

Camp Olmsted 2017 Camp Leaders Guide



Boy Scout Resident Camp
CAMP OLMSTED

Situated on the Allegheny Reservoir in the midst of the Allegheny National Forest, Camp Olmsted provides nearly 500 acres of natural woodlands and offers a 31 mile waterfront with water-skiing, motor boating, and sailing, in addition to the more traditional water activities of swimming, lifesaving, snorkeling, and BSA Lifeguard.

Other program features include a wide array of Nature Merit Badges and activities, an excellent Handi-craft lodge with opportunities to learn leatherwork, native crafts, woodcarving and more! The Field Sports area features archery, .22 caliber rifles, shotguns and trap shooting! The Scoutcraft area specializes in teaching wilderness survival, camping, cooking, and pioneering skills.

Scouts attending camp for the first year will have the opportunity to participate in their own special program with other first-year Scouts. Earning your way to First Class will be the emphasis of the "Cornplanter's Braves" program.

Whether this is your first year or you are a returning veteran of several seasons at Camp Olmsted, you'll find new and exciting adventure behind every tree and/or rock!

High adventure opportunities abound at Camp Olmsted! Learn to climb and rappel on the camp's climbing tower or spend a few days on the reservoir in a canoe/kayak, or sailboat.

Dear Unit Leaders,

This manual was developed to help you plan your Unit's stay at Camp Olmsted this summer. We are convinced that if you follow the steps listed in this Camp Leaders Guide to develop and plan your week at camp, the camp experience will be much more rewarding for you and your Scouts.

Although there are many ways to measure the success of a week at camp, the real goals are those of the Scouting movement itself: character building, citizenship training, and personal fitness. The number of merit badges earned, or requirements passed, is not an end to itself. Developing confidence, self-reliance, and knowledge; an appreciation of our natural environment, a concern for its survival and ours; teamwork; strong agile bodies; quick and discerning minds; empathy for our less fortunate brothers, and an understanding of one's fellow man, are all goals that we strive to achieve at camp. However, the bottom line is that each Scout must enjoy himself and have fun.

The Council Camping Committee is striving to provide the right atmosphere, but success depends mostly on you, the Unit Leader. It depends on your example, imagination, preparation, and planning. The challenge is great, but so are the rewards as Scouting continues to turn boys into men.

So, begin planning today and keep reviewing your plan. Consult your Scouts and find out what they hope to gain by their week at camp. Talk to their parents and find out what they would like their sons to achieve. Finally, talk to us so that we can help to make it all happen for your boys.

We stand prepared to help you do your best and look forward to great Summer Camp 2017 at Camp Olmsted!

Yours in Scouting,

Gregg Trisket, Camp Director

Michael Crone, Program Director

**Ray Tennent, Scout Executive
Chief Cornplanter Council**

**Ernie Crawford, Sr. District Executive
Handsome Lake District
Camp Commissioner**

Camp Olmsted Staff 2017

THE CAMP DIRECTOR

Gregg Trisket

The Camp Director is the individual responsible for the day to day running of Camp. He is Camp School trained. If you have any questions or concerns about the way Camp is run, please see him. He will be glad to work with you to make your stay more enjoyable.

THE PROGRAM DIRECTOR

Michael Crone

The Program Director is the individual responsible for the Camp Program. He is an individual with many years of Camp experience and is also Camp School trained. If you have a question or concern about the way something is being done in a program area, or you have a special program request, please see the Program Director.

THE CAMP COMMISSIONER

Ernie Crawford

Your Camp Commissioner is the individual that you, the Camp Leader, will be working with most closely. His function is similar to that of a Unit Commissioner.

He has a sound understanding of the purpose of Scouting, its basic principles, and the techniques by which these purposes are best achieved.

He is well schooled in the Patrol Method, and possesses most of the traditional Scout Skills.

He is charged with the responsibility of helping you and your unit enjoys a pleasant and profitable stay in camp.

HEALTH OFFICER

There is a Health Officer available 24 hours a day, in case there is an illness or injury.

The Health Officer is a certified EMT or higher and Camp School trained.

All illnesses and injuries must be reported to the Health Officer.

The Health Officer is also responsible for any medication brought to Camp. The medication will be locked in the Health Office with some exceptions.

AREA DIRECTORS

Each Program area has a director initially responsible for the program offered in that area.

In most cases, each Area Director is Camp School trained in the latest techniques that the Boy Scouts are using.

If you have any questions about the program being offered in a particular area, please see the Program Director.

VOLUNTEER STAFF

Volunteer staff will be able to attend at no charge. To claim this discount you must register as an adult helper by contacting Gregg Trisket at least 2 weeks prior to the start of camp, if not sooner, and check in with him when you arrive at camp.

VOLUNTEER STAFF MEALS

Staff members who stay with us the full week and teach merit badges or contribute to the program in other ways do not have to pay for their meals. Volunteer staff will receive a Meal Arm Band to redeem at the Dining Hall.

Volunteer staff must pick up their Meal Arm Band and Security Arm Band at the Durnell Campmaster Cabin (former Ranger's residence) as soon as they arrive at the Camp Gateway. No staff member will be served a meal without a Meal Arm Band and a Security Arm Band.

All volunteer staff must be a BSA registered adult, complete all required training including having an up to date Youth Protection certification. CPR/AED and First Aid may be required in your designated program area.

Boy Scout Summer Camp

General Information

THE CAMP OFFICE

The Camp Office is the business center of camp. Management and business details are handled here. The Camp Director is available 24 hours daily for your assistance. If the Camp Director is not in the Camp Office, check with the Program Director, Trading Post Manager, or at the Health Lodge.

HEALTH LODGE

The Health Lodge is for the health and care of campers. A Health Officer is on duty 24 hours daily and arrangements have been made with nearby doctors and hospitals to handle any emergency treatments.

- **Any Scout having an accident or suspected illness should be brought, not sent, to the Health Lodge by an adult leader.** All injuries, regardless of how minor, must be cared for at the Health Lodge. It is very important that all accidents and illnesses be reported to the Health Officer or Camp Director for insurance purposes.
- All medications brought to camp by a Scout or Scouter must be checked in with the Health Officer upon arrival at camp. The Health Officer ***will assist*** in the distribution of medication to the camper.
- ***It is the camper's responsibility to remember to get their medication when they need it. It is the Troop Leaders responsibility to inform the parent/guardian if a Scout is "skipping out" on taking his medicine as prescribed. Only certain medications will be permitted to stay with the camper.***

TRADING POST

The Trading Post is maintained as a service to the campers. It is a place where the Scouts and Scouters may purchase a variety of items including: snacks, craft kits, camping supplies, and souvenirs.

