off

The cobbler cook-off is sponsored by the Scoutcraft Area on Tuesday evening. This competition is open to adults and Scouts and is not limited to the food provided by the Camp Commissary. You are free to bring your secret ingredients from home to try and produce the best cobbler in camp. Sign up will take place at camp in the Trading Post.

Fishing

Campers have the opportunity to go fishing during camp. Basic equipment will be provided as will transportation to the near-by country park which has a stocked fishing area. Although catch & release is in effect, Scouts will still enjoy the time spent lakeside, even if they can't have a seafood meal afterwards! Participants will need to purchase a fishing license in the local town. Please ask at camp for more details.

Honor Troop of the Day

Each unit will have its campsite inspected daily by the Camp Commissioners. The inspection focuses on camp cleanliness, preparation for inclement weather, Scout uniform, on-time attendance and many, many other things! Any troop which passes the standard for Honor Troop of the Day will be recognized at that evening's retreat ceremony. A courtesy inspection is carried out by the Camp Commissioners on Sunday to give you a heads up on what they will be looking for. *Troops are expected to have cheers at Retreat Ceremonies (part of Scout Spirit). However do not expect to be an Honor Troop if your cheer is negative (pokes fun at another troop, staff, leaders etc....). Everything we do and say should reflect the best aspects of Scouting...our oath and law.*

Learn to Swim Program

Depending on the availability of qualified instructors, and the logistics of our pool, we will offer a “Learn to Swim” program for any scout who wishes to learn how to swim, or who wishes to improve his swimming ability. Interested Scouts should contact the Aquatics Director once at camp. This program, if available, will take place during sessions 1 and 2 each day.

Leave No Trace Training

As part of our Staff Friend program (see General Information – Arrival and Departure), units are offered the opportunity to learn about the principles of Leave No Trace. Leave No Trace is an international program designed to build awareness, appreciation and respect for the outdoor wilderness, and the program is an important part of Scouting’s outdoor ethics. More details will be available from your Staff Friend once you have arrived at camp.

Mile Swim

This is a program for the advanced swimmer. Mile Swim BSA includes swimming a mile and also the process of working up to that high goal. Before attempting to swim a mile, Scouts and adults are required to complete the four one-hour long practice sessions (one on each day). Then, on Thursday, it is time to see just how far you can really swim. Please be aware that attendance and completion of the practice sessions is compulsory for those who wish to attempt the mile swim. This program is dependent on the logistics of our pool location and, if available, will take place during sessions 1 and 2 each day.

Obstacle Course

The course is a guaranteed way of making sure everyone takes a shower. The obstacle course is offered to patrols throughout the week as part of the evening program. After crawling through tunnels and under and over cargo nets, a shower is essential. Patrol Leaders should sign-up their patrols at the Trading Post once at camp. ACE participants will have the opportunity to complete the obstacle course during their schedule, but may participate with their unit as well.

Order of the Arrow

There will be an Order of the Arrow Day with a Fellowship on Monday evening. We promote the spirit of brotherhood, cheerfulness, and service throughout the camp and encourage all OA members to wear their sashes with their Class A uniform on Monday. In accordance with Namassakett Chapter policy and our own camp policy, we are unable to conduct Ordeal or Brotherhood Ceremonies during camp.

Patrol Scavenger Hunt

Introduced in 2005, the BPHAC Patrol Scavenger Hunt is a great way for a patrol to work together throughout the week of camp. At registration, each patrol will receive a score card listing seven program areas. During the daily open program session or evening program as appropriate, patrols visit the program areas listed on the card and complete a task related to that area. Once the task is completed, a staff member will stamp a unique hole in the card. Collect four out of the seven stamps and each member of the patrol will receive a Root Beer or Mountain Dew Float at the Pizza Party on Thursday.

Raft Race

We again plan on staging the annual raft race this summer. Ultimately the water levels at the Pond determine whether or not we can hold the race (and these variably considerably each year – unfortunately the lower the water level, the better the weather at camp). Should water levels be sufficient (usually determined during camp), units will be invited to use materials in camp to build a raft for a Thursday afternoon race on the Pond. Rules will be determined by the staff and published at camp. Scouts participating as riders in the race will need to have been certified as a swimmer and issued with a buddy tag. If there is not enough water, we will devise another camp-wide event.

Robin Hood Competition

On Tuesday evening, each unit can send a team of one Scout and one adult to compete in the annual Robin Hood Competition at the Archery Range. Sign up will take place at camp in the Trading Post.

Silver Spoon Award

On Wednesday evening the staff check out your unit's cooking and hosting ability. Your unit will be provided with extra food and two or more staff members. Then, late on Wednesday evening, all of the staff get together and compare notes to decide which unit will win the coveted Silver Spoon Award for preparing and hosting the best meal. Everyone is, however, limited to what is available from the Camp Commissary - so no running down to the local supermarket to buy lobster or sirloin steak. Some things you may wish to consider, however, are: writing an invitation to the staff guests, wearing Class A uniforms, sending an escort for the guests, eating at the same time, saying grace, washing hands, offering facilities for the guest to wash their hands, and not starving the scouts and stuffing the guest! Staff assignments for each unit will be posted by Tuesday afternoon in the Camp Office.

Training for Adult Leaders

We will offer a number of adult training courses at various times during camp (sign-up for these courses will take place at camp). These will include Scoutmaster and Assistant Scoutmaster Leader Specific Training, Safe Swim Defense, Safety Afloat, Climb on Safely and Trek Safely training. More details on these courses can be found below.

Scoutmaster and Assistant Scoutmaster Leader Specific: This course is an introduction to the Boy Scouts of America and to the responsibilities, opportunities, and resources that will ensure a successful troop leadership experience. It is appropriate for Scoutmasters, Assistant Scoutmasters, and Committee Members. Course topics include troop positions and organization, meetings, working with youth leadership, advancement, program planning, membership, and finances.

Troop Committee Challenge: This course is for Boy Scout Troop Committee members to enable them to better understand their roles and responsibilities. Through hands-on learning, this course will enable committee members to better deliver the promise of support to the troop, Scoutmaster, and Scouts. This course is also recommended for Scoutmasters.

Safe Swim Defense, Safety Afloat, BSA Aquatics Supervision Swimming and Water Rescue, and BSA Aquatics Supervision Paddle Craft Safety: These courses are designed to train adult leaders in the basics of water safety and unit aquatic activity planning. Participants who attend this training will receive a Safety Afloat certification and a Safe Swim Defense certification. The courses focus on the eight points of Safe Swim Defense and the nine points of Safety Afloat. The classes address major concerns about aquatic and boating safety and water rescue. This certification is required in order to obtain a tour permit for outings with aquatic activities. It is recommended that all adult leaders achieve this certification. Safety Afloat and Safe Swim Defense certifications are valid for two years.

Climb on Safely: This course is similar to the Safe Swim Defense and Safety Afloat courses and is designed to train adult leaders in the basics of climbing safety. Adults who attend this training will receive a Climb on Safely certification. The course focuses on the eight points of climbing safety.

Daily Program Schedule

(Monday to Wednesday)

0630 - Reveille (in unit site)

0715 - Breakfast

0815 - Aquatics Transportation Departs

0845 - High Adventure Transportation Departs

0900 - Program Session 1

1000 - Program Session 2

1100 - Program Session 3

1200 - Lunch

1330 - Daily SPL Meeting - ACE Tent
Daily food pickup - Commissary

1345 - High Adventure Transportation Departs

1400 - Program Session 4

1500 - Program Session 5

1600 - Program Session 6

1650 - Open program session for additional help by appointment with counselor
BPHAC Patrol Scavenger Hunt – Program Areas
Rifle Free Shoot (sign up at Trading Post) - until 1715 only

1730 - All program areas close

1800 - Dinner

1930 - Colors (Camp Center)

1945 - Evening Programs (see special program schedule)

2200 - Taps

Note: All program sessions last 50 minutes

Special Program Schedule

Saturday

- 1300 - Check-in Begins
- 1330 - Trading Post Opens
- 1600 - Check-in Closes
- 1730 - Dinner
- 1900 - Leaders Meeting – Howard Walker Center (HWC)
- 2030 - Retreat followed by Camp Tour and Campfire
- 2230 - Taps

