

Andrew Jackson Council

Summer Camp



2015



Welcome to the Hood Scout Reservation

The 1,300 acres of the Warren Hood Scout Reservation located in the rolling hills of Southwestern Mississippi, invites you and your Scouts to joins us for our weekly 2015 Summer Camp Sessions. The program areas cover: aquatics, outdoor thrills, ecology conservation, handicraft programs, shooting sports, and Climbing and Challenge Course and Top Shot Competition. New this year, our new Shooting Sports Complex.

Dates of Summer Camp 2015

Week 1: June 7-13, 2015

Week 2: June 14-20, 2015

Week 3: June 21-27, 2015

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This program is sponsored a grant from Mississippi Department Wildlife,
Fisheries, & Parks

Campsites

Hood Scout Reservation maintains 11 campsites for use by troops during the summer camping season. Troops should select a campsite that can accommodate the number of Scouts and leaders they will bring to camp. To improve your chances of getting your campsite that you want please preregister please pay the \$100 Troop deposit as soon as possible. This deposit will be credited to your camp fees. If a troop has 15 or more Scouts it will be the only troop in the campsite unless the space is needed. Campsites may be shared by more than one troop. Please look at the map located in the back of this book to select your site.



Campsites	
1. Red Cloud	Capacity 36
2. Two Moons	Capacity 36
3. Two Hatches	Capacity 36
4. Red Wing	Capacity 24
5. Many Arrows	Capacity 36
6. Yellow Wolf	Capacity 36
7. Dull Knife	Capacity 24
8. Lone Elk	Capacity 24
9. Iron Bear	Capacity 36
10. Little Wolf	Capacity 20
11. Olethewa	Capacity 20*
*ADA Accessible	

Patrol Board Information:

(This information will be helpful during the week)

- Fire Guard Chart
- Daily class schedules
- Table Waiter Duty
- Latrine Duty
- Flag Ceremony
- Information important for your Troop or adult leaders

Registration and Fees

Please register online at www.bsa-jackson.org. To reserve a campsite you must make a deposit of \$100.00 for your Troop. You can pay this online or at the council service center. Please make sure that all registration and program fees are paid prior to your troop's arrival at Hood Scout Reservation. Please remember that all registration for camp and program is done online. **Fees are transferable to other Scouts within the troop, but are not refundable after May 15th, 2015.** **The Troop is responsible to arrange refunds to Scouts not attending camp.**

Cost per Boy Scouts/Venturers

- \$245 before March 31, 2014
- \$275 after March 31, 2014

This is for both in-council and out-of-Council Troops and Crews.



Boy Scouts Leader Information

- Register online at www.bsa-jackson.org
- Two Leaders from every troop/crew is free
- After two leaders the fee is **\$125.00 per leader**. Leaders are interchangeable
- Leaders can participate at no extra charge if health standards are met and there is a need for their participation.
- Each registered Scout and Leader will receive a free t-shirt.
- Pre-orders for hats, and mugs is available online.

Camp Policies

Scouts, Scouters, and visitors will be expected to exemplify the Scout Oath and Law while in camp.

Unit Leaders should arrange for qualified leadership from your troop to accompany the Scouts to camp. **Each troop must have a 21 year old registered leader present at camp and that leader must be current on the Boy Scouts of America Youth Protection Training while at camp. All adults must have completed the BSA Youth Protection Training and we must have copies of every adult's Youth Protection Training Card.** At least two adults must be at camp at all times.

Tobacco: Our Scout Oath reminds us to keep ourselves physically strong. The use of tobacco products adversely affects our bodies and may cause cancer. Because of the danger of forest fires, smoking is only permitted behind the Administration Building and only if Scouts are not present. Also, the use of electronic cigarettes are not permitted at Hood Scout Reservation.

Alcohol & Drugs: Possession or use of any alcoholic beverages, illegal drugs or the misuse of any prescribed drug is expressly prohibited. **Groups or individuals found in violation of this will be sent home immediately.**

Coming and Going: Safety is paramount at Hood! To this end, we ask that every parent or family member check in at the Administration Building. Scouts who are leaving camp early or for a day must have their parent or guardian along with the unit leader fill out a camper release form and check out at the Administration Building. If you are a unit leader leaving camp you must check out at the Administration Building and check back in. If you have any questions or concerns of an individual Scout's well being, the unit leader should contact the camp director.

Vehicles: **No Vehicles will be allowed past the service road gate.** Only vehicles pulling troop equipment trailers into the campsite will be allowed in. Troops must drop their trailers and move the vehicles back to the parking lot. Troops that do not have a trailer, their gear will be transported to the campsite by the camp staff.

Cell Phones: Scouts should not have a cell phone out in Merit Badge Sessions. If you're Scouts wants to bring their electronic devices they are more than welcome. They will be able to charge them at the Trading Post. They will have access to email, Facebook, Twitter and other social media sites.

Armbands: As part of the youth protection and camp identification policies all Scouts and Scouters that are staying must have an armband at all times. If your armband is lost you may replace it at the trading post or admin building for a charge of \$1.00.

Health, Insurance, and Emergency Procedures

Before coming to camp, each Scout and Scouter is required to have the appropriate **Boy Scout Annual Health and Medical Form** filled out and signed by a parent or guardian and a licensed doctor. We must have health forms on all Scouts, Scouters, and parents even if they are only staying one night. We must have all three parts filled out. You may bring digital copies on a flash drive. **Unit Leaders please make sure that all physicals forms are filled out properly! Unit Leaders please make sure if you bring hard copies of health forms that you pick them up before you leave camp. Any health forms left will be disposed of on Saturday.**

NO ONE WILL BE PERMITTED TO STAY ON CAMP WITHOUT A HEALTH FORM ON FILE WITH THE HEALTH OFFICER.

All youth that are attending camp must be registered members of the Boy Scouts of America.

Any Scout that has special dietary need please let the camp director know at least one week before that Scout's arrival on camp so that we can properly plan for his dietary needs.

Scouts requiring special medical treatments such as insulin, etc should provide necessary medications and make written arrangements with the health officer and the unit leader. Scouts needing to be transported to the hospital or to a local doctor for non-emergency medical needs are to be transported by the unit leader. In case of serious medical emergencies, transportation will be available.

The Andrew Jackson Council, BSA provides accident and illness insurance for each registered Scout and Scouter. Please refer to your campsite guide for more information. The coverage protects each member while attending the 2015 summer camping season.

Emergency Procedures: During any **kind of emergency** (weather, fire, lost camper, and lost swimmer) you will hear the continuous ring of the camp bell and you will receive information from the camp staff. You are to go as quickly as possible to the parade field. Scouts and Scouters will then receive further directions and instructions.

Living and Activities in Camp

Dining Hall

Wholesome meals are provided in the dining hall.