The Trading Post hours are after breakfast, after lunch, after dinner, after Campfire on Friday and after Vesper Services on Sunday. Hours of operation will be posted at the Trading Post.

CHECK IN—SATURDAY FOR TROOPS

- Your Troop should arrive at camp on Saturday. **Please sign up for an arrival time by calling the Gregg Trisket at 814-688-4103.** Please have two arrival times in mind. If your desired time is taken the second time may then be available. We will stagger the arrival of a large troop membership with a smaller troop membership to ease the check-in process.
- **Please check-in when the entire Unit has arrived.**
- Please have the troop equipment trailer or truck loaded with all of the desired equipment to be taken directly to the campsite. Troops should be organized to have all equipment loaded into one trailer or truck. This vehicle will be permitted to transport the equipment to the appropriate site. All vehicles must then be removed from the campsites (excluding one trailer or one vehicle).
- The membership will be issue colored Security Bands to those registering to stay for the week.
- After checking in at the Durnell Campmaster Cabin, Camp Gateway, Unit Leaders must then check in with the Camp Office. **Items needed to check in are your Troop Rosters, any last minute Medical Forms, and the balance of any camp fees owed.** Scouts paying at camp will owe the regular camp fee. All troop membership will report to the Camp Office parking area for check-in.
- **All Units will be assigned swim test and medical check times upon arrival at camp.**
- **All medicines are to be checked in to the Health Officer at check-in.** Camp Olmsted requires the written verification form for the administration of any medications, in addition to the prescription on the container. This same policy applies to over-the-counter medicine as well.
- A quick stop at the dining pavilion for table assignments and dining procedures will follow.
- All Troops will then proceed to their Troop Campsite and set up, including tents. If needed, a guide will then escort you and your unit to give you a tour of camp.

CHECK OUT--Friday

All units should plan to leave after Friday Campfire. Overnight camp out on Friday may be approved by the Camp Director, but Saturday morning breakfast is to be supplied by the troop.

- Check out must be cleared through the Camp Director on Friday to facilitate campsite inspection.
- The Unit Leader must check-out with the Camp Director to settle fees, refunds, damages, etc.
- A campsite inspection will be made by the Camp Commissioner before the unit checks out.
- Any tools or supplies issued by the Quartermaster must be returned.
- **All medicines and health forms turned-in to the Health Officer must be picked-up.**

LOST AND FOUND

Articles found should be brought to the Camp Office. Articles lost may be claimed at the Camp Office. Unclaimed articles will be donated at the end of the camping season.

CAMPSITE EQUIPMENT

Each campsite is equipped with tents or cabins with platforms, based on the maximum recommended capacity for the site, or on the number of campers registered. Each site includes: a latrine and washstand, picnic table, dining fly, bulletin board, two-man wide wall tents on wooden platforms and a flag pole.

Troops are strongly encouraged to bring their own unit flag(s) and cots.

After your check in, each unit's quartermaster may pick up a bucket, brush, toilet paper and cleaning agent for cleaning your latrines. Additional quantities of cleaning agent and toilet paper are available upon request from the Camp Quartermaster. Mattresses may be available for leaders on a first come first serve basis.

All Scouts should be reminded to bring their own cots.

Troop Leaders are responsible for all equipment in the campsite. Scouts should be trained in the proper use and care of equipment.

EQUIPMENT DAMAGE

Troops will be charged the replacement cost for equipment that is lost or damaged as a result of misuse or equipment not returned at the end of the week. Cuts to canvas or leaders mattresses will be charged at a cost of \$15.00 per inch.

Cuts to tent guy lines will be charged at \$10.00 per inch. Arrangement for payment must be made prior to leaving camp--"A Scout is Trustworthy;" otherwise, your unit will be billed the replacement cost of the item(s) in question.

MAIL

Letters from home can be a source of joy or a cause for home sickness. Please discuss with parents the importance and care needed in writing letters to their Scouts. Phrases such as "we all miss you" and "we can't wait for you to get home", or bad news should be avoided from the letters.

Letters should be addressed as follows:

Scout's Name and Unit Number
Camp Olmsted, B.S.A.
3123 Roper Hollow Road
Russell, PA 16345

Letters should be sent no later than Monday of the week that the Scout is at Camp. It's OK to send a letter before they leave for Camp to ensure they get it while they are at camp. **Every attempt will be made to return letters received after the unit leaves camp. Do not send money or anything valuable in the mail.**

VEHICLES AND PARKING

- Private vehicles and trailers, staying in camp for more than 6 hours, must be registered at the Durnell Campmaster's Cabin and parked in the upper parking lot with a long term parking pass affixed to the windshield mirror.
- Private vehicles may only be used on the main access roads to the upper and lower parking lots.
- Travel on all other roads is limited to camp vehicles, unless permission has been granted by the Camp Director or the Camp Ranger with a temporary access pass affixed to the windshield mirror. This includes unloading and loading of equipment at a camp site.
- Vehicles that will be in Camp for less than six hours may park in the lower lot by the Trading Post.
- All passengers must have a seat belt. Transportation of passengers is not permitted in beds of trucks or trailers.

ORDER OF THE ARROW

Tuesday is designated as OA DAY. Ordeal members of the Gyantwachia Lodge will be able to "Seal the Bond" by completing their Brotherhood Trail on Tuesday. All Arrowmen are encouraged to wear their sashes during OA DAY. Remember, sashes can only be worn with the field uniform.

PHONE NUMBERS:

Camp Office:	814-757-8021
Durnell Campmaster Cabin:	814-757-5437
PA State Fire Warden:	814-757-8534
Scandia Fire Department	911
State Police:	814-728-3600
Sheriff's Department:	814-723-7553
Betts Scout Service Center (Warren):	814-723-6700
Scout Executive (Ray Tennent):	814-723-6700
Warren General Hospital:	814-723-3300
W.C.A. Hospital, Jamestown, NY:	716-487-0141

TRAINING OPPORTUNITIES FOR LEADERS

We will offer special training opportunities such as Safe Swim Defense and Safety Afloat. Other topics may include: Chemical Fuels, Health and Safety/Risk Management, Youth Protection, Chainsaw Safety, and/or Trek Safety. Each of these courses will be scheduled based on interest during your stay at camp and the availability of instructors.

SAFE SWIM DEFENSE PLAN AND SAFETY AFLOAT

This plan has been most successful throughout the years in making unit swims safe, and giving Scouters an understanding of basic principles of group swimming under adequately supervised and safe conditions. Each session will be a one-hour course for all interested adults. Just as "Safe Swim Defense" has made the swimming safer, "Safety Afloat" is the program that makes boating, sailing, canoeing, kayaking, and rafting safe sports as well. An absolute must if you have given thought to take your Unit on a canoeing trip.