Sunday

- 0630 - Reveille (in unit site)
- 0715 - Breakfast
- 0800 - Church of JESUS CHRIST of Latter Day Saints Worship Service
- 0900 - Interfaith Worship Service
- 0945 - Meet for High Adventure Swim Tests - High Adventure Meeting Point
- 1000 - Program Session 1
- 1100 - Program Session 2
- 1200 - Lunch
- 1300 - Daily SPL Meeting - ACE Tent
Daily food pickup - Commissary
- 1330 - Program Session 3
- 1345 - High Adventure Transportation Departs
- 1430 - Program Session 4
- 1530 - Program Session 5
- 1630 - Program Session 6
- 1720 - All program areas close
- 1800 - Dinner
- 1930 - Colors (Camp Center)
- 1945 - Climbing and Rappelling (sign up your patrol at the Trading Post)
Obstacle Course (sign up your patrol at the Trading Post)
ACE 2nd and 1st Class Swimming Requirements - Aquatics Mtg Point
Canoeing and Rowing Merit Badge Swim Test - Aquatics Mtg Point

Monday – OA Day

- 0930 - Scoutmaster Leader Specific Training - Part 1 - Guide House (2 hours)
- 1500 - Safe Swim Defense Adult Leader Training - Guide House (1 hour)
- 1630 - Safety Afloat Adult Leader Training - Guide House (1 hour)
- 1945 - Climbing and Rappelling (sign up your patrol at the Trading Post)
Obstacle Course (sign up your patrol at the Trading Post)
Tenderfoot First Aid Requirements - ACE area (1 hour)
- 2000 - CPR Training - Guide House – sign up at the Trading Post (1 hour)
- 2100 - Order of the Arrow Rededication and Crackerbarrel – HWC (1 hour)

Tuesday

- 0930 - Scoutmaster Leader Specific Training - Part 2 - Guide House (2 hours)
- 1530 - Climb on Safely Adult Training - Guide House (1 hour)
- 1945 - Climbing & Rappelling (sign up your patrol at the Trading Post)
Obstacle Course (sign up your patrol at the Trading Post)
Robin Hood Competition - Archery Range (sign up at the Trading Post)
Second Class First Aid Requirements - ACE area (1 hour)
Cobbler Cook-Off - HWC (sign up at the Trading Post, 2030 last entry)
- 2000 - CPR Training - Guide House – sign up at the Trading Post (1 hour)
- 2100 - Inter-Troop Campfires

Wednesday

- 0930 - Scoutmaster Leader Specific Training - Part 3 - Guide House (2 hours)
- 1530 - Trek Safely Leader Training - Guide House (1 hour)
- 1800 - Silver Spoon Competition in Unit Campsites
- 1945 - Climbing & Rappelling (sign up your patrol at the Trading Post)
Obstacle Course (sign up your patrol at the Trading Post)
First Class First Aid Requirements - ACE area (1 hour)
- 2000 - CPR Training - Guide House – sign up at the Trading Post (1 hour)
- 2100 - Scoutmaster & Senior Patrol Leader Crackerbarrel - HWC

Thursday

- 0815 - Aquatics Transportation Departs
- 0845 - High Adventure Transportation Departs
- 0900 - Program Session 1
- 0930 - Troop Committee Challenge Training - Guide House (2.5 hours)
- 0945 - Program Session 2
- 1030 - Program Session 3
- 1115 - Program Session 4
- 1200 - Lunch
- 1330 - Daily SPL Meeting - ACE Tent
Daily food pickup - Commissary
- 1345 - High Adventure Transportation Departs
- 1400 - Program Session 5
- 1445 - Program Session 6
- 1600 - Raft Race
- 1830 - Pizza on the Short Field
(one adult volunteer from each unit needed at 1800)
- 2000 - Colors (Camp Center) followed by Closing Campfire
(each unit to have either a skit or song)

Friday

- 0700 - Reveille
Early Check-Out begins
- 0730 - Breakfast
- 1000 - Check-Out Ends

!!Subject to Change as Required!!

Health & Safety

The number one goal for our BPHAC Camp Director is that each and every Scout, Scouter and Staffer has a safe camp experience. On the following five pages you will find some health and safety guidelines that are in force at camp. In addition to these guidelines we will follow those in the Guide to Safe Scouting and the BSA's National Camp Standards. Safety is a concern for everyone, not just the camp staff, and you are encouraged to take action to correct safety concerns as quickly and as tactfully as possible.

Medicals

Every individual in camp **must have a BSA Annual Health and Medical Record with all parts (A, B, and C) fully completed.** Anyone arriving at camp without a medical will have to obtain a medical before they can check-in. We will not offer this service at camp and the local British doctor will charge anything up to \$250 for a medical - so make sure everyone in your unit has a completed medical before leaving for camp. Medical forms can be downloaded from the Forms section of the camp website at www.bphac.com. These medical forms will be collected as part of the check-in procedure and returned when you check out. During the week they will be kept in the First Aid Station.

Emergency Procedures

BPHAC has a camp-wide fire alarm and an emergency procedures plan. It is essential for everyone's safety that every member of your unit fully understands the camp's emergency procedures - their life, your life, or someone else's life could depend on it.

The sounding of an emergency siren is the fire alarm. It will only be utilized by an authorized member of the camp staff. Upon hearing the alarm, all Scouts and leaders should return to their campsites and the unit fire-warden, with a buddy, reports to the Camp Office immediately for instructions. The emergency coordinator will advise the unit fire-warden of any action he needs to take and will ask the fire-warden to return to his unit campsite to establish whether or not all members of his unit have returned to the campsite. The camp staff will secure the program areas and head towards the Camp Office as soon as possible. Campers are to remain in their campsites and away from the site of any emergency.

The same alarm will also be used if there is an immediate need to assemble units in their sites because of some other emergency. In such an incident the unit fire-warden (and his buddy) should still report to the Camp Office for instructions.

Fireguard Equipment

Each unit should bring tools to camp to enable them to set up a unit fire station. The station should include a shovel, two or more water buckets (kept filled at all times), and a fire extinguisher suitable for use on any stoves your unit may bring to camp.

The Pool and the Waterfront

All youths and adults in camp who wish to use either the pool or the waterfront must take the swim qualification test to determine their swimming ability. A "Buddy Tag" will be issued to each individual once they have completed their swim test and it will be retained at the pool or at the waterfront. The Buddy Tag will indicate the individual's classification as a Learner, Beginner, or Swimmer.

The Swimming classification will also be used to determine the type of watercraft an individual may use. A person who has not been classified as a swimmer may only ride as a passenger in a rowboat with an adult swimmer. Only swimmers are permitted to use or to be a passenger in a canoe. Everyone - youth, adult and staff - is required to wear a personal flotation device. Scouts participating as riders in the Thursday afternoon raft race will need to have been passed as a swimmer and issued with a buddy tag.

All Aquatics areas are "off-limits" except during program times. Even if they are in use by a non-BSA group, the areas are still off-limits.

The Obstacle Course

The obstacle course is off-limits at all times except when individuals are being guided through the course by an authorized member of the camp staff during an activity session. There are parts of the obstacle course which are dangerous if used incorrectly and all adults in camp are asked to ensure that Scouts do not use the obstacle course except during the times stated above.

Fires, Stoves, Tents, and Open Flames

For safety reasons, there are to be ***no open flames in tents***. This ban on open flames in tents includes a ban on the use of matches, candles, kerosene, propane or liquid lanterns in tents. Lighting in tents is to be provided by battery-powered lanterns or flashlights only. It is, however, acceptable to use a lantern under a dining fly.

All cooking fires, campfires and stoves are to be attended while they are burning. Fires are only to be built on designated altars and must be extinguished so that they are cold to the touch when unattended.

Liquid Fuels

The Boy Scouts of America permits the use of liquid fuels only under the direct supervision of a knowledgeable adult. **Liquid fuel is never to be used as a fire starter.**

Youth Protection Policies

Leaders are asked to review the Guide to Safe Scouting before attending camp and ensure compliance by their unit with policies as detailed in the Guide, particularly in respect of youth protection policies. Failure to comply with Guide to Safe Scouting and youth protection policies will result in disciplinary action. Key portions of the youth protection policies found in the Guide to Safe Scouting are reproduced below. Other Guide to Safe Scouting policies are also contained elsewhere in this guide.