Professional cooks prepare all meals and menus under the direction of a dietician. Meals are posted at the dining hall and main bulletin board. **Shirt, Socks and Shoes are required at each meal. Full "Class A" uniform is required for the evening meal. Wet swimsuits, wearing of hats and chewing gum are not allowed in the dining hall. All meals are served cafeteria style. On Saturday, there will be a Continental Breakfast. All Scouts and leaders must have their armbands to eat. For guests and visitors there is a \$5.00 charge per meal. Please let us know by Wednesday, if you Troop will not be eating with us in the Dining Hall on Friday Night.**



Dining Hall Procedures

1. Troops will be assigned tables on Sunday afternoon, and they will sit at those tables for every meal.
2. Table waiters will be assigned by the troop for every table and will help serve one meal beginning on Sunday evening. They are responsible for clean-up of the table and checking out with the Dining Hall Steward. Troops are responsible for posting a table waiter schedule on the troop patrol board in the campsite.
3. Starting on Mondays, troops are encouraged to invite a staff member to join them for a meal.

Visiting and Writing Your Scouts

Parents and Family Members are welcome at camp on Sunday and Saturday to bring and pick-up Scouts or just to look around. Friday is visitor's day with events starting at 2:00pm. Visitors should make arrangements to eat lunch before they come. **All parents and family members should check-in at the Administration Building before coming or going to their Scout's campsite.** Supper will be available at the dining hall for all visitors. A meal cost for adults and children five and older is \$5.00. Children younger than five eat free. If you plan to eat please let your unit leader know as soon as possible. Visitors are also invited to bring picnic suppers. Friday night campfires and awards ceremony will start at 8:30pm.

Camp phone is for Emergency Use Only.

The number is (601) 277-3575

Mail for Scouts should be addressed as follows:

Scout's Name: _____

Scout's Troop: _____

Hood Scout Reservation
8065 Old Port Gibson Rd
Hazlehurst, MS 39083

(No Mail after Wednesday)



Computers



Hood Scout Reservation has computers with internet access. Scouts will be able use the computers for their merit badges only. Hood Scout Reservation has WiFi for both Scouts and Scouters to use during the week to access email and social media sites (Facebook, Twitter, Instagram, etc).

Bikes on Camp

Hood Scout Reservation offers the Cycling Merit Badge and a mountain biking program. Scouts are permitted to have their bikes at camp. If you bring your own bike here are the rules that you need to follow:

1. Helmets must be worn while riding
2. Bikes cannot block trails, walk ways, or entrances to buildings, so park by the bike racks.
3. Pedestrians have the right-of-way, so slow down when people are around.
4. No riding after dusk.

(If you cannot abide by these rules then you will be asked to put your bike up.)



Sebooney Okasucca Lodge-Order of the Arrow

Order of the Arrow at Hood Scout Reservation is an awesome part of the Summer Camp experience. From fellowships to the Friday night call-out; the Order of the Arrow is fun to watch and be a part of. Scoutmasters please remember that there will be no unit elections done at camp. Please let the OA Camp Chief know if you have anyone that needs to be called out on Friday. Also, if you have members that would like to participate in the ceremony please let the OA Camp Chief know so that he may get your Scouts involved. On Mondays, after the opening campfire there will be an OA Fellowship in the Dining Hall.

Brotherhood Merit Badge

Have you been an active member of the Lodge for 10 months? Are you ready to seal your membership in the Order of the Arrow? Then sign-up for the Brotherhood Merit Badge. This “Merit Badge” will help prepare you to seal your Brotherhood Membership at camp. The class will meet Wednesday and Thursday evenings after the twilight program. Youth and adult will participate in the Brotherhood Ceremony following the water carnival on Friday. The cost will be \$20 and you must register online. **For those arrowmen that are members of another lodge, they can participate, as long as the Sebooney Okasucca Lodge has permission from that arrowmen’s home lodge that they are Brotherhood eligible. This must come from the Lodge Adviser of the arrowman’s lodge by either email or written letter.**



Don't Forget your OA Sash!

Trading Post at Hood Scout Reservation

The Trading Post at Hood Scout Reservation is a fully stocked store. The Trading Post has everything from T-shirts to soda, ice cream, snacks, merit badge supplies and books. We take Visa, Master Card, and American Express credit Cards. Hours are posted outside the store and on the main bulletin board. Pre-ordering is available. Please use the online ordering for t-shirts, hats, and mugs. Pre-orders will be available at the trading post on Sunday after your troop checks in.

Duty to God Program

This program helps the Scout and the troop have a worshipful experience at camp. By working with the Camp Chaplin and the Troop's Chaplin's Aide, Scouts and troops can earn a Duty to God patch. The information is located in the campsite guide book. The requirements are:

- Attend the camp vespers services either on Sunday or Wednesday Night.
- Participate in at least four devotionals with the troop or patrol.
- Do any **two** of the following:
 1. Lead a meal-time prayer during the assembly.
 2. Lead a patrol or troop prayer during a time of patrol or troop daily devotions.
 3. Lead daily devotions for the patrol or troop, using either the devotional material provided in the campsite leader's guide or any other appropriate resource. Note that even though the devotionals have numbers, you don't have to do them in numerical sequence, and you don't have to do all of them.
 4. Talk about religion with a Scout of another faith and identify one similarity or one difference between that Scout's faith and your own faith.
 5. Do another appropriate religious activity approved by the summer camp chaplain.
 6. Find out about the specific religious awards for one's faith tradition.

Vespers are held in the Chapel at 7:30 pm on Sundays and Wednesdays.

Adult Leader Activities/Information

Administration Building

The Administration Building has male and female restroom facilities, washer, dryer, air conditioning, TV and Wi-Fi. In morning and throughout the day there will be coffee.

Scoutmaster Communication with Camp Management

Hood Scout Reservation values the time and energy that each leader puts into working with their youth. Our goal is to help you meet your unit's needs while at camp. Our staff will make every effort to address any concerns or suggestions you may have promptly. In that spirit, we have provided several avenues of communication between Scoutmasters and Camp Management.

Scoutmaster Meeting

Formal meeting is held Sunday at 8:00 pm in the Dining Hall. This meeting is to review both camp and program policies. Starting on Mondays following the evening meal at about 7:30 pm; we will have informal meetings to review the day to make sure that we are meeting the needs of your Scouts.

Scoutmaster Dinner

On Wednesday evenings, Scoutmasters and assistants at camp will have a chance to learn about new and exciting things in the council and at camp. At the end of the meeting you get a steak dinner.

Camp Pre/Post Camp Surveys

When you arrive on Sunday afternoon as part of the check-in process you will receive a **Pre-Camp Survey** that will help us to know what you expect while you stay at camp. On Thursday night at the Scoutmaster's Meeting you receive another survey to help us know how we did and to plan for the future.

Scoutmaster Training Opportunities

List below are classes and certifications that will be offered at camp. Please check with the Camp Commissioners to find out time and location. Some of these training sessions are available online and maybe taken at the Administration Building.