CLIMB ON SAFETY

There will be a session titled "Climb on Safety" at the Rappelling tower location. This session will highlight safe techniques as well as items to consider and watch for when climbing.

ASSEMBLIES & MEALS

All assemblies before meals are mandatory and are 10 minutes before all meals.

DO'S and DON'TS OF UNIT PROGRAMMING

- . Do set a tone that will give your Unit camp real class. Insist on good manners good fellowship, clean fun, and a clean camp.
- . Do allow patrols to plan and carry out some things they thought of and want to do.
- . Do have enough programs to keep everybody busy, BUT, allow for and suggest some time for Scouts to spend time doing "nothing".
- . Do be sure there are personal achievements, advancements, and fun in your program.
- . Do keep in personal touch with what's happening in the Unit.
- . Do make the patrol method succeed by expecting and helping it work.
- . DON'T allow too many activities to be scheduled - camp should also be relaxing.

PRE-REGISTERING YOUR SCOUTS

Camp Olmsted uses a pre-camp registration process for both merit badges and first year camper participation. As a supplement to this guide, there will be a Merit badge sign-up Sheet. Make as many copies of the form you may need and fill them out. It should take only a few minutes for you and the Scout to fill out the form. **Please note, these sheets MUST be submitted to the Council Service Center by April 14.** If you have any questions regarding this process, you should contact Program Director, Jason Waid at 814-688-8779 OR jmwaid1@yahoo.com.

FIRST YEAR CAMPERS/NEW SCOUT PROGRAM (CORNPLANTER'S BRAVES)

The Cornplanter's Braves program is designed for new or not quite FIRST CLASS SCOUTS! This program offers RANK ADVANCEMENT as well as Merit Badge opportunities, which are built into the schedule. Patrols will utilize all areas of camp with our Commissioner Staff serving as guides. The program, however, is not limited to first year campers only - Scouts who need specific requirement work may attend on the days those topics are scheduled. Note: Not all first year campers will benefit from the Cornplanter's Braves program, as the program is designed to assist in basic advancement requirements up through First Class.

New Scouts and their leaders should meet with our Cornplanter's Braves Coordinator on Saturday. They will be given a schedule of days, times, and places to be in order to work on their Tenderfoot, Second Class and First Class requirements.

Scout Leaders should familiarize themselves with the schedules of their new Scouts to ensure they get to their scheduled meetings and should accompany their Scouts throughout the week to ensure proper notation of achievement and to assist in their instruction.

Unit leaders are responsible for reviewing and signing-off any requirements that the Scout may work on while attending the Cornplanter's Braves Program. It is not the responsibility of the staff to sign-off requirements in the Scout's handbook.

Note: Summer camp is designed so that the Scout has a good time and will want to come back. A first time Scout is very impressionable. If he does not have a good time his first year, he will not return.

SCOUT VESPERS (A SCOUT IS REVERENT)

Vesper service's will be conducted on Sunday evening at 8:00 PM.

A Catholic service will be held in the Dining Hall near the fireplace (if we can find a Priest who will come).

An All-Faith Worship service will be held in the outdoor Chapel.

All Program areas will be closed during the service. It is recommended that all Scouts and Scouters attend.

TROOP COOKOUTS

A Troop can cook out for any meal, any day of the week. **However, on Wednesday night, the Dining Hall will be closed and all units must cook in their campsite with provided food.** Troops may supplement this meal with food of their own. If a unit chooses to cook meals in their site, other than Wednesday evening, Troop Leaders are asked to inform the Camp Office 24 hours prior to their troop's planned cookout. This will allow the staff time to gather the needed supplies.

OUTPOST PROGRAM

Outpost camping gives you and your Scouts an opportunity to "hit the trail" and experience an adventure away from your unit campsite. In order for the troop or patrol to participate, 24 hour notification to the camp office and camp leaders' participation is required. Your group will depart after 4:30 PM on the day you choose; return is the next morning prior to breakfast. Remember, all of the outpost programs are based on the basic scout skills and merit badge requirements, so Scouts may advance as they participate.

MORNING COLORS AND EVENING RETREAT

Each morning, all Scouts, Leaders, and Staff will assemble on the Parade Field around the Scout Law signs for Flag Ceremony.

Scout Shorts and Tee-Shirts are acceptable attire for campers for morning colors only.

SPL's will give an attendance report. Note: "**All present OR accounted for, sir!**" Which means; all are here or we know where the missing Scout(s) or Scouter(s) is at and assumed to be excused.

Color guards will assist in the flag raising and **MUST** be in field uniform.

Formal retreat will be conducted every evening on the Parade Field. The complete official uniform is mandatory to be worn by everyone at Retreat. Units will serve as a Color Guard and set up their date with the Program Director. Unit buglers are requested to bring their instruments and make themselves known and available to the Camp Director. These Assemblies must be attended by everyone. There will be information regarding the day's activities and camp program.

OPENING AND CLOSING CAMPFIRES

There will be an opening campfire held at the Upper Campfire Circle on Saturday evening at 8:30 PM for Troops. Closing Campfire will be held on Friday night at 7:00 at the Lower Campfire Circle. Every Troop will be asked to participate in the event.

Scouts and leaders should be dressed in their Field Uniform for all campfires.

SPECIAL AWARDS & PROGRAMS

Firem'n Chit

Pocket-sized certificate can be earned by all Scouts. This can be earned in your unit or with assistance of Scoutcraft Staff.

Totin' Chit

Pocket sized certificate can be earned by all Scouts. This can be earned in your unit or with assistance of Scoutcraft Staff.

Paul Bunyan Axman

Must have completed the Totin' Chit Award. Pocket sized certificate and patch can be earned by all Scouts. This must be earned under the guidance of the Scoutcraft Staff.

Mile Swim

A pocket sized certificate and patch, which is worn on the swim trunks, can be earned by all Scouts that successfully swim the mile. This must be attempted under the attention of the Aquatics Director. Offered to Scouts and Leaders qualified as swimmers.

Snorkeling B.S.A.

A pocket sized certificate and patch, which worn on the swim trunks, can be earned by all scouts that successfully complete the requirements. This must be attempted under the direction of the Aquatics Director. Offered to Scouts and Leaders qualified as swimmers.

B.S.A Kayak

A pocket sized certificate and patch, which worn on the swim trunks, can be earned by all scouts that successfully complete the requirements. This must be attempted under the direction of the Aquatics Director. Offered to Scouts and Leaders qualified as swimmers.