Barriers for Youth Protection

- **Two-deep leadership:** Two registered adult leaders or one registered leader and a parent of a participant, one of whom must be 21 years of age or older, are required on all trips and outings. The chartered organization is responsible for ensuring that sufficient leadership is provided for all activities.
- **No one-on-one contact:** One-on-one contact between adults and youth members is not permitted. In situations that require personal conferences, such as a Scoutmaster's conference, the meeting is to be conducted in view of other adults and youths.
- **Respect of privacy:** Adult leaders must respect the privacy of youth members in situations such as changing clothes and taking showers at camp, and intrude only to the extent that health and safety require. Adults must protect their own privacy in similar situations.
- **Separate accommodations:** When camping, no youth is permitted to sleep in the tent of an adult other than his own parent or guardian. Councils are strongly encouraged to have separate shower and latrine facilities for females. When separate facilities are not available, separate times for male and female use should be scheduled and posted for showers.
- **Proper preparation for high-adventure activities:** Activities with elements of risk should never be undertaken without proper preparation, equipment, clothing, supervision, and safety measures.
- **No secret organizations:** The Boy Scouts of America does not recognize any secret organizations as part of its program. All aspects of the Scouting program are open to observation by parents and leaders.
- **Appropriate attire:** Proper clothing for activities is required. For example, skinny-dipping is not appropriate as part of Scouting.
- **Constructive discipline:** Discipline used in Scouting should be constructive and reflect Scouting's values. Corporal punishment is never permitted.
- **Hazing prohibited:** Physical hazing and initiations are prohibited and may not be included as part of any Scouting activity.
- **Junior leader training and supervision:** Adult leaders must monitor and guide the leadership techniques used by junior leaders and ensure that BSA policies are followed.

All allegations of child abuse in Scouting must be reported to the TAC Scout Executive, Vince Cozzone (+32 (0)476 317 555)

Leadership Requirements for Trips and Outings

- **Safety rule of four:** No fewer than four individuals (always with the minimum of two adults) go on any backcountry expedition or campout. If an accident occurs, one person stays with the injured, and two go for help. Additional adult leadership requirements must reflect an awareness of such factors as size and skill level of the group, anticipated environmental conditions, and overall degree of challenge.
- **Male and female leaders must have separate sleeping facilities:** Married couples may share the same quarters if appropriate facilities are available.
- **Male and female youth participants will not share the same sleeping facility.**
- **Single-room or dormitory-type accommodations for Scouting units:** Adults and youth of the same gender may occupy dormitory or single-room accommodations, provided that there is a minimum of two adults and four youth. A minimum of one of the adults is required to be youth-protection trained. Adults must establish separation barriers or privacy zones such as a temporary blanket or sheet walls in order to keep their sleeping area and dressing area separated from the youth area.
- **When staying in tents, no youth will stay in the tent of an adult other than his or her parent or guardian.**

Responsibilities of Youth Members

All members of the Boy Scouts of America are expected to conduct themselves in accordance with the principles set forth in the Scout Oath and Law. Physical violence, hazing, bullying, theft, verbal insults, drugs and alcohol have no place in the Scouting program and may result in the revocation of a Scout's membership in the unit.

If a Scout cannot conduct himself in an acceptable manner, the unit may, at their discretion, arrange for the Scout to return home. The Camp's leadership team should not be expected to take over the role of the unit leadership in disciplining youth although they may serve as a resource to assist the unit in their efforts.

Unit Responsibilities

Adult leaders of Scouting units are responsible for monitoring the behavior of youth members and interceding when necessary. Parents of youth members who misbehave should be informed and asked for assistance in dealing with it. The BSA does not permit the use of corporal punishment by unit leaders when disciplining youth members.

The unit committee should review repetitive or serious incidents of misbehavior in consultation with the parents of the child to determine a course of corrective action including possible revocation of the youth's membership in the unit. If problem behavior persists, units may revoke a Scout's membership in that unit. When a unit revokes a Scout's membership, it should promptly notify the council of the action.

The unit should inform the Scout executive about all incidents that result in a physical injury or involve allegations of sexual misconduct by a youth member with another youth member.

Medical Matters

BPHAC is required to have at least one qualified medic in camp. In addition, all of our staff will be trained in basic first aid and we will have a number of other qualified staff members who will provide support and assistance to the camp medic. However, our medics may or may not be doctors. There are certain things they are not legally or ethically permitted to do. This may include prescribing medicine, telling an individual to take internal medicine and, in some cases, suture. We will, however, provide the best possible medical care in camp. Where there are any doubts we will refer the case to the local hospital or doctor. As BPHAC is located well over an hour away from the closest US military medical facility, we use local hospitals and doctors when we need to. The local hospitals that we use in Sheffield are among the best in the UK. As we are using local British facilities it is important that all individuals who are military members or dependents bring their ID cards to camp. Civilian individuals, who are not resident in the UK, will either need a European Health Insurance Card from their local host country social security office/national medical service office or appropriate medical insurance and should bring proof of insurance and/or the European Health Insurance Card with them. Naturally the power of attorney, found on the Annual Health and Medical Record, must also be completed for each Scout and adult attending camp.

As space in our medical facility at camp is limited, only those cases requiring confinement of less than 24 hours will be retained in camp. If longer confinement is required, the Camp Director and the Camp Medic will notify the individual's parents or relatives so that they can make arrangements to pick him up.

We will expect leaders and units to bring first aid kits with them to treat any minor injuries. However, we do need to log all accidents and first aid treatment, so if you treat an individual yourself please let the medic know so that it can be annotated in the camp medical log. If you have someone who requires medical treatment during camp, please send them to the First Aid Station if they can walk. If the individual cannot walk send someone to the First Aid Station or the Camp Office to get help. During program sessions the medic can also be contacted by radio from the ACE, Nature, Handicraft, and Scoutcraft areas. Remember, if an individual has a suspected back or neck injury do not move the individual nor ask them to move (unless they are in danger) - just send someone to get the medic.

Prescription Medications

All medications **must** be turned in to the Camp Medic during the medical screening which each individual will go through as part of the camp check-in procedure. The Camp Medic will control access to these medications for the safety of all in camp. Those individuals who are required to keep medication, such as inhalers, with them will be allowed to do so, but the Camp Medic must still be notified of the medication during check-in. All medications should also be listed on the individual's medical form.

Allergies and Special Medical Needs

All individuals, youth and adult alike, who have allergies or special medical needs (e.g. asthma), must be brought to the attention of the Camp Medic. Unit leaders who have individuals with special dietary requirement or food allergies should contact the Commissary Director at check-in to discuss food requirements.

Food Service Information

BPHAC uses the patrol cooking method, as we believe it is part of the total camp experience. Patrol cooking builds upon the patrol method and helps to develop teamwork and leadership. There is no other method that achieves the same ends as the patrol method. We urge you to use it as much as possible during camp, not just for cooking, but for everything. This will help your unit, your adult leaders, and your Scouts, derive the maximum benefit possible from camp.

Food for patrol cooking is issued daily by our central commissary and the frequency of issue will depend upon the storage requirements of the food being issued. Units will pick up their food from the commissary. The food issued will cover breakfast, lunch and dinner, but not evening snacks (which, if desired, are the responsibility of the unit).

We will do our best to provide the items for the menu on the next two pages, but we may, from time to time, have to change meals or items in accordance with supply or storage logistics. Where this happens you will be notified by the Commissary Director as soon as possible. If you get “shorted” on a food item at camp, or feel that something is missing from a food issue, please contact the Commissary Director as quickly as possible so that we can try to rectify the situation. There are a number of items on the menu that we will only issue when you ask for it. Each unit will receive an initial issue of items such as coffee, hot chocolate, sugar, salt, pepper, cooking oil, butter and spices. After the initial issue, you will need to let the Commissary Director know of any items that you need when you pick up your daily food issue. Equally, if you find that you are building up a surplus of food items, please let the Commissary Director know and return any excess food items. Please also make sure that you return your food issue crates to the Commissary as soon as possible – we need them for the next food issue!

Cooking and Fuel/Propane

Units may choose to cook over fires, or bring gas or propane stoves - all to be used with adult supervision. Ground fires are not allowed at camp due to peat and coal in the soil, so altar fires are provided in each campsite. If you are traveling from the Continent we can procure Coleman Fuel or propane for you as, depending on how you travel to camp, it can be difficult, as well as illegal and dangerous, to transport it. If you need us to procure fuel or propane, please complete the order form in this guide or online at www.bphac.com and send it to us no later than June 10th. We will charge the unit the exact price we pay for the propane or the fuel at the local Base Exchange. If, after camp, you have extra fuel you may try to sell it to another unit. The camp will not buy back extra propane or Coleman Fuel as we have no use for it and cannot store it.

Coleman Fuel is difficult to find locally and is very expensive (over \$40 per gallon). US specification propane canisters – both large and small – are not available locally. You are advised to bring with you all of the fuel you will need to camp (or order in advance if you are traveling from the Continent).

Special Dietary Requirements and Food Allergies

If you have an individual who requires a special diet or who has food allergies please contact the Camp Director before camp and advise him of the dietary requirements or food allergies. In addition you should contact the Commissary Director when you arrive at camp.