**Youth Protection
Safe Swim/Safety Afloat**

**Weather Hazard
Trek on Safely**

**Scoutmaster/Assistant Faststart
Leave No Trace**



Scouter's Merit Badge

Hood Scout Reservation will offer the "Scouter's Merit Badge" to those Scoutmasters and other leaders who want to have a fun and really enjoy themselves while at camp. Any adult leader can participate in this fun event and all you do is complete one of the following two options. Applications for the Scouter's Merit Badge award should be submitted by 3:00pm Friday afternoon to the Camp Commissioner.

Option One

Complete 10 of these 15 requirements:

- Volunteer for at least two hours in the dining hall.
- Serve as an assistant cook for meals. (Schedule this in advance with Camp Commissioner and the cook)
- Row for the Mile Swim (Schedule this in advance with the Aquatics Director)
- Volunteer in one of the program areas for one day. (Schedule this in advance with the Program Director.)
- Serve as the Assistant Ranger for one day. (Schedule this in Advance with the Camp Ranger.)
- Drive a vehicle on a field trip.
- Participate in at least one of the training programs offered
- Complete the Mile Swim
- Participate in the Cobble Cook off with your Troop.
- Participate in the Scoutmasters' Shoot off.
- Assist with a camp wide building or repair project one day. (Schedule this in advance with the Camp Ranger.)
- Help on the waterfront for one day. (Schedule this in advance with the Aquatics Director.)
- Spend the entire week at The Hood Scout Reservation

Option Two

Complete 1 of these 4 requirements:

- Lead of our offsite high adventure programs.
- Complete the BSA Lifeguard Program
- Instruct a merit badge while at camp
- Serve as an assistant ranger for a part of least four days. (Schedule this in advance with the Camp Ranger.)

Don't forget Wednesday Night...

Come and eat a Steak with us and learn about the new and exciting programs in the council.

Daily Schedule

Sunday Check-in

(Remember it is easier when all fees are paid!)

- Visit administration building. (Pick-up troop guide and armbands)
- Take Troop Picture
- Health Recheck at Health Lodge
- Dining Hall (Get table assignment and find out where you will be eating.)
- Campsite (Unload gear and get ready for swim check.)
- Camp tour
- Waterfront (Swim Check)
- SPL and Unit Leader's Meeting after Dinner.

Monday –Thursday

6:30 am	Reveille
7:15 am	Breakfast Assembly
7:30 am	Breakfast
8:15 am	SPL Meeting
8:30 am	Sick Call
9:00 am	1 st Period
10:00 am	2 nd Period
11:00 am	3 rd Period
12:15 pm	Lunch Assembly
12:30 pm	Lunch
2:00pm	4 th Period
3:00 pm	5 th Period
4:00 pm	6 th Period
6:15 pm	Supper Assembly
6:30 pm	Supper
7:30 pm	Evening Activities
9:00 pm	Call to quarters
10:30 pm	Taps (lights out)

Friday

6:30 am	Reveille
7:15 am	Breakfast Assembly
7:30 am	Breakfast
8:15 am	SPL Meeting
8:30 am	Sick Call
9:00- 10:30 am	Morning Sessions
10:30-11:00 am	Afternoon Sessions
12:15 pm	Lunch Assembly
12:30 pm	Lunch
2:00-5:00 pm	Open Programs
6:15 pm	Supper Assembly
6:30 pm	Supper
8:30 pm	Closing Campfire
9:00 pm	Call to quarters
10:30 pm	Taps (lights out)

Saturday Check-out

(Please schedule a time with the commissioner's staff for a checkout)

- Make sure that all personal and troop gear is out of the campsite.
- Make sure that cots and turned on their sides in the middle of the tents
- Make sure that flaps are closed.
- Make sure that latrine is cleaned and ready for the next troop.
- Make sure that all tents and cots were as you found them.

What should you bring to Camp?

Personal Equipment

Complete Scout Uniform

- Official Shirt
- Switchbacks, Shorts, or Pants
- Belt
- Socks
- Hat/Cap

T-shirts

Shorts

Swim Trunks

Underwear & Socks

Extra Shoes/Boots

Poncho/Rain Gear

Notebook/Pencil/Pen

Scout Handbook

Watch

Towel & Wash Cloth

Toilet Articles (soap, shampoo, toothbrush, deodorant etc)

Flashlight

Pocket Knife

Spending Money

Sleeping Bag/ Pillow



Things that are not allowed at camp

- No Illegal drug, and alcohol
- No Sheath Knives
- No Firearms/Fireworks
- No Pets

Other things.....

A Scout is Clean!

What you bring to camp is
yours to keep up with.
**SO KEEP UP WITH YOUR
OWN STUFF!**

Campsite Award

This award is for the troop that has the best campsite in camp. Campsites will be judged by the Camp Commissioners on a daily basis. Below is what the camp commissioners will be looking for when they visit your camp site. If you have any questions about your scores the **SPL** needs to talk with the Camp Commissioner and his staff to see how your troop can improve.

CAMPSITE INSPECTION					
Campsite					
Unit Number					
Week of Camp					
Day of the Week:	Monday	Tuesday	Wednesday	Thursday	Friday
United States Flag Is it displayed? Is it displayed properly?					_____/5 pts
Troop Identification Is the troop flag or other appropriate insignia bearing troop numbers easily seen?					_____/5 pts
Tent Appearance Are tents pitched properly? No tent ropes tied to trees, shelters, or other tents. Are all the tents in the campsite consistent in appearance (either all open or all closed)?					_____/10 pts
Clean Tents Are the tents neat and clean? Is personal gear stored out of the aisles of the tent and food is not in the tent for animals? Are there any clotheslines in the tents? Tents must be open to receive these points.					_____/10 pts
Clean Campsite Area Is the campsite area clean? Is there trash in the campsite?					_____/10 pts
Fireguard Chart The troop's fireguard chart must be filled out and displayed on the campsite's bulletin board.					_____/5 pts
Duty Roster Duty roster for table waiters, latrine duty and shower duty posted.					_____/5 pts
Safety Hazards No hazardous objects in the area; tools are stored properly when not in use.					_____/10 pts
First Aid Kit Is the troop first aid kit marked and readily accessible for the Scouts?					_____/5 pts
Vehicles No unauthorized vehicles are allowed in the campsite. All authorized vehicles must display a permit.					_____/10 pts
Fire Barrel Fire barrel is full of water and an ample number (3-5) of gallon cans are readily available.					_____/5 pts
Latrine The latrine must be reasonably clean. Is there adequate paper and soap available?					_____/10 pts
Shower Area Has the troop cleaned the central shower facility for their assigned day? A rotation schedule is posted on each campsite bulletin board.					_____/5 pts
Bonus Points Does the troop have a <u>boy constructed</u> unique gateway or other camp gadgets that would require Scouts to use their Scoutcraft skills? Inspector needs to know what has been added each day.					_____/5 pts
TOTAL					_____/100 pts

Merit Badges, High Adventures, and Other Programs

Hood Scout Reservation offers a wide selection of merit badges and programs. Most merit badges can be completed at camp, but due to time requirements, special projects, or other considerations; some merit badges need additional work at home. Also some merit badges require pre-requisites or special skill levels. In this part of the Leader's Guide is a short description of the program or merit badge, and pre-requisites for the program or badge, and some help hints. Please make sure that you register online for Merit Badges and other programs.