B.S.A. Lifeguard

This award will be offered on request to either Scouts or Leaders who are swimmers and complete the requirements under the direction of the Aquatics Director

Polar Bear Swim Club

Early morning aquatic events that are *grrrrrrreat!* In order to be a club member, one must complete the entire week's schedule. Monday through Friday at 6:30 AM

OLDER SCOUT PROGRAMS

Camp Olmsted offers two great opportunities for the Scout who has earned every Merit Badge he needs. Camp Olmsted offers everything from Hiking to Canoeing to Sailing. There are many opportunities for High Adventure to keep those older Scouts interested. Older Scouts should be encouraged to participate in Summer Camp. It gives the younger Scouts someone to look up to. For more information, see the New this year Section.

DINING HALL PROCEDURES

DINING SYSTEM

Each Unit, depending on the size, will be assigned to eat at a certain number of tables.

Each Unit will then need to assign one waiter to each table or portion of a table occupied for each meal.

All Campers in the Unit should serve as a waiter during the week.

Units will enter the Dining Hall upon the instruction of the Program Director.

Both family-style and cafeteria-style dining may be used.

WAITER RESPONSIBILITIES

Each waiter should arrive at the dining hall 15 minutes before each meal.

He must then make sure that his table is clean and set with the proper utensils, condiments, bread, drinks, and cups—as directed by the Dining Hall Steward.

The waiter is also responsible for re-supplying his table of any of these items when necessary during the meal.

Waiters will then again return to the kitchen, if necessary, upon the “Seconds Call.”

At the conclusion of the meal, the waiter remains seated at his table until all campers are out of the dining hall.

He will then receive instructions from the Dining Hall Steward in how to clear his table and clean up.

Waiters should not leave their tables until they are inspected by the Dining Hall Steward and they are dismissed by him.

DINING HALL STANDARDS

Scouts with rash, or other skin irritations/diseases, are not permitted to serve as waiters.

Running is not permitted. Waiters are reminded specifically that they must walk for supplies.

Talking at the table should be kept at a normal conversation level. Please do not permit shouting. We seek to maintain a pleasant tone of conversational noise to provide an agreeable atmosphere for eating.

All food spilled must be cleaned up immediately.

The only food which may be taken from the Dining Hall is that which is issued for some specific purpose by the Steward.

During Dining Hall program, all Scouts and Scouters are to live up to the fifth point of the Scout Law, “Courteous”. Excessive talking and noise will not be tolerated.

Table clean-up should not begin until after the program has ended and all Scouts/Scouters are excused with only the waiters remaining.

The complete Field Uniform is requested as proper attire for the evening meal.

THE SENIOR PATROL LEADER'S RESPONSIBILITIES AT CAMP

The SPL is a leader who plans the encampment with the Patrol Leaders under adult supervision. The SPL makes assignments to Patrol Leaders for this part in the Troop's program and follows through to ensure that these assignments are carried out.

CHECK LIST BEFORE CAMP:

1. Plan the program with your Scoutmaster by following the instructions in the Unit Leader's Guide.
2. Call at least two (2) meetings of the Patrol Leader's Council. The first meeting to help you plan the program, and the second to make arrangements.
3. Make sure each Patrol has its own Patrol Flag and Patrol Yell. Bring them to Retreat Ceremonies and other events.
4. With the Quartermaster, check on Troop equipment needed and make tent assignments before you leave for camp. Use Patrols whenever possible.
5. Instruct Patrol Leaders to strive for advancement objectives for each Scout in his Patrol.

CHECK LIST AT CAMP:

1. On arrival, post on bulletin board: Advancement Charts, Troop's program for the week, Fireguard Chart, Duty Roster, Emergency Procedures.
2. Meet with the Scoutmaster, Quartermaster, and Program Commissioner to review the program.
3. Represent your Troop on the Camp Senior Patrol Leaders Council.
4. Conduct color ceremonies in campsite.
5. Each day the SPL should conduct a meeting of the Troop Leader's Council to review the program for the next day.
6. Designate responsibility for each activity
7. Have Patrol Leaders report on the advancement of each Scout in his Patrol.
8. Discuss the results of the morning inspection with the Patrol Leaders.
9. Make the program work by "following through" on all assignments that you make to Patrol Leaders.

REMEMBER: That the Senior Patrol Leader, gives leadership to his Troop program at Summer Camp just as he does the rest of the year.

Boy Scout Summer Camp Fees

The fees for Boy Scout Summer will be remaining the same as last year. There will be no early bird fees. **We will require a \$50.00 deposit for each boy due April 1, 2017**

The fees for In-Council Units for 2017 are:

- \$275.00 per boy if Troop pays in full by May 1
- \$325.00 per boy if Troop pays in full after May 1
- Merit Badge request lists must be submitted by May 1st.
- \$400.00 per boy basic camp fee after May 1.

The fees for Out-Of-Council Units for 2017 are:

- \$300.00 per boy if Troop pays in full by May 1
- \$350.00 per boy if Troop pays in full after May 1
- Merit Badge request lists must be submitted by May 1st.
- \$425.00 per boy basic camp fee after May 1.

NEW SCOUTS: Chief Cornplanter Webelos who join a Troop, and any newly registered Boy Scouts (registered after Jan 1, 2017) will automatically qualify for the lowest rate.

SAME FAMILY DISCOUNTS

If a family has more than 2 Scouts attending summer camp, there will be a \$50 reduction in the total cost of camp for the family.

- ❖ **No campers will be accepted after June 1st.**

TROOP LEADER FEES

As there is a need for two-deep leadership, the first two registered Troop Leaders are free. (Must be registered members of the Troop)

- If you have other Troop Leaders, the cost per-leader is \$100 to offset the cost of meals for the week.
- All Troop Leaders in camp will be issued color coded and dated meal tickets.
- Breakfast (dated yellow), Lunch (dated green) and Dinner (dated blue).
- Troop Leaders must turn in the appropriate meal ticket at the Dining Hall for each meal or you will not be served a meal.

Note: We need to do this to be certain we've ordered enough meals. To reduce the chance that someone goes hungry, and to better manage how many meals we've served throughout the week.

- ❖ **We recommend that the Troop make every attempt to pay for their leaders attending camp since they are taking their personal time to be with the Scouts.**

FEE PAYMENT

Individuals attending Camp Olmsted are to register for camp as a Troop, not individually. All fees should be submitted to the Troop treasurer and one check made payable to "Chief Cornplanter Council". Individual registrations WILL NOT be accepted at the Betts Scout Service Center unless it is for a provisional camper. Fees not paid prior to arrival at camp, will be due and payable at the time of Troop check-in and registration. Each Scout will receive a Camp patch and a Camp Tee as part of their registration fee.