The Camp Menu

Listed below is the camp menu for 2010. Please note that this is a provisional menu and it may change based on the availability of the quantities of food needed to feed everyone we will have in camp. Our central commissary will provide units with basic spices and cooking ingredients, but if you want to add that little bit extra to your meals you'll need to bring or buy your own special ingredients to go with the meals listed below.

		<p>Saturday Dinner</p> <p>Hamburgers Potato Chips Salad Milk Kool-Aid Dessert</p>
<p>Sunday Breakfast</p> <p>Pancakes Sausage or Bacon Syrup Bread & Butter Milk Juice Cocoa</p>	<p>Sunday Lunch</p> <p>Cold Cuts Potato Chips Bread & Butter Soup Mustard Mayonnaise Kool-Aid</p>	<p>Sunday Dinner</p> <p>Spaghetti Salad & Dressing Bread & Butter Garlic Salt Ice Cream Kool-Aid Milk</p>
<p>Monday Breakfast</p> <p>French Toast Bacon or Sausage Syrup Bread & Butter Milk Juice Cocoa</p>	<p>Monday Lunch</p> <p>Ravioli Canned Fruit Kool-Aid</p>	<p>Monday Dinner</p> <p>Chicken Baked Potatoes Corn Bread & Butter Salad & Dressing Barbecue Sauce Milk Kool-Aid Dessert</p>
<p>Tuesday Breakfast</p> <p>Pancakes Pork Sausage or Bacon Bread & Butter Syrup Milk Cocoa Juice</p>	<p>Tuesday Lunch</p> <p>Soup Grilled Cheese Sandwich (2) Kool-Aid</p>	<p>Tuesday Dinner</p> <p>Ham Mashed Potatoes (Instant) Green Beans (Canned) Kool-Aid Milk Dessert</p>

<p>Wednesday Breakfast</p> <p>Eggs (2) Bacon or Sausage Bread & Butter Milk Juice Cocoa</p>	<p>Wednesday Lunch</p> <p>Soup Macaroni Cheese Fruit Kool-Aid</p>	<p>Wednesday Dinner</p> <p>Stew Beef Potatoes Peas & Carrots Gravy Thickener Bisquik for Dumplings Bread & Butter Milk Kool-Aid Dessert</p>
<p>Thursday Breakfast</p> <p>French Toast Bacon or sausage Syrup Bread & Butter Milk Juice Cocoa</p>	<p>Thursday Lunch</p> <p>Hot Dogs Potato Chips Mustard Relish Fresh Fruit Kool-Aid</p>	<p>Thursday Dinner</p> <p>Pizza on the Short Field (individual donation from a Pizza Hut employee)</p>
<p>Friday Breakfast (a quick, get on the road meal)</p> <p>Cold Cereal Bread & Butter Jam Milk Juice Cocoa</p>		

Staples

Please make sure that you bring your own staples. The camp commissary does not issue soap, dish soap or other cleaning supplies, and provides only an initial issue of hot chocolate, coffee and tea.

General Information – Arrival & Departure

Camp Dates

Baden-Powell High Adventure camp runs from **Saturday**, June 27th to **Friday**, July 2nd. The staff will be at camp from June 18th to July 4th so if you need to contact us during that time please use the camp address and telephone numbers given on page 33.

Check-In

Check-in for BPHAC starts at 1300 hours on Saturday. We ask you to arrive between 1300 and 1500 so that your unit has enough time to set up camp. If you need to arrive before check-in starts, please contact the Camp Director as soon as you know when you will be arriving so that we can make arrangements for a campsite to be ready for you. If you need to arrive earlier than Saturday, you will be charged a camp fee of \$8.00 per person per night (note that this does NOT include food). Food service does not start until Saturday evening and, even if arriving early, you will not be able to check-in before 1300 on Saturday. The only camp service that we provide before 1300 hours on Saturday is campsite allocation.

Check-Out

Check-out from camp starts at 0700 on Friday and ends at 1000. If you need to leave earlier please let us know so that we can make arrangements. Regardless of your actual departure time, you must check-out by 1000 on Friday. There will be no program or food service after Thursday evening (foodstuffs for Friday breakfast will be distributed on Thursday and we will be closing the commissary on Thursday night). Please also note that camp staff will not be available after 1000 on Friday as we will be starting to close down camp. If you need to remain in camp for an extra day to catch a return flight home, you may do so. You will need to pay the site fee of \$8.00 per day per person. Units staying on site after the end of check out should be aware that the camp will not be able to provide any services including food and transportation.

Fees

For fees & registration information please see TAC's Summer Camp 2010 Reservation Procedures, which includes the reservation form and information about camp fees. A copy of the procedures can be found at <http://www.tac-bsa.org/Camps2010Policy.html>.

Hotel Arrangements for Drivers

If you need to make arrangements for hotel accommodation for drivers, please contact either the Norfolk Arms (within walking distance of the campsite) on 0114-240-2016 (00-44-114-240-2016 from outside the UK) or the Barnsley/Tankersley Travel Inn (approximately two miles from camp) on either 0870-242-8000 or 08701-977-228 (00-44-870-242-8000 or 00-44-8701-977-228 from outside the UK).

Staff Friend

When you arrive at BPHAC, your unit will be greeted by a Staff Friend. He will guide you to your campsite and show you the nearest water point and woodpile. Throughout the week, your Staff Friend will visit your unit site to pass on information, to interact with Scouts, and to help answer questions. The Staff Friend will also teach your Scouts the seven principles of Leave No Trace.

Traveling by Air and Loan Equipment

The UK is served by many discount airlines, making BPHAC one of the most accessible camps in TAC. As it can be quite a challenge traveling by air with unit camping gear, we can provide a limited amount of equipment that units traveling by air can use at camp. This includes stoves, tables, benches, patrol cooking kits, and tarps. We hope to build on our inventory and it will be available on a first come, first served basis (reserved through Nick Airey, the Camp Director, before camp starts). If the camp's own inventory of equipment becomes exhausted, we will try to put you in contact with a UK-based BSA Scout troop who might be able to help you with equipment. For patrol equipment other than tables or benches, we charge a \$100 per set deposit, which is refunded to the unit when all the equipment is returned clean and ready to be used the following year. Damaged equipment will be charged at replacement cost. For a listing of what is included in the loaner gear, please visit www.bphac.com.

General Information – Contact Info & Stores

Camp Mailing Address

The following is the mailing address to be used for all Scouts and adults attending BPHAC:

Name & Unit
BPHAC
Hesley Wood Scout Activity Centre
White Lane, Chapeltown
Sheffield, South Yorkshire
S35 2YH
ENGLAND

Outgoing mail may be left at the camp office or posted in the mailbox at the end of the camp drive. Incoming mail will be distributed daily by the Camp Commissioners.

Camp Telephone

Only emergency calls will be accepted for campers at the Camp Warden's Office. The emergency phone number is **civilian** 0114-246-7912 (from outside the UK, the number is 00-44-114-246-7912). Outside of office hours, this phone is answered by an answering machine and we will not receive messages until the following morning. Alternatively you can call 07785-292657 (00-44-7785-292657 from outside the UK), the Camp Director's cell phone, which will be answered 24 hours a day.

Grocery Store (ASDA)

Units may purchase items for snacks, or for meals if arriving in advance of camp food service, in the village of Chapeltown (less than 1 mile from camp). This store is open seven days a week and opening times will be posted at the Camp Office. Please note that the grocery store will only accept British Pounds.

Providore

The Providore sells "junk" food as well as camp items, including British Scout badges and the like and will accept British currency and US currency at an exchange rate established by the Camp Director. It is recommended that British currency is used in the Providore.

Trading Post

The Trading Post is maintained as a service to campers. The Trading Post will be stocked with a good supply of program materials, literature, craft material, camp t-shirts, camp belts, camp hats, some camping supplies and BPHAC wristbands. All food items and sundries will be sold at the Providore by agreement with the British Scout Association, with the exception of donuts and popcorn. The Trading Post will accept US currency, MasterCard, Visa, British currency and Euros (necessary exchange rates will be established by the Camp Director). It is recommended that US currency is used in the Trading Post.

General Information – Other Camp Policies

Included below are a number of Boy Scouts of America, Transatlantic Council, BPHAC or Hesley Wood policies that are not covered elsewhere in this guide. Please ensure that all of your Scouts and Adult Leaders are familiar with the policies contained both in this section and elsewhere in the guide.

Adult and Youth Registration

All adults serving in any type of leadership capacity for their unit at camp must be registered as an adult leader with the Boy Scouts of America. We do realize that often times a parent will volunteer to serve as a leader at camp at the last minute. That parent, however, does need to become a registered member of the Boy Scouts of America - it is for the parent's "protection" as well as our own.

All youth participants must be registered members of a Scout Troop, Venture Crew, or Varsity Scout Team.