Please remember that class sizes are limited in some merit badges. To ensure that your Scout gets into merit badges or programs that he wants please make sure that you have that information when you register online. Merit Badge Pamphlets can be purchased at the Scout Shop. Be aware of Age Appropriate Programs. Please be reminded about the distances between Merit Badge programs. Please be aware of the class size for each merit badge and its location on camp. Please don't have your Scouts walking from the waterfront to the shooting sports area to make their next class. Remember most classes are limited to 20 Scouts unless otherwise listed in the merit badge description.

Symbols for Programs

 One Hour Program	 Prerequisites
 Two Hour Program	 Cannot be completed at camp
 Half-day Program	 Eagle required
 All-day Program	 Recommended for Older Scouts
 Program Fee	

The Waterfront at the Hood Scout Reservation



The waterfront is ideal for Scouts who are interested in aquatics and water activities. The 110-acre lake will easily accommodate all campers and make for outstanding combination of fun and safe water activities for advancement. On Sunday, each Scout and Scouter will complete the swimmer test to see their level of ability for the waterfront.

Boy Scouts of America Aquatic Levels

Non-Swimmer- has no basic swimming skills and is designed by a WHITE Buddy Tag

Beginner-has some basic swimming skills. Must be able to jump into water over their head feet first, surface, level off, swim 25 yards, turn and return. The top half of the Buddy Tag will be colored **RED**.

Swimmer-has the skills needed for swimming. Must be able to swim 100 yards as follows: swim 75 yards in strong manner using a forward stroke. Swim 25 yards by doing the elementary back stroke. Rest or float in one spot for two (2) minutes. Swimmers will be identified with the top half of the Buddy Tag as **RED** and the bottom half **BLUE**.

Please note that swimming classifications can be upgraded at any time during camp. A Scout's classification will have a bearing on the Aquatics Merit Badges he will be able to take. Scouts must take the swimmer's test at our camp.



BSA Lifeguard



This is a rigorous program that certifies a Scout to be a lifeguard. Scouts are required to spend all of their time at camp in the Aquatics area. Physical strength, mental strength, stamina, and a great deal of written work are required. Bring long pants and long sleeve button down shirt, and shoes that can get wet for clothes inflation. The program is recommended for older Scouts and strong swimmers. It is highly recommended that the CPR instruction be completed before camp. **Scouts must have Swimming, Lifesaving and Rowing Merit Badges, or the equivalent skills, Scouts must be at least 15 years old.**



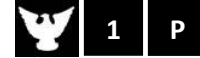
Lifesaving



This badge is required for Eagle, and is a two hour session. It is a challenging merit badge that requires mental and physical strength and stamina. Bring long pants and long sleeve button down shirt, and shoes that can get wet. It is recommended that CPR instruction (requirement #14) be completed prior to camp. **Swimming requirements for both Second and First Class required.**



Swimming



This merit badge is required for Eagle. All Scouts should take this merit badge before taking any other aquatic merit badges. Bring long pants, long sleeve button down shirt, and shoes that can get wet to inflate clothing. Scouts that do not pass the swimmer's test will be moved into instructional swim. **Scout must pass the Swimmer's Test.**

Instructional Swim

1

Learn how to swim! This session will teach the needed skills for passing the swim test. The Beginner's test completes requirement #7 for Second Class and the Swim Test completes requirement #9 for First Class.



Mile Swim, BSA



This is not a merit badge, but passing the requirements allows the Scout to earn the Mile Swim emblem. Scouts are required to swim an increased amount each day and build up to a mile. **Scout must pass the Swimmer's Test.**

Free Swim

Free Swim is offered from 2:00 pm until 5:00 pm at the Waterfront.



Canoeing



This merit badge is a good merit badge to introduce boating; it is more fun and less difficult than Rowing. **Scouts must pass the Swimmer's Test.**



Motor Boating



This merit badge is for older Scouts that have completed both canoeing and rowing. **Class size is limited to 10 Scouts. Scouts must pass the Swimmer's Test.**



Water Sports



Water sports are a fun and exhilarating way to enjoy being outdoors while developing strength, coordination, and fitness. By developing experience with water sports and practicing good judgment, Scouts will gain skills that will serve them well for a lifetime and have extreme fun while they do. **Class size is limited to 10 Scouts. Scout's must pass the "Swimmer's Test".**



Rowing



This merit badge has skills that are a lot more difficult than canoeing. Physical strength and stamina required. **Scouts must pass the Swimmer's Test.**



Kayaking



This merit badge is a good merit badge to introduce boating; it is more fun and less difficult than Rowing

Scouts must pass the Swimmer's Test.



Small Boat Sailing



Sailing is one of the most enjoyable pastimes on the open water. The quiet and peacefulness of the water can provide a pleasant break from everyday life. However, smooth sailing requires paying careful attention to safety.

. Class size is limited to 10 Scouts. Scout's must pass the "Swimmer's Test".

Don't Forget Your Buddy Tag!



The Health Lodge

Our health lodge has a health officer on call 24 hours a day all week long. Remember that if you have an accident on camp please report it to the health officer. For more information on health and safety please refer to the Health and Insurance part of the leaders guide. This is location of both the First Aid and Emergency Preparedness Merit Badges.



First Aid



This merit badge is required for Eagle. It covers a great deal of written material and there are skills to master. **First aid requirements for Tenderfoot through 1st Class must be completed prior to taking this merit badge.**



Emergency Preparedness



Scouts are often call upon to help because they know first aid and they know about discipline and planning needed to react to emergency situations. Earning this merit badge helps a Scout to be prepared by learning the actions that can be helpful and needed before, during, and after an emergency. **Scouts must have completed the First Aid Merit Badge. First year Scouts cannot take this Merit Badge.**

Shooting Sports Area

This is the area on camp where things go **BOOM!** Please when entering any of the shooting sports ranges that you make sure that you have the permission of the Shooting Sports instructor. Unit Leaders please remember that you have the Scoutmaster's Shootout during week. If your Scout is not taking any shooting sports merit badge but would like to participate in Free Shoot he will have to complete the 30 minute safety briefing on Monday after dinner. Please check with the Shooting Sports Director for times. When Scouts are finished qualifying for merit badges then they will have the opportunity to earn NRA, National Sportsman's Alliance Patches, and Wild Turkey Federation Awards.

New this year is the Hood Scout Reservation is the Pistol Shooting Program. We will have our "Top Shot" competition. Scouts will compete in the three areas of shooting sports: Rifle, Shotgun, and Archery. Please see the Shooting Sports Director for times and more information on the competition. This year we will be offering 3D archery and Pistol Shooting. This is your Scout's chance to experience the "hunt" for ten different animals from deer to bear to wild turkeys.