CAMP SAVINGS PLAN

Attending camp is one thing, but helping Scouts get to camp is another. There are many methods to pay for summer camp. Part of Scouting is that a Scout pays his own way. The Chief Cornplanter Council supports the Campmaster Popcorn sale. This is a great way for any Scout and his unit to raise all the money they need for the Ideal Year of Scouting. No Scout needs to miss summer camp because of cost.

A systematic saving plan will assure every Scout in your troop gets a long-term camping experience.

A member of the troop committee or another adult should coordinate this effort. The camp savings plan material should be explained to the boys and the parents well in advance of camp. Encourage the Scout to deposit a sum of money each meeting toward their camp fee. Scouts that have most of their fees on deposit by spring are usually able to get the balance and, thus attend camp. The key to have enough money for camp is **SAVE NOW!**

Units with a successful camping program vigorously promote the camp savings plan. Encourage parents to provide their sons with a week at camp or partial payment for the camp fee as a birthday present, holiday gift, or other special recognition.

CAMPERSHIPS

We want every Scout to have an opportunity to attend Camp. No Scout should ever be turned away on the basis of need. "Camperships" are available to Scouts who demonstrate financial need. Forms may be obtained at the BSSC.

Camperships are available to all youth who demonstrate need and qualify under the following requirements:

- 1) The youth applicant must have helped to support their unit through a unit fund-raiser over the past year (unit confirms on form).
 - 2) The Scout's unit must have participated in a family FOS presentation in the spring prior to Camp.
 - 3) The Unit must pick up part of the summer camp bill for the Scout (unit lists amount on campership form)
- Camperships are not transferable or refundable and are limited to only Scouts attending Camp Olmsted

REFUND POLICY

All refund requests must be made by submitting an Official Refund Request Form, available at the Council Service Center. There will be a \$30.00 administrative processing fee for all refunds.

Requests for refunds must have the Unit Leader's approval (signature). We must be notified during check-in that a Scout is not going to be in camp.

Refunds of a camp fee will be considered ONLY under the following circumstances:

1. Illness of Scout prevents his attendance at summer camp.
2. Illness or death in the campers' immediate family prevents his attendance at camp.
3. Family relocation makes attending camp impractical.
4. Mandatory attendance at summer school that is verifiable (athletics do not count).
5. Per boy deposits are Non-refundable regardless of circumstance, but are transferable within the Troop.
6. Only the official form is acceptable for refund requests. Scout's parents MUST submit it to the Chief Cornplanter Council, Camping Committee, at the Betts Scout Service Scout Center Prior to September 1st. No refunds will be granted unless requests are received by September 1st.
7. In place of a refund, units should know that camp fees, including deposits, are transferable to another Scout in the unit.
8. Refunds will not be processed until after September 30th. Refunds could take up to 90 days to process.

FAMILY NIGHT

- Wednesday is Family Night.
- Families are invited to visit their sons in the campsite on Wednesday night. **As this is Cook-In-Your-Site night, you have the option of supplementing your dinners to include family members. This will be a Troop decision.**

VISITOR IN CAMP

- Visitors are welcome in camp any day between the hours of 9:00 AM and 9:00 PM.
- Visitors must register at the Durnell Campmaster Cabin, (formally the Camp Ranger) upon arrival in Camp.
- Temporary parking pass and Security arm band will be issued.
- Visitors staying for meals must purchase a meal ticket at the Security Check Point before attending the meal.
- Meal price throughout the week for visitors is \$5.00.

LEAVING CAMP

Scouts, with proper written permission, and Scouters may leave camp at any time.

Everyone must sign in and out in the Log Book, located at the Security Check Point.

Scouts under the age of eighteen (18) must have a signed permission slip signed by both the parents or guardians AND the Scoutmaster in camp, if they are to leave camp.

Scouts under the age of eighteen (18) will not be released from camp to anyone other than the parent/guardian without written permission from the parent/guardian.

Scouts under the age of eighteen (18) will not be released to any driver under the age of eighteen (18).

Permission to leave camp will not be granted over the phone except in emergency situations.

A photo I.D. is required when picking up any Scout from Camp.

TELEPHONE

Scouts and Scouters cannot be summoned to a phone during the day.

In the case of an emergency, remind parents to be prepared to leave a message for the camper.

Incoming messages will be relayed at the next meal except involving an emergency.

Outgoing calls on the business phone will not be permitted except in the case of extreme emergency.

New This Year

We are going to a three merit badge session format in the morning. After lunch will be open periods at all areas. The Scouts can use this time to do merit badge requirements, swim, fish, use the shooting ranges, whatever they want to have fun.

Life and Eagle program

Life and Eagle Scouts will participate in 5 fun filled days of activities off site. They will be canoeing, fishing off a pontoon boat, golfing, Sporting Clays and an outing to the Seneca Nation of Indians Museum. A signed permission slip from a parent or guardian must accompany each boy to be allowed to leave the camp.

50 Miler Trek

Life and Eagle Scouts can participate on a 50 mile trek. Part will be canoeing on the reservoir with a service project done on the Morrison Trail. They will then portage around the Kinzua Dam and continue downriver. Trail food and comradery will prevail on the trek. Are you up to it?

Boy Scout Advancement at Camp Olmsted

Advancement is a significant part of the Scouting program. It is a measure of a Scout's ability to accomplish things, to get results and to persevere toward and attain a personal goal. It is also a recognized mark of the Unit's success in carrying on the game of Scouting in the outdoors.

Advancement is not an end in itself. It is rather a direct result of what happens at camp. No Scout can advance beyond the Tenderfoot rank if he does not have a hiking and camping experience as a member of his patrol and troop. It is, therefore, important that individual Scouts and their leaders know the method of Scout advancement as it applies in the home, community and in camp. It should be difficult for an advanced Scout to complete more than three or four Merit Badges at camp in their entirety, without extensive pre-camp preparation on specific requirements. Disappointment may be avoided here by realistic counseling on the part of the leader. However, each Scout can earn at least one merit badge during the week. In camp, many Merit Badges are taught in formal class sessions. Others need only an orientation session and then the Scout needs to work on his own and with the counselor to complete the remaining requirements. In either case, the time requirements can be very demanding.

An appreciable amount of work in any Merit Badge needs to be accomplished in the home community before attending camp. The Unit Leader should examine specific Merit Badge requirements with the Scout to determine which of these can be met before the troop arrives in camp. The list of Merit Badges offered at camp also list requirements needing pre-camp work in order to complete them. When planning for his camping experience, the Scout should be mindful of his obligation to his troop in serving in various leadership capacities. This factor should be presented to him as an opportunity to complete the leadership requirements for the rank that he is striving to get as well as his simple duty as a Scout. The time requirements should be considered and availability he will have remaining for his own Merit Badge work should be taken into account.