Alcoholic Beverages and Drugs

Any and all use of alcoholic beverages on site is prohibited, regardless of age. The use of illegal drugs (i.e. non-prescription) is prohibited. Violators will be asked to leave the campsite and appropriate action will be taken. There is a bar located on the camp property that may be open some evenings during camp. We pretend that the bar is not there and it is off limits to Scouts, leaders, and staff alike.

Cell Phone Policy

Our instructors are not permitted to carry or use cell phones during any program sessions (except when working in areas out of the range of the camp radios). We would request that, similarly, you ask your Scouts not to take cell phones to program sessions or, at the very least, to turn them off during sessions. Use of cell phones during program sessions is inconsiderate to other participants and, in some cases can be extremely dangerous (Scouts using axes, climbing, lighting fires, etc, should not be distracted by a ringing phone).

Centenary Lodge

Located next to the Climbing Tower and the Main Car Park, the Centenary Lodge will be open and available for Adult Leaders to use throughout the week as a quiet place to charge a cell phone or get some work done. Opening hours will be posted on the door. Please note that at times the Lodge may be used for training sessions or an inclement weather shelter.

Family Camping

The camp is not permitted to accept siblings of Scouts or adults staying in the campsite in anything other than a leadership capacity. This is in accordance with Boy Scouts of America policy. There is, however, some flexibility for families desiring to attend the last night at camp and to see the closing campfire before departing for home the next day. Transatlantic Council camps are not to be used as lodging for families wishing to tour the local area while their Scouts are attending camp.

Initiations, Hazing and Military Training

Corporal punishment, hazing, initiation of any sort, and military training and drill are not permitted in the Boy Scouts of America. Unless acting in an official capacity, military uniforms, parts of military uniforms, or BDUs are not to be worn at camp. We do make an exception for rain gear as often times it is the only rain gear owned by the participant.

Leaving the Site

A sign in/sign out log is located inside the main door of the Howard Walker Center. Scouts and adults must use this when leaving camp. In no circumstances will a youth member of a unit be allowed to leave camp without adult supervision. Each unit must have a minimum of two adult leaders (i.e. over the age 21) traveling to and from camp, in addition to being in residence at all times unless cleared with the Camp Director. Tour permits for attendance at camp must include information on the leaders who will attend. Note that ***permits with less than two leaders will not be approved.***

Money and Valuables

Each family must decide how much spending money a Scout should take to camp. Each Scout is, however, responsible for the safeguarding of his money and personal property. It is recommended that expensive cameras, watches, and personal entertainment devices be left at home. Units may, if they wish, have items stored in the camp safe, although neither the council nor its employees will accept liability or responsibility for any items which you ask to be stored in the safe. Regardless, all items should be clearly marked, with the boy's name and unit number. There are banks in Chapeltown that will exchange foreign currency - the camp will not provide any foreign exchange services.

Pets

For the safety of both pets and campers (as well as for owner liability reasons), pets are prohibited at camp. The only exceptions are for working guide dogs belonging to visually impaired persons.

Recycling

The camp encourages all Scouts, Leaders and Staff to recycle. During check-in, each unit is issued with special recycling bags for aluminum cans. Bins for paper and plastic recycling can be found in the Camp Office, Trading Post and in the Nature Program Area.

Smoking

There will be no smoking by Scouts in camp. Smoking by adult leaders is only to take place in a ***designated area away from Scouts, campsites and activity areas.*** Adult leaders are expected to support the attitude that young adults are better off without tobacco

Swim Testing

Under the current BSA Policy on swim tests, units may, if they choose to do so, conduct swim tests before arriving at camp. The details of how to conduct these tests at the unit level are included in the appendix to this guide. Units which do not conduct swim tests before camp will still have the opportunity to complete swim tests on Sunday. Please remember that it is imperative that each Scout and adult who plans to be in or on the water during the week completes this swim test. This is especially important for Canoeing, Lifesaving, Rowing and Swimming merit badges where the successful completion of the BSA Swim Test is a prerequisite. Scouts participating as riders in the Thursday afternoon raft race will need to have been passed as a swimmer and issued with a buddy tag as will any Scout participating in a water-based High Adventure activity.

Uniform and Dress Code

The BSA Class A uniform is the expected uniform for retreat ceremonies. A more casual uniform, such as Scout shorts and a scouting t-shirt may be worn during most other activities. Adults are asked to always wear at least one item of Scout clothing – hat, jacket, t-shirt, etc.

Closed-toe shoes are to be worn in and around the camp to prevent injury. Hats must be Scout hats and must be worn correctly.

Please ensure that Scouts bring a poncho or raincoat as well as warm clothes such as a sweater, sweatshirt, and/or a jacket. The climate is mild, but extended spells of rain and cold weather are not unusual. Clothing with inappropriate symbols or messages is not permitted.

Weapons, Knives, Full Length Axes, Fireworks, Firearms & Ammunition

Non-folding sheath knives, flick knives, throwing stars and martial arts weapons are not allowed at camp. Please be aware that UK law classifies any knife with a blade of more than three inches in length as an offensive weapon and carrying such a knife can be deemed a criminal offense. Fireworks of any kind are also prohibited. Personal firearms and ammunition are not to be brought to camp unless required by military or law enforcement authorities. In addition, full-length axes are also not permitted in camp.

Wristbands

In order to comply with BSA policies and UK law, all campers (youth, staff and adult) are required to wear a Tyvek® wristband while they are at BPHAC. At registration, the unit leader will be issued with color-coded waterproof wristbands for each participant. Participants can choose to purchase a more durable rubber wristband at the Trading Post should they wish to do so (they will need to hand in their Tyvek® wristband at the Trading Post in order to purchase a rubber wristband).

Any campers or visitors arriving at camp after registration will need to visit the camp office in order to receive a wristband. Lost wristbands can also be replaced at the camp office. As part of our procedures, staff will conduct “wristband checks” during program sessions.

Appendix

How to Get to BPHAC

Unit Pre-Camp Checklist

Check-In Procedures

Camp Roster*

BSA Swim Classification Procedures

Transportation Logistics Information*

ACE Sign-Up Sheet*

Merit Badge Sign-Up Sheet*

High Adventure Sign-Up Sheet*

High Adventure Release Form

Fuel Order Form*

Media Release Form

Program Quick-Guide

Unit & Patrol Equipment Checklist

Personal Equipment Checklist

*** indicates forms which can be completed
online at www.bphac.com.**

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How to Get to BPHAC

By Train or Public Bus

The Chapeltown train station, served from Sheffield and Leeds, is less than a mile from camp. If you are going to be arriving by train please contact us at camp on 0114-246-7912 (00-44-114-246-7912 when calling from outside the UK) the week before camp starts and we will arrange for someone to pick you up from the station. If you are traveling by the national public bus service (National Express), you should travel to Sheffield Coach Station, and walk from the coach station to the Sheffield Train Station (they are located next to each other) and then take a train to Chapeltown as detailed above.

By Road

Hesley Wood is near Chapeltown, South Yorkshire, and less than five minutes from exit 35A of the M1 (London Leeds) Motorway. If you are traveling south to north along the M1 get off the motorway at exit 35A. Follow the signs in to Chapeltown (going through three roundabouts). At the first T-junction you come to, turn left and start going up the hill. The camp entrance is a concealed entrance a few hundred yards up the hill on the right-hand side, just after a speed limit sign. If you are traveling north to south, get off the M1 at exit 36. At the first roundabout follow signs to Chapeltown. The camp is sign-posted from the A6135 junction in Chapeltown. Look for Hesley Wood signs and not BPHAC signs. If lost call us (0114-246-7912) or ask for directions to Hesley Wood Scout Activity Centre (not Baden Powell High Adventure Camp - the locals have no idea what we call ourselves)

Once you get to camp, park in one of the designated areas. **Vehicles may not, under any circumstances, be kept on a unit's campsite.** Transportation of equipment by the unit to the campsites is only to be carried out under the supervision of a staff member once permission has been obtained from the Camp Warden. We are extremely concerned about the potential for accidents with very narrow paths and wide vehicles. If it is deemed unsafe to take vehicles to a unit's campsite, the unit's equipment will have to be taken to the nearest open location and then hauled to the campsite. **Vehicles are not to be driven onto any unit campsite.** If the Camp Warden finds a vehicle parked on a campsite he is likely to tow it immediately - and he is not known for his professional towing abilities.