Archery



This merit badge is an extremely difficult merit badge. Proficiency and shooting experience is highly recommended. Completing this badge requires a lot of time to qualify. **Each session is limited to 16 Scouts. There is a \$5.00 program fee for arrow-making materials to make the arrow and bow string.**



Shotgun



Scouts must be at least 13 years old to take this merit badge. Scouts will learn the handling and shooting of the firearm. **Each session is limited to 10 Scouts. There is a \$20.00 program fee for shells and clays.**

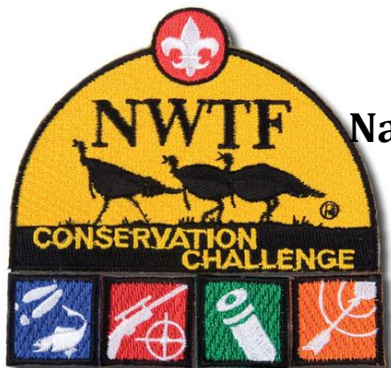


Rifle



This merit badge is an extremely difficult merit badge. Proficiency and shooting experience is highly recommended. Completing this badge requires a lot of time to qualify. **Scouts should be at least 12 years old and have the strength and size to manage a target rifle. Each session is limited to 16 Scouts and first year Scouts cannot take this badge. There is a \$5.00 program fee to take this badge.**





National Wild Turkey Federation

Conservation Challenge

The National Wild Turkey Federation has partnered with the Boy Scouts of America and Fish and Wildlife Agencies to create a Conservation Challenge Badge program. The NWTF Conservation Challenge Badge program recognizes Scouts who earn their shotgun shooting, archery, rifle shooting and fish and wildlife management merit badges, as well as their hunter education certification.

The Conservation Challenge Patch program provides a new venue in which to recruit young hunters and conservationists, in addition to training the next generation in shooting sports across the country. The Conservation Challenge Badge is made up of four merit badges which include the following: 1) Shotgun Shooting, 2) Rifle Shooting, 3) Archery, 4) Fish and Wildlife Management. These four components make up approximately 80% of most Hunter Education Course requirements. Upon completion of these four merit badges and Hunter's Safety Course the Scout will receive the NWTF patch.

Pistol Program



The Hood Scout Reservation is one of few council camps that has been selected to offer this program to Scouts 13 years or older as part of our Shooting Sports program. You must complete the Pistol Program Release form (Page 41). This will be limited to 10 shooters per class period. Scouts will learn using the NRA First Steps Program. Each Scout will have a chance to earn the NRA Pistol Award. The Pistol Open Shooting will be open during free shoot. Each Scout must have a Hold Harmless Agreement Signed before they can participate in the Pistol Program. There will be a chance for Scouts to participate in pistol at free shoot. The same requirements apply.

Ecology Conservation Area

At our Eco area Hood Scout Reservation Camp Staff is trained by local wildlife officials and experts in the area of Ecology Conservation to make sure that we provide the best merit badge instruction to your Scouts. Remember that some of these merit badges require “field study” and observations. Please make sure that your Scouts have plenty of time and opportunities to complete these requirements.



Environmental Science



This badge is required for Eagle. Scouts will get a taste of what it is like to be an environmental scientist, making observations and carrying out experiments to investigate the natural world. **First year Scouts will be unable to take this Merit Badge.**



Fish & Wildlife Management

1

Wildlife management is the science and art of managing the wildlife—both animals and fish—with which we share our planet. Maintaining the proper balance and the dynamics that go with it requires humankind's attention. We use this stewardship tool to help minimize or eradicate the possibility of extinction of any given species.



Fishing

1

In *Scouting for Boys*, Baden-Powell offers this advice: "Every Scout ought to be able to fish in order to get food for himself. A tenderfoot [beginner] who starved on the bank of a river full of fish would look very silly, yet it might happen to one who had never learned to catch fish."



Soil & Water Conservation

1

It is the duty of every person to learn more about the natural resources on which our lives depend so that we can help make sure that these resources are used intelligently and cared for properly.



Geology

1

Geology is the study of Earth. It includes the study of materials that make up Earth, the processes that change it, and the history of how things happened, including human civilization, which depends on natural materials for existence.



Bird Study

1

Birds are among the most fascinating creatures on Earth. Many are beautifully colored. Others are accomplished singers. Many of the most important discoveries about birds and how they live have been made by amateur birders.



Reptile and Amphibian Study



1

Scouts always have been interested in snakes, turtles, lizards, and alligators, as well as frogs and salamanders. Developing knowledge about these captivating creatures leads to an appreciation for all native wildlife; understanding the life cycle of a reptile or amphibian.



Nature

1

There is a very close connection between the soil, the plants, and all animal life, including people. Understanding this connection, and the impact we have upon it, is important to preserving the wilderness.



Plant Science

1

Plant scientists use their curiosity and knowledge to develop questions about the world of plants. Then they try to answer those questions with further observations and experiments in the laboratory and in the field.



Mammal Study



1

A mammal may weigh as little as 1/12 ounce, as do some shrews, or as much as 150 tons, like the blue whale. It may spring, waddle, swim, or even fly. But if it has milk for its young, has hair of some kind, is relatively intelligent, and has warm blood, then it is a mammal.



Insect Study



1

Scouts will glance into the strange and fascinating world of the insect. There, they will meet tiny creatures with tremendous strength and speed, see insects that undergo startling changes in habits and form as they grow.

The ARTS Area

Would you like to learn how to make a pot or how to carve something out of wood? Then you have come to the right place at the Handicraft area. Hood Scout Reservation has all sorts of handicraft merit badges from Leatherwork to Indian Lore. All projects can be purchased at the Scout Shop at Hood.



Art

1

This merit badge concentrates on two-dimensional art, specifically drawing and painting in various media.



Theater

1

While earning the Theater merit badge, Scouts will learn to appreciate live performances as members of the audience as well as go behind the footlights to see the view from the other side. Much more goes on in theater than ever meets the audience's eye.



Indian Lore

1

\$

This badge recommended for all Scouts. There is a **\$4.00 to \$15.00 program fee depending on the project.**



Basketry

1

\$

This merit badge is perfect for younger Scouts that are looking for something to occupy their time in the campsite. This merit badge is taught on Tuesday nights. **There is a \$25.00 materials fee.**



Leatherwork

1

\$

This is another good merit badge for younger Scouts. **There is a \$4.00 to \$15.00 material fee depending on the project.**



Fingerprinting

1

Scouts will learn how law enforcement and other agencies use fingerprints to identify someone.



Sculpture

1

Learn to make many different things out of clay and other materials.



Pottery

1

Scouts will learn the art of pottery. They will use a potter's wheel and kiln.



Music

1

The history of music is rich and exciting. Through the ages, new music has been created by people who learned from tradition, then explored and innovated. All the great music has not yet been written. Today, the possibilities for creating new music are unlimited.