When the advancement of individual Scouts is carefully planned with the counseling of the Unit Leader in this manner, the Scout is not only able to meet his objectives in camp, but he also serves his Unit then as a true Junior Leader. Disappointments are avoided and achievement is more deeply appreciated because a planned program has been realized.

MERIT BADGES

The staff at Camp Olmsted will work hard to make the process of earning a Merit Badge a worthwhile experience that will serve the Scout throughout his lifetime. Briefly, here are the steps that are common in the process of earning a Merit Badge. It is important not to overlook them.

1. PICK A SUBJECT - Ask the Scout about his interests and explore corresponding merit badges that reflect those interests. Review the Merit Badge's requirements and decide if the badge is a viable option.
2. CONTACT A COUNSELOR - The Scout receives a signed Merit Badge application from the leader.
3. Next, in the case at camp, the Scout will go to his Merit Badge classes and meet with the counselor. The Scout will become familiar with the requirements and the mechanics of the class or the badge.

It is important to remember that the Scout must decide what he wants to do. If a Scout's goal is to only complete part of a badge while at camp, and he reaches that goal, he is still successful.

BLUE CARDS

Unit leaders must fill out merit badge applications prior to arrival at camp. These "blue cards" are to be turned in to the counselor at the first session. A Scout's progress will be tracked throughout the week on an appropriate form which will remain with the camp in order to verify details in the future. All blue cards (completed badges or partials) will be returned to the unit leader as soon as a Scout completes the week. NOTE - UNIT LEADERS MUST FILL OUT and SIGN BLUE-CARDS BEFORE SCOUTS TAKE THEM TO THE PROGRAM AREAS. This ensures that you, the unit leader, have acknowledged as well as expressed your permission for a Scout to take a particular Merit Badge.

Note: Purchase Merit Badge books before arrival at camp! There will only be a limited supply available for purchase at the Camp Olmsted, Program Office.

NATIONAL POLICY ON PARTIALS

EARNING MERIT BADGES WITH MORE THAN ONE COUNSELOR

From time to time, circumstances cause a Scout to complete a merit badge with a counselor other than the one he started with. This situation is sometimes called "having a partial." When a Scout presents a "partial" to the merit badge counselor, the work previously completed may or may not be accepted. Most merit badge counselors will discuss with the Scout any work that was previously completed. This discussion will continue until the counselor is satisfied that the Scout did in fact complete the requirements indicated on the "Partial." The question then arises: How long is a partial good? The answer is quite simple: As long as the Scout is not yet 18 years old and can satisfy the counselor he is knowledgeable about the subject. After a Scout has completed all the requirements for a merit badge, the merit badge counselor signs the merit badge record. The counselor's signature attests to the Scoutmaster that the requirements have been fully met.

ADVANCE MERIT BADGE WORK (Bringing Partial to Camp) Any Scouts who have completed requirements on Merit Badges prior to camp must bring written evidence from a Merit Badge Counselor or Scout Leader. Reports, essays, or other written requirements can be completed before hand and brought with you to camp. We encourage campers to do this to enable them to further their advancement at camp. Another route may be for the Merit Badge counselor to complete the "Blue Card" as a partial, thus stating what the Scout has already been passed off on, by checking the appropriate blocks on the card and signing the card. This Partial Blue-Card signed by a registered counselor will serve in lieu of bringing in the evidence as listed above. However the Camp Staff counselor may still ask the scout to explain what was accomplished to fulfill a certain "partial" requirement. If a Scout does not finish all the requirements of a merit badge during camp, he will be issued a "Partial" and will be required to finish the merit badge with another counselor.

QUESTIONS ABOUT YOUR SCOUTS EARNING MERIT BADGES/PROGRESS REPORTS

If you have a question about the progress of one of your Scouts, please ask the counselor either BEFORE or AFTER the Merit Badge Session; please DO NOT interrupt the Merit Badge session. If there is a problem or you feel that your concern was not addressed, feel free to discuss it with the Area Director, the Program Director, or the Camp Director.

PROBLEM SOLVING

If you feel that the staff needs to change the instructions they are giving, and no one is in any physical danger, please wait until you can have a private meeting with the staff member and the Program Director to make your suggestions. If not satisfied, you may continue onto the Camp Commissioner and Camp Director or the Scout Executive.

All adult disagreements must be handled out of sight and sound of the boys in camp, but under the terms of youth protection guidelines.

Under no circumstances are adult disagreements to be discussed in front of the youth.

If you do have a problem, please contact the Camp Director or the Program Director as soon as possible.

MERIT BADGE COSTS

- ✓ Motor boating and Water Sports Merit Badges each carry a Ten dollar (\$10.00) gasoline fee. **These Merit Badge fees may be waived for 2017 due to receiving grants.**
- ✓ Rifle Shooting Merit Badge: The minimum number of rounds required to qualify for this merit badge is forty (40) rounds. Depending on the Scout's shooting ability, he may to practice for some time to qualify. Ammunition cards may be purchased at the Trading Post for 25 cents for 10 rounds (\$.25/10).
- ✓ Shotgun Shooting Merit Badge: This badge should be encouraged for Scouters who are older and have shooting experience. To qualify, the badge requires the Scout to hit at least 24 (48 percent) out of 50 targets (two 25-target rounds). The basic minimum a Scout must shoot would be 24 rounds. At twenty-five cents (0.25) per round, a Scout should "Be Prepared" to spend a minimum of six (\$6.00) dollars to qualify. Shotgun ammunition cards will be available for sale at the Trading Post for 0.25/shell. These cards are available for open shoots as well.
- ✓ **These Merit Badge fees may be waived for 2017 due to receiving grants.**

Olmsted Tribe of Good Scouts

The Spirit of the **Olmsted Tribe of Good Scouts** will pervade our entire camp program and may only be earned at Camp Olmsted.

- The honor may be earned each year for scouts and scouters who have attended summer camp here in previous year to earn the second year award.
- Each unit leader is responsible to see that every scout in his unit understands the honor requirements and is given the opportunity to participate.
- It will be the responsibility of the unit leader to pass judgment on the accomplishments of each of his scouts who are working toward the honor award utilizing the Progress Card.
- If a question arises regarding any scout, the final decision will be made by the unit leader and the Camp Program Director. The wrong decision will mean a great deal in the life of a scout. Give every scout a "break", but at the same time, make sure the honor award is not "cheapened" in the eyes of the other members of your troop by giving the award to a scout who has not actually earned it. Effort alone does not qualify a scout and lack of Scout Spirit disqualifies a scout. The honor award is for the achievement of the designated requirements.
- Adult leaders must be in camp all week to receive this award.
- The Olmsted Tribe Award, camp improvement projects, must be approved by the Camp Ranger, Camp Program Director, Camp Director or the Camp Commissioner.