Air Travel

The nearest airport is Manchester. If you intend to travel to camp by air, please contact the Camp Director at least four weeks in advance of your arrival. We will then contact you to advise you about the best way to make transportation arrangements. From Manchester airport, rail costs are from approximately £12 for a youth return fare and £24 for adults; the journey time is a little less than two hours. For many units in Europe, the least expensive way to fly is in and out of London Stansted Airport. London Stansted is approximately 3¼ hours from camp by car and 4 hours by bus. Rail travel from London Stansted costs from approximately £30 for a youth return and £61 for an adult return and journey time is around 4 hours.

Regardless of the airport, we can assist you by providing information for you to plan your onward travel to camp. Larger troops have found it economical to hire a bus (coach) to travel to camp. For smaller troops or Venture Crews, it might be more advantageous to use either the national rail or bus networks (please see www.bphac.com for links to relevant websites).

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BPHAC Unit Pre-Camp Checklist

Request Your Unit Committee To:

- _____ Prepare and distribute a **unit summer camp information pack** to include information on BPHAC, travel plans, medical forms, power of attorneys, parents itineraries, equipment lists, media release form (as appropriate), and the program quick guide (copies of the last three documents are included in this guide).
- _____ Arrange **transportation**.
- _____ Visit homes of Scouts who are not signed up for camp and encourage them to attend.
- _____ **Collect all fees** and forward them to the Transatlantic Council Service Center.
- _____ Request Loan Gear, if applicable
- _____ Arrange for **medical examinations** for both Scouts and adults.
- _____ Arrange for **unit swim test**.
- _____ Arrange for troop **progress reviews/Board of Reviews** in camp if desired.
- _____ File a **Transatlantic Council Tour Permit** with the Council Service Center.
- _____ Submit the **ACE, Merit Badge and High Adventure Sign-Up Forms**.
- _____ Submit the **Transportation Logistics Information**.
- _____ Submit the **Fuel Order Form** (if applicable).

At A Troop Meeting:

- _____ Review the different programs with your Scouts.
- _____ Conduct conferences with your Scouts to enable them to set realistic goals for what they want to do at camp.
- _____ Review the personal equipment list with your Scouts.
- _____ Fill out **merit badge, ACE program and high adventure sign-up sheets**.

At A Meeting of Your Troop Patrol Leader's Council:

- _____ Make **patrol service assignments**.
- _____ Review **unit and patrol equipment lists**.
- _____ Review **program opportunities**.
- _____ Review **travel plans**.

At A Parents' Meeting Held At Least Two Weeks Prior To Camp:

- _____ **Confirm travel plans** both to and from camp.
- _____ **Check on progress towards medical examinations** and follow up on any problems.
- _____ **Introduce unit leaders** for Baden Powell High Adventure Camp
- _____ Confirm with parents the activities and merit badges their Scout(s) want to work on.
- _____ Review program opportunities.
- _____ Review general information.

Before Leaving For Camp:

- _____ Make sure you have a completed medical (with power of attorney) for each Scout and adult.
- _____ Make sure you have a completed the Media Release form for each Scout and adult (as appropriate).
- _____ Make sure you have a completed High Adventure Release form for each Scout and adult who is participating in an applicable activity (see form).
- _____ Prepare the Camp Roster (included in this guide).
- _____ Make sure you have any receipts received for payment of camp fees and that you have cash or checks for the balance of any fees due for payment at camp.
- _____ Make sure that you have all high adventure fees.
- _____ Ensure that a tour permit has been filed.
- _____ Ensure that you bring the completed Unit Swim Classification Record (found in the appendix) with you, if applicable.
- _____ Before pulling out of the parking lot to leave for camp make sure that you have everyone that is going, all of the unit's and the individuals' equipment, and that you have the medicals.
- _____ Finally, if you are traveling from the Continent make sure everyone has their passport and either their ID Card, European Health Insurance Card, or proof of medical insurance as appropriate.

Check-In Procedures

On arrival at BPHAC, your unit's vehicles should park in the main car park (the first car park you come to) and one representative from the unit should report to Registration (you will pass it on your way to the car park). The representative will be introduced to your Staff Friend who will guide your unit to their campsite. If your unit has requested loaner gear, this should be in your campsite when you arrive.

Once your unit has started to set up camp, **one** adult should go back down to Registration to complete check-in as soon as possible and no later than 1600 when check-in closes (your unit will need to have completed check-in before you can pick-up your food from the commissary).

The adult coming down to complete check-in should bring with them:

- A Completed Camp Roster (see appendix)
- Any camp fees yet to be paid
- All High Adventure Fees (see appendix)
- All High Adventure Release Forms (see appendix)
- All Media Release Forms
- Scout ACE, Merit Badge and High Adventure Choices (we will provide you with a printed copy of our records based on the initial sign-ups). During check-in, unit leaders will be able to make changes to ACE, Merit Badge and High Adventure selections (subject to availability).

Once registration is completed, your unit should...

- Send at least four Scouts to the Commissary to pick up your unit's initial food issue (which will cover Saturday dinner through Sunday lunch). The dinner on Saturday night is always an easy-cook meal (typically hamburgers). If your unit has ordered propane or Coleman Gas, this should also be picked up from the Commissary.
- Visit the Camp Medic as a unit to complete medical screening (please ensure you take all of your medical forms and prescription medications with you).
- If your unit has not completed a unit swim test before camp, or has any campers who have not completed the swim test but who need to, please contact the Aquatics Director at Registration.
- Eat!
- Ensure that one adult leader and one youth leader attend the Leaders' Meeting at 1900 in the Howard Walker Center.
- Be in the Camp Center at 2030 in Class A uniform ready for retreat which will be followed by a camp tour and the opening campfire.

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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 reviewed 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 is the only place where 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, breaststroke, trudgen or crawl; then swim 25 yards using an easy resting backstroke. 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 in to water over the head in depth, level off, swim 25 feet on the surface, stop, turn sharply, resume swimming as before, and return to starting place.

Administration of Swim Classification Test

Swim classification tests done at the 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, swim coach or Scoutmaster. The results of the test should be recorded on the Unit Swim Classification Record (see next page). When the unit goes to summer camp, each individual will be issued a buddy tag under the direction of the Camp Aquatics Director for use at the camp. ***Please note that the Camp reserves the right to review or retest, at any time, any or all participants to ensure that standards have been maintained.***

BPHAC Transportation Logistics Information

(can be completed online at www.bphac.com)

Please complete this sign up sheet and mail it by **June 10th at the latest**, to Nick Airey, the Camp Director, at the address below. Alternatively, please complete the online form at www.bphac.com.

55 The Vineyard
Richmond
Surrey
TW10 6AS
ENGLAND

Logistics Information for Troop/Crew # _____

We will be traveling by air.

Arriving Flight Number, date and time: _____

Arriving airport: _____

Anticipated arrival time at Chapeltown train station: _____

Departing flight number, date and time: _____

Departing airport: _____

Departure time from Chapeltown train station: _____

We will be traveling by public bus network/train.

We will arrive at Chapeltown train station at _____ (time) on _____ (date).

We will depart from Chapeltown train station at _____ (time) on _____ (date).

We will be traveling by hired coach/bus.

We anticipate arriving at BPHAC at _____ (time) on _____ (date).

We anticipate leaving BPHAC at _____ (time) on _____ (date).

- We will be traveling by bus/passenger van/cars.**

The following vehicles will remain in camp:

Vehicle Make and Model	License Plate Number	Indicate whether vehicle is Military, Personal or Rental	Number of Passengers

For drivers with military licenses only:

Name	Branch of Service	Maximum Vehicle Size Licensed to Drive (by PAX)

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Merit Badge Sign-Up Sheet

(can be completed online at www.bphac.com)

Please complete this sign up sheet and mail it by **June 10th at the latest**, to Nick Airey, the Camp Director at the address below.
Alternatively please complete the form online at www.bphac.com.

55 The Vineyard
Richmond
Surrey
TW10 6AS
ENGLAND

Troop/Crew # _____ would like to sign up the following Scouts for the merit badges listed below.

Unit Leader's Name: _____	Work Phone: _____
E-mail address: _____	Home Phone: _____
Address: _____	

List the Merit Badge in the appropriate column using the Merit Badge Schedule in the Leaders Guide.

Scout's Name	Session 1	Session 2	Session 3	Session 4	Session 5	Session 6	Independent Study

High Adventure Sign-Up Sheet

(can be completed online at www.bphac.com)

Please complete this sign up sheet and mail it by **May 27th at the latest**, to Nick Airey, the Camp Director at the address below.
Alternatively please complete the form online at www.bphac.com.