Wood Carving

1

\$

This merit badge is not recommended for first year Scouts. Scouts must provide their own knife. **There is a \$5.00 material fee. Scouts must have a Tote'n Chip.**

Outdoor Thrills

From camping, backpacking to cooking and wilderness survival; Outdoor Thrills is the place to be. Come and hone your outdoor skills at Hood Scout Reservation. Learn how to lash a signal tower or maybe cook in a Dutch oven. How about learn to ride and care for a horse? What about learning about leave no trace camping on Thursday after lunch? New this year is the Scouting Heritage, and Geocaching Merit Badge

Geocaching



Scout will learn about the exciting sport of Geocaching. They learn how use a GPS unit, set-up a Geocaching course, and all of the Leave No Trace ethics for the Sport.



Camping



This badge is required for Eagle. Scouts will learn about preparing for and conducting a camping trip.



Cooking



Scouts will learn the proper and safe handling of food. They will learn new ways of cooking. Scouts will eat and prepare 3 different meals.



Orienteering



This badge requires setting-up and completing orienteering courses. Experience with a map and compass is helpful. **Scout should bring a compass.**



Pioneering



This two hour session requires Scouts to complete a pioneering project. Familiarity with knots, lashings, and splices is helpful. This merit badge is great for older Scouts that want to build their skills.



Wilderness Survival

1

This badge requires an overnight campout where participants will sleep in a shelter they construct.



Scouting Heritage

1



Discover the life and times of Lord Baden-Powell of Gilwell. Explain why he felt a program like Scouting would be good for the young men of his day. Include in your discussion how Scouting was introduced in the United States, and the origins of Boy Scouting and Cub Scouting under Baden-Powell.



Golf

2



This is a two hour merit badge. Scouts will learn the rules of golf. On Thursday and Friday mornings they will travel to a golf course to play the 18 holes.

Scouts must provide their own clubs.

Eagle Flight

Eagle Flight is for those Star and Life Scouts that are within reach of becoming Eagle Scouts. Eagle Flight is to help these Scouts get on a good footing and help them work toward Eagle required merit badges and help them understand the purpose of and to start an Eagle Project. For a Scout to complete Eagle Flight; he must complete or attend four Eagle required merit badges, and attend the Eagle Project Workshop on Tuesday night. Every Scout that finishes will receive a special Eagle Flight Patch.



Citizenship in the Nation



As Scouts fulfill the requirements for this merit badge, they will learn how to become active citizens are aware of and grateful for their liberties and rights, to participate in their governments and protect their freedom, helping to defend their country and standing up for individual rights on behalf of all its citizens.



Citizenship in the World



Scouts who earn this merit badge will discover that they are already a citizen of the world. How good a citizen each person is depends on his willingness to understand and appreciate the values, traditions, and concerns of people in other countries?



Personal Fitness



Personal fitness is an individual effort and desire to be the best one can be. Regardless of their current levels of personal fitness, in the twelve weeks it will take Scouts to complete the athletic requirements for this merit badge, they will be in better shape, feel better about themselves, have more energy, and gain self-confidence in their overall abilities.



Communications



This clear and concise definition comes from the U.S. Department of Education: "Communication focuses on how people use messages to generate meanings within and across various contexts, cultures, channels, and media. The field of communication promotes the effective and ethical practice of human communication.

Davy Crockett Program

This program is designed for those Scouts that are either brand new to Scouting or have not earned the First Class Rank. The Davy Crockett program allows Scouts to work on those Scouting outdoor skills that will help them advance. In the course Hood Scout Reservation Troop Guides will discuss the Patrol Method and how it is used in the troop. Our Davy Crockett Staff will be teaching using the EDGE method. As part of the Davy Crockett program each Scout will receive a special patch. Please work with each Scout individually to determine what rank classes they need to sign-up for.

For Tenderfoot

Flag (Displaying and Handling)

Knots

Outdoors skills (Hiking, Buddy System, & Poisonous Plants)

Fitness

First Aid (Heimlich Maneuver, Basic First Aid Skills)



For Second Class

Wood Tools (Scouts will earn their Tote'n Chip)

Map/Compass (Compass, Map Symbols, and Orient on a Map)

Fire Building (Scouts will earn their Fireman Chit)

Nature

First Aid (Heart Attack, CPR)



For First Class

First Aid (Bandages and Carries)

Map/Compass

Lashing, Knots

Nature



Adventure Programs

Challenge Course and Climbing Tower

Strengthening • Testing • Team Building

C.O.P.E.

(Challenging Outdoor Personal Experience) brings the tradition of the Boy Scouts' relationship with the outdoors to the doorstep of new realms of adventure. The course can handle **24 participants**. **Must Be at least 13 Years Old.**

COPE programming emphasizes learning by doing. We guide Scouts and Scouters of all sizes, shapes, and physical abilities through initiative problems and low and high ropes challenges to you help you develop:

Leadership Skills Teamwork Communications Self-esteem
Decision Making Skills Problem Solving Ability Goal Setting Skills
Confidence Trust

Climbing



Climbing is not a sport that requires tremendous muscular strength; it demands mental toughness and the willingness to practice hard to master a set of skills. The adventure of climbing can also provide a new way to enjoy the outdoors. **Class size will be limited to 15 Scouts**





Cycling (Mountain Biking

Option)



Scouts will have the opportunity to learn skills for preparation, proper riding skills, and maintenance. Scouts will use trails located around camp.



Horsemanship



This merit badge is for older Scouts. Scouts will learn how to take care of the horse, how to saddle and how to ride. **Scouts must have boots and jeans. Class size is limited to 12.**



ATV Off-road Trail Riding Experience



This program is for youth 16 years or older and adults. Participants will learn safe riding techniques and operation of the ATV. Participants will then get to trail around camp once completing the ATV Safety Institute Course. **Scouts must have long sleeve shirts and pants to participate in this program. They must also have a ATV Hold Harmless Agreement signed.** Scouts can earn the Hood Scout Reservation ATV Experience Patch.



Mountain Boarding

During the day and after dinner Scouts will have the opportunity to learn and try Mountain Boarding. The Hood Scout Reservation has three different Mountain Boarding Areas. Please see the Adventure Programs Staff for times and locations for Mountain Boarding.