Olmsted Tribe Award will be presented in a special ceremony on Thursday evening at the time announced at the evening meal. Therefore, all requirements must be completed and the Progress Cards turned in at our Thursday evening flag ceremony.

Do not "cheapen" this tradition in the eyes of those who justly deserve it by making it available to those who do not earn it.

NOTE: Disappointing failure can be a better teacher than easy success that was not earned.

- Further information will be presented at Camp Olmsted.

Health & Safety

The Leader's Guide is where we tell you all the things you are not permitted to do at camp. If everyone uses common sense and lives up to the Scout Oath and Law, we shouldn't have any problems. Our objective is to provide a clean, healthy and safe environment where Scouts can learn and have fun.

GENERAL SAFETY

Please review the "Guide to Safe Scouting" prior to coming to camp. Throwing stones and other objects is dangerous and will not be tolerated.

Liquid Fuels must be used with care. Only trained adults may fuel or light liquid fuel items (propane is a liquid fuel). Liquid fuels must be locked up at all times. Liquid Fuels Training will be offered for adults.

Aerosols are not only bad for the environment but damage the waterproofing of the tents and tarps. **DO NOT** bring them to camp. No flames in tents. Only battery operated lights or glow sticks are allowed in tents.

INSURANCE

Each registered Chief Cornplanter Camper and leader is covered by health and accident insurance.

This insurance does not cover medical bills incurred at camp due to an illness or injury that occurred to a Scout before he arrived at camp.

When surgical treatment or hospital care is involved, benefits in the excess of the first \$150.00 will be payable only for expenses which are not recoverable under any other insurance policy or service contract.

HEALTH FORMS

A medical form must be submitted for every youth and adult staying at camp. Only the official BSA form is acceptable. All information must be complete. Please review these forms before you turn them in; this will help reduce problems at check in. Specifically, check for parent and doctor signature, immunization dates, insurance information, emergency contact names and numbers, etc.

The patient's history and parental signature must be submitted annually for everyone. For Scouts and adults under 40, the doctor's signature must be within the past 12 months. Adults over 40 must have a new physical each year. Upon arrival at Camp, a medical re-check will be made. Any Scout or Leader not having a complete and signed medical form will be **UNABLE** to take part in any activities at Camp. The completed health form must be in camp within 24 hours of arrival or you will not be permitted stay in camp! These forms must be kept on file at camp; so, **make a copy to turn in and keep the original in your unit file.**

The BSA Medical form may be downloaded from the Chief Cornplanter web site, www.cccbsa.com

MEDICATION

All prescription medication must be turned in at designated area on check-in day. Medication must be in the original container with a legible label, **NO EXCEPTIONS**. Give instructions and sign the "Over the Counter (OTC) and Home Prescription Medication" form that must accompany the BSA Health Form. Please make sure that all medications are properly labeled including the identification, dosage, Scout's name, unit number, and campsite.

The Camp Health Officer will supervise the administration of the Scouts' medication. Inhalers and bee sting kits will be allowed to be carried by Scouts provided a duplicate is left in the Health Lodge. Treatment for minor ailments can be obtained at the Health Lodge under our standing orders from the Camp Physician.

INJURIES

All injuries, even those treated by the unit leadership, must be reported to the Health Officer and logged. In the case of serious injuries or illnesses, do not move the victim. If you are trained in first aid, begin first aid treatment and then have someone contact the nearest staff member and they will handle the situation.

SPECIAL NEEDS

Scouts or adults who have special needs due to a physical or mental disability will be accommodated to the best of our ability. Please be sure to let the service center and/or the camp office know as soon as possible as to any special needs or equipment. Scouts or leaders who need special diets due to medical or religious requirements will be accommodated if possible. Please give us specific instructions as soon as possible.

EMERGENCY CONTACT

Parents are requested to leave notice of their whereabouts with the unit leader if they plan to be away from home while their son is at camp. If the parents cannot be reached, it is a wise idea for the Scoutmaster to have the name and phone number of another person who can be contacted in case of emergency.

EMERGENCY PROCEDURES

In case of any emergency, an alarm will be sounded. Between 6 a.m. and 10 p.m. units are to assemble at the Parade Grounds as they would for any other formation. Leaders are then responsible for taking an inventory of their Unit and reporting during a roll call of units. Further instructions will be given at that time. During bad weather, units should report to assigned seats in dining hall. Between the hours of 10 p.m. and 6 a.m. units are to remain in their campsite and a staff member will report to your site with special instructions.

CAMPING WITH WILDLIFE

Camp Olmsted is home to many different animals native to Northwestern Pennsylvania. White-tailed deer, beaver, bear, raccoon, fox, opossum, turkey, owl, hawks, and many other animals are commonly seen on the property. These animals are an intimate part of the outdoor experience. Please remember that they are in fact wild animals and for their protection, and for all of those who attend camp, please do not bait or lure any animal. Be careful not to litter as it is the animals home. **DO NOT** bring food items or smellables into your tent at any time. At no time is intimidating or capturing animals permitted. This is cause for immediate dismissal from the Camp program - without refund. Some animals may be collected and released for educational purposes but only by the trained staff of the Nature Program Area.

CONTROLLED SUBSTANCES

Leaders are encouraged not to smoke. However, leaders who feel the need, may smoke **ONLY** in their vehicles and away from all youth members. This is in accordance with National BSA policy. Alcohol is not permitted at Camp Olmsted at any time for any reason. Narcotics of any type are illegal and may not be on camp property for any reason whatsoever. Anyone who is found to be in possession of alcohol or narcotics will be dismissed from camp immediately. In the case of narcotics, the authorities will be called while the violator is kept under watch on the premises and that violator will be escorted from Camp Olmsted by the local authorities. If a youth member is found with either drugs or alcohol or tobacco, their parent or guardian will receive an immediate phone call, regardless of time of day. Anything illegal will be immediate grounds for dismissal, deregistration from Scouting and authorities will be contacted.

FIREWORKS

Firecrackers and other fireworks are a violation of state laws and are prohibited in camp. Possession and/or use of any fireworks, by a youth or adult, will be cause for immediate dismissal without refund.