Nick Airey
55 The Vineyard
Richmond
Surrey
TW10 6AS
ENGLAND

Please reserve space on the following High Adventure Activities for Troop/Crew # _____

Unit Leader's Name: _____	Work Phone: _____
E-mail address: _____	Home Phone: _____
Address: _____	

Activity	Session	Names and Ages of Participants*	No. of Participants	x Cost	Total Cost
Cable Water Skiing	Monday Afternoon – Under 16			x £13.00	
	Monday Afternoon – Over 16			x £18.00	
	Wednesday Afternoon – Under 16			x £13.00	
	Wednesday Afternoon – Over 16			x £18.00	
Caving	Thursday All Day			x £35.00	
Challenge Hike	Wednesday am to Thursday am			x £10.00	

* Age should be the age of the participant on the day of the activity.

Activity	Session	Names and Ages of Participants*	No of Participants	x Cost	Total Cost
Climbing & Rappelling	Monday All Day			x £35.00	
	Tuesday Morning			x £20.00	
	Tuesday Afternoon			x £20.00	
Gorge Walking	Thursday Morning			x £20.00	
Kayaking Introduction	Sunday Afternoon			x £12.00	
	Wednesday Afternoon			x £12.00	
Mountain Biking	Monday Morning			x £16.00	
	Tuesday Morning			x £16.00	
Viaduct Abseiling	Wednesday Morning			x £20.00	
	Wednesday Afternoon			x £20.00	

Total payment to be brought to camp for High Adventure Activity Reservations:	
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Activity	Session	Names and Ages of Participants*	No of Participants	Cost	Total Cost
Week Long Crew	All Sessions				

Fees for week-long high adventure crew participants should be submitted directly to Transatlantic Council.

** Age should be the age of the participant on the day of the activity.*

Remember: High Adventure Activities are on a first come, first served basis, so mail this form in as soon as possible.

Do not forget to bring payment to camp - it will be collected during registration on Saturday, June 26th.

High Adventure Release Form

Please arrange for this release form to be completed for each Scout participating in one or more of the activities listed below. All completed forms should be handed in at Check-In on June 26th.

Please only fill out this form for Scouts participating in Caving, Climbing, Gorge Walking or Viaduct Abseiling

A version of this form is also available for download at www.bphac.com

Blue Mountain Activities	
Surname: _____ First Name: _____ Gender: _____	
Home address and post/zip code: _____ _____	
Home Telephone Number (including country code): _____	
To help in providing clothing for caving, etc, please provide the following information: Height: _____ Chest: _____ Waist: _____ Shoe Size: _____ (UK / US / European)	
Details of any medical conditions, illness, medication or disability that we should be aware of: _____ _____ _____	
To be signed by all participants: Adventure activities may include: rock climbing, abseiling, cave or mine exploration, canoeing, kayaking, hill walking, mountaineering, rock scrambling, gorge waling, orienteering, mountain biking, high/low ropes course, problem solving and team building activities, navigation, paddle surfing, sea level traversing, and coasteering. My son is confident in water and can swim 50 meters. Outdoor activities involve an element of risk and accidents do happen, however, safety is paramount important and Blue Mountain Activities ensures that the level of risk is acceptable in order to maintain appropriate safety standards. I have read the course outline above, understand the nature of the course, and agree to follow all safety guidance.	
Signed (participant): _____	Date: _____
Signed (parent/guardian): _____	Date: _____

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Fuel Order Form

(can be completed online at www.bphac.com)

Only for Troops/Crews coming from the Continent

If you are traveling from the Continent and need to have Coleman Fuel or Propane purchased for you, please complete this form and send it by **June 10th at the latest**, to Nick Airey, the Camp Director, at the address below. Alternatively, please complete the online form at www.bphac.com.

55 The Vineyard
Richmond
Surrey
TW10 6AS
ENGLAND

***You will be charged for your fuel when you check-in at camp.
The price we charge you will be exactly what we paid for it.***

Troop/Crew # _____ requires the following fuel.

<i>Item</i>	<i>Quantity</i>
Coleman Fuel (in 1 Gallon Cans)	_____
Propane Bottles (Standard small US size)	_____

Fuel is sold locally but can be extremely expensive (Coleman fuel in the UK costs over \$40 a gallon in local camping stores). Propane and butane for European model stoves are available locally.

Please remember that the Camp can not buy back excess fuel - although you may be able to sell it on to one of the UK based Scout troops.

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BPHAC Media Release Form

To be completed by the parents of all Scouts and by all adult campers (campers who are using the Annual Health and Medical Record do not need to complete this form if Part C of the record has been completed.)

I hereby assign and grant to the Boy Scouts of America, Transatlantic Council, Baden Powell High Adventure Camp, and Troop/Crew # _____ the right and permission to use and publish the media (photographs/film/video/electronic representations and/or sound recordings) made of me during the period June 26th to July 2nd 2010, while at Baden Powell High Adventure Camp.

I hereby release all parties (Boy Scouts of America, Transatlantic Council, Baden Powell High Adventure Camp, the aforementioned unit and their chartering organization) from any and all liability from such use and publication.

I hereby authorize the reproduction, sale, copyright, exhibit, broadcast, electronic storage, and/or distribution of said photographs/film/video tapes/electronic representation and/or sound recordings without limitation at the discretion of the Boy Scouts of America, Transatlantic Council, Baden Powell High Adventure Camp, the aforementioned unit and their chartering organization, and I specifically waive any right to any compensation I may have for any of the foregoing.

Name of participant: _____

US Military Postal Service Address (if applicable): PSC _____ Box _____

FPO / APO AE _____

Civilian Address (if no military address): _____

Home Phone Number: _____

Signature of Participant

Date

Signature of Guardian (if participant is under 18)

Date

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BPHAC Program Quick-Guide

This Quick-Guide is intended to give Scouts and parents an overview of the main programs offered at Baden-Powell High Adventure Camp and to assist in planning a Scout's summer camp experience.

The ACE Program

The ACE Program is designed to assist Scouts in meeting the basic skill requirements for the first three main Scout Ranks (Tenderfoot through First Class). In addition, the program provides them with a number of challenging activities, including archery, BB gun shooting, climbing and an obstacle course. Our ACE program has been developed over a number of years to provide a program which is fun, meaningful, and above all, motivational. If a Scout has only recently started in Scouts then this program is almost a must for them.

The Merit Badge Program

The Merit Badge Program is designed to allow Scouts to acquire new skills and to complete the requirements of 28 Eagle required and non-Eagle required merit badges. Merit badges on offer include ones as diverse as Basketry and Wilderness Survival. Listed below are all of the merit badges offered at Baden-Powell High Adventure Camp. We have included a rating column in the list which suggests the suitability of merit badges (☼ = suitable for new Scouts; ☺ = suitable for advancing Scouts; Ω = suitable for experienced Scouts). The comments column tells you things you may need for the merit badges and if there is anything that must be done before you start work on the merit badge.

Merit Badge	Rating	Comments
Archaeology	☺ Ω	Scouts should be able to complete most of the requirements.
Archery	☺ Ω	Double session merit badge. Requires lots of practice. 12 or older.
Astronomy	☺ Ω	Requires the weather to cooperate and some requirements need to be done at home before or after camp.
Basketry	☺ Ω	\$14 will be needed to purchase two basket kits and \$10 for a stool kit.
Camping	☺ Ω	Requirement 9 and some others need to be done before or after camp.
Canoeing	☺ Ω	Must pass BSA Swim Test. Difficult for young Scouts. 12 or older.
Climbing*	☺ Ω	A challenging merit badge offered as part of the High Adventure Program. An extra cost merit badge.
Cooking	☺ Ω	A few requirements need to be completed at home.
Emergency Prep	☺ Ω	Should have completed First Aid merit badge before coming to camp. Need to bring or make an evacuation kit.
Envi Sci	☺ Ω	Double session merit badge. A total of two hours may need to be spent on field study during the week.
First Aid	☺ Ω	May need evening classes for CPR and requirement 1.
Geocaching	☺ Ω	New merit badge for 2010 – find out about an awesome hobby.
Geology	☺ Ω	Great badge for the rock enthusiast.

Merit Badge	Rating	Comments
Indian Lore	☼ ☺ Ω	Need between \$16 and \$24 to buy Indian Lore kits.
Leatherwork	☼ ☺ Ω	Need around \$14 to buy leatherwork kits.
Lifesaving	Ω	Must have completed swim test. Double session class.
Nature	☺ Ω	A merit badge for the true nature enthusiast!
Oceanography	☺ Ω	The ocean is a long way away, but we can do this at camp.
Orienteering	☺ Ω	Plenty of practice and a compass are needed.
Pioneering	☺ Ω	Review knots, hitches and lashings before camp. 12 or older.
Rifle	☺ Ω	Can require a lot of practice.
Rowing	☺ Ω	Must pass BSA Swim Test. Double session class.
Signaling	Ω	100 th Anniversary Merit Badge – will need to dedicate considerable time to studying Morse Code and semaphore.
Space Exploration	☼ ☺ Ω	Need \$12 to help pay for a rocket kit.
Swimming	☼ ☺ Ω	Requirement 3 needs to be done before camp. Cotton long sleeve shirt and pants are needed for use in the pool.
Tracking	☺ Ω	100 th Anniversary Merit Badge – may need to spend time offsite to take wildlife pictures
Wilderness Survival	☺ Ω	Requirements 1 and 5 need to be done before or after camp. 12 or over. Completed Camping merit badge.
Wood Carving	☼ ☺ Ω	Must have Totin' Chip. Need about \$6 for a woodcarving kit.