2015 Merit Badge Schedule

	Waterfront	Ecology Conservation	Outdoor Thrills	Health Lodge	Davy Crockett	Handicraft	Shooting Sports	Eagle Flight	High Adventure	
7:15am	Morning Assembly and Breakfast									
9:00AM	Lifesaving*	Fishing	Pioneering*	First Aid	Tenderfoot	Art	Shotgun*	Physical Fitness	Horsemanship	
	Swimming	Environmental Science*	Golf*			Indian Lore	Rifle*		(8:30AM-10:50AM)	
	Instructional Swim	Soil & Water Conservation				Leatherwork	Archery*		Cycling (Mountain Biking Option)	
10:00AM	Rowing	Bird Study	Camping	Emergency Prep	Second Class	Pottery	Pistol	Scouting Heritage	(8:30AM-10:50AM)	
	Motor Boating	Nature	Orienteering			Theater				
	Kayaking	Fish & Wildlife Mgt	Geocaching							
11:00AM	Instructional Swim	Mammal Study	Cooking		First Class	Painting	(10:00AM-11:50AM)		(8:30AM-11:45AM)	
	Swimming	Plant Science	Wilderness Surviv			Wood Carving			Challenge Course	
	Canoeing	Insect Study	Backpacking			Music			(9:00AM-11:50AM)	
12:15pm	Noon Assembly and Lunch									
2:00PM	Lifesaving*	Reptile & Amphibian	Cooking	First Aid	Tenderfoot	Painting	Pistol	Communications	Climbing (1:00 PM- 3:45 PM)	
	Mile Swim	Fish & Wildlife Mgt	Camping			Wood Carving				(1:30PM-3:30PM)
	Water Sports*	Soil & Water Conservation				Music				
3:00PM	Rowing	Mammal Study	Pioneering*	Emergency Prep	Second Class	Sculpture	Shotgun*	Citizenship in the Nation	ATV-Session #2 (1:30-4:30)	
	Canoeing	Nature	Orienteering			Pottery	Rifle*			
	Motor Boating	Environmental Science*	Geocaching			Theater	Archery*			
4:00PM	Small Boat Sailing	Insect Study			First Class	Art	Top shot/Free Shoot	Citizenship in the World	Free Climb	
		Fishing								
	Mile Swim	Plant Science	Wilderness Surviv			Indian Lore	Shoot 5:00PM-5:30PM			
6:15 PM	Evening Assembly and Dinner									
Tuesday Night/ Other Activities	BSA Lifeguard (8:30am-5:30pm) All Day/All Week		Fireman Chit		Totem Chit	Fingerprinting	Free Shoot 7:00PM-8:00PM Tuesday-Thursday	Eagle Project Workshop		

Other Programs



Duct Tape Merit Badge: Fun for all Scouts and leaders. We know that duct tape will fix about anything, but did you know that it can make about anything too? Come up to Trading Post and learn to make cool and useful items using only Duct Tape. Offered on Tuesday Nights.



Underwater Basket Weaving Merit Badge: Scouts have weaved a basket on dry land, but have they done it underwater? Underwater Basket Weaving will take the Scout's skills to the next level. Scouts will learn how to weave a basket underwater.



Zombie Survival Merit Badge: Much of Baden-Powell's vision for Scouting still holds true today. But put this one in the category of something Baden Powell never could have predicted. Although not an official BSA merit badge, this is one of the badges scouts love to earn. With the impending Zombie Apocalypse, every scout needs to know what it takes to survive. Earning this badge introduces the scout to much needed skills to deal and live with the "Walking Dead."

Forms

Hood Scout Reservation

Summer Camp 2015

Deposit/Final Payment Sheet

Early Bird Fee is \$250 per boy.

All Early Bird Deposits are due by March 31, 2015.

Troop Number: _____ District/Council: _____

Scoutmaster: _____

Address: _____

City/State/Zip: _____

Number of Early Birds: _____

Money Enclosed: \$ _____ Camp Week #: _____

*****Early Bird Fees are transferable EARLY BIRD FEES ARE TRANSFERABLE TO ANOTHER SCOUT, BUT NOT REFUNDABLE*****

List of Boys Paying \$250 Early Bird Fee

1. _____

14. _____

2. _____

15. _____

3. _____

16. _____

4. _____

17. _____

5. _____

18. _____

6. _____

19. _____

7. _____

20. _____

8. _____

21. _____

9. _____

22. _____

10. _____

23. _____

11. _____

24. _____

12. _____

25. _____

13. _____

26. _____

Hood Scout Reservation

Summer Camp

2015

Final Payment Form

All final payments are due in the Council Service by April 15, 2014.

Troop Number: _____ District/Council: _____

Scoutmaster: _____

Address: _____

City/State/Zip: _____

Number of Scouts for Final Payment: _____

Total Money Enclosed: \$ _____

Week Attending Hood Scout Reservation: _____

List of Boys making Final Payment

- | | |
|-----------|-----------|
| 1. _____ | 16. _____ |
| 2. _____ | 17. _____ |
| 3. _____ | 18. _____ |
| 4. _____ | 19. _____ |
| 5. _____ | 20. _____ |
| 6. _____ | 21. _____ |
| 7. _____ | 22. _____ |
| 8. _____ | 23. _____ |
| 9. _____ | 24. _____ |
| 10. _____ | 25. _____ |
| 11. _____ | 26. _____ |
| 12. _____ | 27. _____ |
| 13. _____ | 28. _____ |
| 14. _____ | 29. _____ |
| 15. _____ | 30. _____ |

Return to Hood Scout Reservation-Summer Camp 2015, 855 Riverside Dr, Jackson, MS 39202

Program Planning Form

Week # _____ Troop No. _____ City/State _____

Scheduled to arrive at Camp: _____

Scoutmaster Name _____ Email: _____

Daytime Phone _____ Evening Phone _____

Scout Name _____	Scout Name _____
Age _____ Rank _____	Age _____ Rank _____
Session 1 _____	Session 1 _____
Session 2 _____	Session 2 _____
Session 3 _____	Session 3 _____
Session 4 _____	Session 4 _____
Session 5 _____	Session 5 _____
Session 6 _____	Session 6 _____
Evening _____	Evening _____
Merit Fees Due \$ _____	Merit Fees Due \$ _____
Scout Name _____	Scout Name _____
Age _____ Rank _____	Age _____ Rank _____
Session 1 _____	Session 1 _____
Session 2 _____	Session 2 _____
Session 3 _____	Session 3 _____
Session 4 _____	Session 4 _____
Session 5 _____	Session 5 _____
Session 6 _____	Session 6 _____
Evening _____	Evening _____
Merit Fees Due \$ _____	Merit Fees Due \$ _____

Troop Roster (Must be presented at Troop Check-In)

Week # _____ Troop No. _____

Council _____ City/State _____

Scout Master _____ Cell # _____

Leaders:

1. _____

6. _____

2. _____

7. _____

3. _____

8. _____

4. _____

9. _____

5. _____

10. _____

Scouts

1. _____

15. _____

2. _____

16. _____

3. _____

17. _____

4. _____

18. _____

5. _____

19. _____

6. _____

20. _____

7. _____

21. _____

8. _____

22. _____

9. _____

23. _____

10. _____

24. _____

11. _____

25. _____

12. _____

26. _____

13. _____

27. _____

14. _____

28. _____

Summer Camp 2015 T-SHIRT PRE-ORDER FORM

The Summer Camp 2014 T-Shirts will be a short-sleeved T-Shirt featuring Summer Camp 2015 Patch Design. Extra pre-ordered T-Shirts are available at a cost of \$10.00 if this completed form is received in the Scout Service Center by May 15, 2015. Extra pre-ordered T-Shirts will be packaged for the Troops and waiting for you upon your arrival at Summer Camp. Pre-order the T-Shirt to ensure your Scouts get their requested shirt size.