APPROPRIATE CLOTHING

All campers are to wear proper footwear at all times to prevent stone bruises, cuts, and thorn punctures. Camp terrain is not suitable for walking sandals and bare feet. If a staff member sees a youth OR adult in sandals or bare feet in any area other than the shower house or waterfront, they are instructed to make that person get appropriate footwear on immediately. Old sneakers or water shoes are recommended for the waterfront. Any article of clothing with foul language or images will not be permitted. Per national policy, the Confederate flag is inappropriate for the Scouting Program. Female leaders should also keep in mind that appropriate dress is required at all times. Only modest bathing suits are appropriate. We should all keep in mind the Scout oath and Law as it pertains to our clothing

FLAMMABLES

Flashlights or electric battery lanterns should be used for lighting in tents. Anyone caught with an open flame in a tent will be dismissed from camp without refund. Adult supervision is required when using any liquid fuel. All liquid fuels are to be safely and securely stored under lock and key in original containers and labeled with your unit number under adult supervision. NO EXCEPTIONS. There are no storage facilities for liquid fuels in campsites. DO NOT DISPOSE OF PROPANE CYLINDERS IN THE TRASH Units should use the solid forms of fire starter. Paraffin-impregnated blocks present minimum safety hazards and are effective and safe for lighting damp wood, charcoal, and ceremonial fires. It is advisable that all units come to camp prepared with these fire starters.

GARBAGE

Troops are responsible for emptying the garbage when necessary. A plastic trash bag is provided to bring garbage to the camp garbage area. Do not wait until the garbage can is full and the plastic bag heavy and hard for the Scouts to handle, empty it nightly. Instruct your Scouts to be always on the lookout for paper and trash on the trails and roads as well as in the campsite. Containers are located in various program areas of camp. All garbage is to be brought up prior to when the troop goes to the dining hall for dinner. No garbage is to be left at the dining hall after 6:00 p.m.

GENERAL BEHAVIOR

Horseplay can result in injury and damage to equipment. Encourage your Scouts to participate in constructive activities. FUN CEASES TO BE FUN WHEN SOMEONE GETS HURT, EITHER PHYSICALLY OR MENTALLY. The law of the camp is the Scout Law, simple yet all-inclusive. All rules and regulations of year-round camping also apply during summer camp. The Camp Director reserves the right to dismiss anyone from camp for violation of the camp policies and standards.

PETS

Pets are not permitted in camp at any time. Please inform your unit's families of this policy in advance of coming to camp.

RIFLE AND ARCHERY EQUIPMENT

NO personal rifles, shotguns, or archery equipment are to be brought to camp. Scouts and Scouters must use the equipment that is available at camp. Only single shot bolt action, .22 caliber rifles may be used on the camp range. Archery equipment will be limited to 35-lb recurve and compound bows. Personal firearms are prohibited. Anyone who has a personal firearm in his or her possession at camp will be dismissed immediately without refund.

FIRE GUARD PLAN

Each Unit will receive a Unit Fireguard Chart which outlines the fireguard plan to be used. Fighting fires is solely the job of the local fire department. No unit, parent, leader or staff member is to engage in firefighting activities.

SHOWER FACILITIES

"A Scout is Clean". Every Scout should shower regularly during the week. There are separate shower facilities for youth under 18 years of age), women, and for male leaders. Youth and adults are not permitted to shower together. The shower facilities are available between reveille and taps. Each unit is expected to assist in keeping the shower facilities clean.

FISHING

Fishing is permitted in camp (with a valid Pennsylvania Fishing License, if required).

Fishing is permitted anywhere on the reservoir with the exception in the swimming area.

Fishing is permitted from rowboats with prior permission of the Aquatics Director.

SEXUAL ACTIVITY

No sexual activity of any type can be tolerated in the Boy Scouts of America. This includes public displays of affection (hugging your parents good-bye is allowed). Anyone found to be involved in any type of sexual activity will be dismissed from camp without refund and deregistration from Scouting is possible.

KNIVES & AXES & SAWS

Knives of all sorts can come in handy at camp. However, we limit youth members to only pocketknives and multi-tools. If a youth is found with any other type of knife, it may be confiscated by a staff member and returned after camp. Leaders should be vigilant about their Scouts use of knives. Only Scouts with a Tote N Chit card may carry a pocketknife. If a tent is punctured during camp, your Troop will be charged the full amount of a replacement. If a picnic table or other item is carved into, your Troop will be charged for repair or replacement of that object. Only dead wood may be used for fires. Anyone caught damaging or cutting down a live tree will be immediately dismissed from camp without refund. Always rope off an axe yard when setting up camp.

PRACTICAL JOKES, PRANKS, HAZING, RAIDING

Scouts and Unit leaders are to discourage the use of practical jokes, pranks, hazing, or any form of initiation. These practices violate the Scout Law, Youth Protection Policies, and will not be tolerated in Camp.

Raiding other campsites and tents is not permitted and should be discouraged. Permission should be sought before entering any other unit's campsite gateway.

Any youth or adult member found to be in violation of any of the above, in any way, will be dismissed from camp without refund and may be deregistered from Scouting.

FIGHTING

Fighting of any type will not be tolerated at Camp Olmsted.

CAMPSITE ORGANIZATION AND CAPACITIES

Each campsite has a definite size regarding number of campers.

Units are not permitted to rearrange campsites.

ADULT RESPONSIBILITY

Adults should remember that they are just that – adults. Any adult found to be condoning any of the aforementioned illegal or improper behaviors will be dismissed without refund.

Gear List

INDIVIDUAL EQUIPMENT

Our list includes the items necessary for a Camper to live comfortably during a week at camp. Your experience may suggest additional items which may be helpful.

Clothing

Scout Uniform, official BSA hat.
Camp Uniform (optional with shorts)
Rain Gear
Pajamas
Swimming Trunks
Extra Underwear, T-shirts
Handkerchiefs
2 pair Scout Socks
Extra Socks
Long pants
Hiking Boots
Sneakers

Optional

Bible, prayer book
Fishing Tackle
Musical instrument
Camera/Film
Alarm Clock

Personal Gear

Canteen
Sewing Kit
Compass
Pocket Knife (Band Aids?)
Notebook/Pencils
Scout Handbook
Field Book
Pack, Pack frame, or Foot locker for gear storage and transport
Toilet Articles
Mess Kit
Flashlight (EXTRA BATTERIES)
Spending Money
Watch

Completed Medical Record (2 COPIES)

Bedding

Cot
Sleeping bag or 3 blankets
Cardboard, foam pad (to cover springs)
Pillows

UNIT EQUIPMENT

The following items are available on request for your Unit's use during your week in camp. (Units will be charged for damages incurred through misuse of camp equipment.)

Scout Axes
Shovels
Patrol Utensil Kit
Cleaning kits

Fire Rakes
Patrol Cook Kits
Sports Equipment
Fishing Equipment

Bow Saws
Bulletin Board
Dutch Ovens
Hose