* Offered in block sessions as part of the High Adventure Program; will impact Scout's ability to complete merit badges but our staff will work with high adventure participants to ensure that they are able to complete as many of their merit badge requirements as possible.

The High Adventure Program

The High Adventure Program is designed for older Scouts and provides them with a challenging and unforgettable Summer Camp experience. All of our high adventure activities are extra cost activities and do have minimum age requirements, which in most cases is a requirement of at least twelve years old on the day of the activity. At BPHAC we offer the activities listed below. In addition to the block scheduling below we also offer an exciting program that allows Scouts to sign up for a week's worth of high adventure activities with the BPHAC High Adventure crew.

Cable Water Skiing	Half Day Sessions	£13.00 per session
Caving	All Day Sessions	£35.00 per session
Challenge Hike	One and a half days	£10.00 per session
Climbing & Rappelling	All Day Session	£35.00 per session
	Half-Day Sessions	£20.00 per session
Gorge Walking	Half-Day Session	£20.00 per session
Kayaking Introduction	Half-Day Sessions	£12.00 per session
Mountain Biking	Half-Day Sessions	£15.00 per session.
Viaduct Abseiling	Half-Day Sessions	£20.00 per session.

BPHAC Unit & Patrol Equipment Checklist

This is a suggested list of what a unit should bring to camp, based on our many years of experience:

Suggested Patrol Equipment

- | | |
|--|---|
| <input type="checkbox"/> Tents | <input type="checkbox"/> Bow Saw |
| <input type="checkbox"/> Waterproof Ground Cloth (one per tent) | <input type="checkbox"/> Ax |
| <input type="checkbox"/> Dining Flies or Trail Tarps | <input type="checkbox"/> First Aid Kit |
| <input type="checkbox"/> Patrol Box | <input type="checkbox"/> Fire Buckets |
| <input type="checkbox"/> Cook Kit & Cooking Utensil Kit | <input type="checkbox"/> Fire Extinguisher |
| <input type="checkbox"/> Stoves (Liquid or Propane) | <input type="checkbox"/> Patrol Flag |
| <input type="checkbox"/> 2 Water Carriers | <input type="checkbox"/> Ice Chest or Cooler |
| <input type="checkbox"/> Wash Basins | <input type="checkbox"/> Chemical Ice Packs (double the number you need - one set to use and one set to freeze) |
| <input type="checkbox"/> Dish Soap & SOS Pads | <input type="checkbox"/> Compass |
| <input type="checkbox"/> Paper Towels | <input type="checkbox"/> Toilet Paper |
| <input type="checkbox"/> Tables for eating, cooking, clean up etc. | <input type="checkbox"/> Rope & Binder Twine |
| <input type="checkbox"/> Folding Chairs and/or Stools | |
| <input type="checkbox"/> Lantern/Flashlight | |

Suggested Unit Equipment

- | | |
|--|--|
| <input type="checkbox"/> Coffee Pot | <input type="checkbox"/> Advancement Chart |
| <input type="checkbox"/> Unit First Aid Kit | <input type="checkbox"/> Surprise Awards & Recognition Items |
| <input type="checkbox"/> Unit Flag | <input type="checkbox"/> Pioneering Poles & Rope for Campsite Projects |
| <input type="checkbox"/> American Flag | <input type="checkbox"/> Resource Books |
| <input type="checkbox"/> Shovels | <input type="checkbox"/> Merit Badge Books |
| <input type="checkbox"/> Fire Extinguishers | <input type="checkbox"/> Soccer Ball or Football |
| <input type="checkbox"/> Lanterns | <input type="checkbox"/> Frisbee |
| <input type="checkbox"/> Pencils & Pens | |
| <input type="checkbox"/> Lockable Cash Box or Footlocker | |

A Few Notes...

- ⇒ The following items are prohibited: Pets, Fireworks, Rifles, Archery Equipment, Electronic Games, Walkmans, Discmans, BDU or Camouflage Clothing (prohibited by the BSA at all scouting functions) - except camouflage/BDU rain gear, Sheath Knives, Flick Knives or any knives with a blade longer than three inches (all of these knives are prohibited by law and will be confiscated on sight).
- ⇒ Mark all of your equipment with your unit number.
- ⇒ Remember we are a patrol cooking camp - **bring your own cooking equipment and staples (e.g. dish soap, hand soap, hot chocolate, coffee, tea).**
- ⇒ Don't forget tents are not provided - **bring your own tentage and sleeping gear.**

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BPHAC Personal Equipment Checklist

You should bring the following items to camp:

- | | |
|--|---|
| <input type="checkbox"/> Sleeping Bag | <input type="checkbox"/> Toothbrush & Toothpaste |
| <input type="checkbox"/> Pillow | <input type="checkbox"/> Comb and/or Brush |
| <input type="checkbox"/> Backpack | <input type="checkbox"/> Toilet Paper |
| <input type="checkbox"/> Scout Uniform Shirt | <input type="checkbox"/> Laundry Bag |
| <input type="checkbox"/> Scout Uniform Shorts or Pants | <input type="checkbox"/> Non-Aerosol Insect Repellent |
| <input type="checkbox"/> Scout Uniform Socks | <input type="checkbox"/> Suntan Lotion |
| <input type="checkbox"/> Scout Belt | <input type="checkbox"/> Canteen |
| <input type="checkbox"/> Scout Neckerchief & Slide | <input type="checkbox"/> Mess Kit and Eating Utensils |
| <input type="checkbox"/> Sweater and/or Jacket | <input type="checkbox"/> Ground Cloth |
| <input type="checkbox"/> Pants (to last a week) | <input type="checkbox"/> Flashlight & Extra Batteries |
| <input type="checkbox"/> Changes of Underwear (for a week) | <input type="checkbox"/> Matches |
| <input type="checkbox"/> Extra Socks (to last a week) | <input type="checkbox"/> Pens, Pencils & Writing Paper |
| <input type="checkbox"/> Handkerchiefs or Tissues | <input type="checkbox"/> Wallet & Money (\$, £, and/or €) |
| <input type="checkbox"/> Swim Trunks | <input type="checkbox"/> Pocket Knife (No Sheath Knives) |
| <input type="checkbox"/> Poncho or Rain Gear | <input type="checkbox"/> Military ID Card |
| <input type="checkbox"/> Tennis Shoes | <input type="checkbox"/> Passport (if traveling from abroad) |
| <input type="checkbox"/> Waterproof Hiking Boots/Wellies | <input type="checkbox"/> Medical with Power of Attorney |
| <input type="checkbox"/> Towel, Wash Cloth & Soap | <input type="checkbox"/> Medication with instructions and extras |
| <input type="checkbox"/> Shampoo | |
| <input type="checkbox"/> Shower Shoes | |

You may want to bring the following to camp:

- | | |
|--|--|
| <input type="checkbox"/> Camera & Film | <input type="checkbox"/> Reading Books |
| <input type="checkbox"/> Musical Instrument | <input type="checkbox"/> Clothes Hangers and/or Clothes Pins |
| <input type="checkbox"/> Bible, Testament or Prayer Book
according to faith | <input type="checkbox"/> Extra Eyeglasses (if needed) |
| | <input type="checkbox"/> Watch and/or Alarm Clock |

The following items are prohibited in camp:

- | | |
|---|---|
| <input type="checkbox"/> Pets | <input type="checkbox"/> Sheath Knives (Prohibited by law) |
| <input type="checkbox"/> Fireworks | <input type="checkbox"/> Cell phones during program sessions |
| <input type="checkbox"/> Rifle or Archery Equipment | <input type="checkbox"/> BDU or Camouflage Clothing, except
rain gear. |
| <input type="checkbox"/> Electronic Games | |
| <input type="checkbox"/> Personal Entertainment Devices | |

A Couple of Notes:

- ⇒ Make sure all of your things are clearly marked with your name and unit number.
- ⇒ Take a look through the Boy Scout Handbook for more information on gear for camp and for packing tips.

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