Troop Number: _____ **Leader Name:** _____

Please order shirts by sizes indicated. **Note that each registered Scout and leader receives a shirt with registration fee. All size are adult sizes. 2X and 3X-Large shirts have an additional \$2.00 charge.**

Shirt Size	Quantity	Cost
Small		
Medium		
Large		
X-Large		
2X-Large (add \$2.00)		
3X-Large (add \$2.00)		
2015 Hood Hat (\$8.00)		
2015 HSR Mug (\$5.00)		

Total T-shirts _____ **Total Hats** _____ **Total Mugs** _____

T-Shirts with \$2.00 size charge _____ **X \$2.00 = \$** _____

Extra T-Shirts Ordered _____ **X \$10.00 = \$** _____

HSR Camp Hat _____ **X \$8.00 = \$** _____

HSR Camp Mug _____ **X \$5.00 = \$** _____

Amount Due \$ _____ **Signed:** _____

Hood Scout Reservation

Pistol Pilot Program Participation and Hold Harmless Agreement

Hood Scout Reservation (Andrew Jackson Council) will be conducting a pilot program for Pistol safety and marksmanship during 2014. This program is conducted under the approval of the Boy Scouts of America. Scouts will be instructed how to handle, maintain, and shoot a pistol safely and be provided instruction to increase their marksmanship skills. Scouts will have both classroom instruction and range instruction in which they will fire a pistol under the supervision of a trained Range Safety Officer and pistol instructor at Hood Scout Reservation property. Scouts will be required to wear eye protection and ear protection at all times while on the range. Scouts are expected to abide by all safety rules and the instructions of the Range Safety Officer(s) and Pistol Instructor(s).

I, the undersigned, give my child, _____, permission to participate in this program. I understand that participation in the activity involves a certain degree of risk. I have carefully considered the risk involved and have given consent for my child to participate in the activity. I understand that participation in the activity is entirely voluntary and requires participants to abide by the rules and standards of conduct. I release the Boy Scouts of America, the local council, the activity coordinators and all employees, volunteers, related parties or other organizations associated with the activity from any and all claims or liability arising out of this participation.

For safety, my child and I agree that he/she will do the following or he/she will be removed from the program. Because this is a pilot program and space is limited, any additional cost associated with participation in this program will not be refunded.

1. Complete the First Steps Class taught at Hood Scout Reservation.
2. Wear all safety gear at all times while on the range.
3. Follow all the safety rules provided in the training class.
4. Follow the instructions of the Range Safety Officer(s) and Pistol Instructor(s).
5. Do not handle the pistols until instructed to do so by the Pistol Instructor(s).
6. Follow the instructions of the Range Safety Officer(s) at all times.
7. Is 14 years of age, or 13 and has completed the 8th grade, as of the start of the class and will be in full compliance with all local state and federal guidelines, including age restrictions and original equipment manufacturer standards.
8. Will respond to the camp satisfaction survey from the Boy Scouts of America to help in the evaluation of the pilot program.

Participant's Signature _____ Date: _____

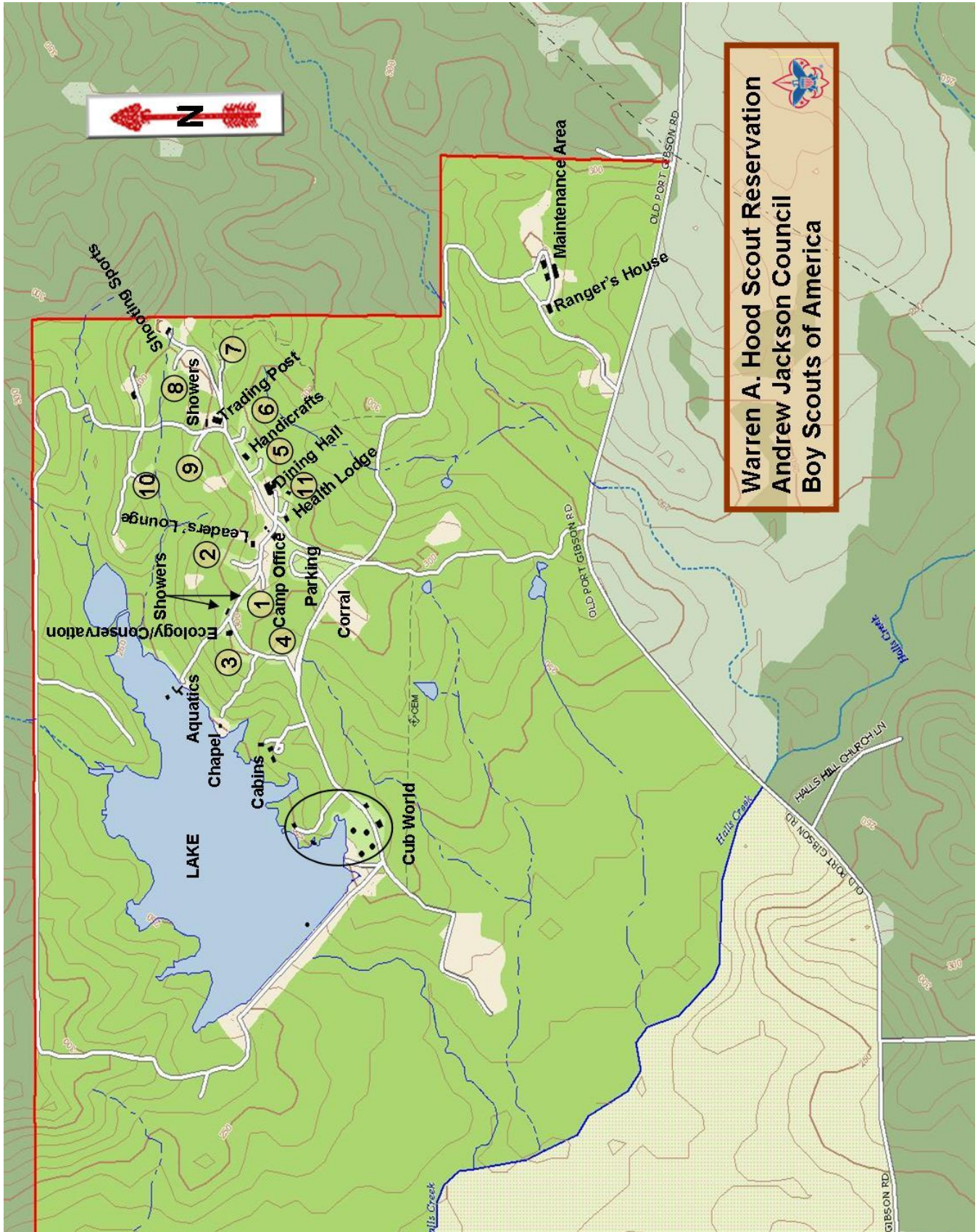
Parent/Guardian Signature _____ Date: _____

Parent/Guardian Print Name _____ Date: _____

Home Phone _____ Cell _____ Date: _____

Email address for survey purposes only: _____

MAP OF CAMP



MAP TO CAMP

