

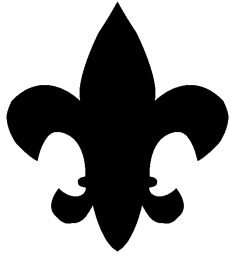
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ROAD TRIP
'07

SUMMER RESIDENT CAMP
2007 LEADER'S GUIDE



Greater Pittsburgh Council
Boy Scout Camping Committee
1275 Bedford Avenue
Pittsburgh, PA 15219
412-325-7921
www.gpc-bsa.org

Dear Leader:

Thank you for choosing to bring your Scout Troop to Camp for our 28th season at Heritage Reservation. We, the Camp Staff and the Camping/Outdoors Committee, will do our best to make sure your summer camp experience is a memorable one. This guide will help you plan for your time at Heritage Reservation and will serve as a reference to you and the leaders who will be attending camp. While we try to cover all topics in this guide, if there is a question that you need answered please call us at the numbers listed in this book.

Many dedicated Scouters have been involved in committees that oversee our Council camps. These committees consist of the Executive Board, Executive Committee, Finance, Camping, Properties, Risk Management and C.O.P.E./Rappelling. They meet on a regular basis to plan for the upcoming season. Due to their efforts and along with leaders evaluation comments 2007 will be another banner year for improvements. The scout camps will each get new Environmental Centers. Scouts will experience a new facility and program gear to meet the demands of the 20 merit badges in this integral part of program. New lake kayaks will be at each of the scout waterfronts along with new PFD's. New tents and cots will also be purchased for each camp. We have also spent a tremendous time upgrading our infrastructure including water systems, refrigeration, telecommunication and sewage disposal systems.

We are also excited to continue several innovations from the past several years. The first-year program, Braddock's Brigade, received rave reviews and will remain largely unchanged. Trail to Eagle has been able to offer excellent opportunities to older scouts, and as such we continue to restrict the area to scouts over 14 years old. Finally, Aquatics and Field Sports will again remain open an additional half an hour at the end of the day to provide scouts with maximum fun-time!

This year our Wednesday night raft race and Thursday night open program will be "Survivor" themed. We highly encourage all troops to participate in these exciting campwide activities. Additionally, please feel free to bring "Survivor" gear and/or build a raft a head of time. (See inside for rules).

We look forward to seeing you this summer, and ensuring that you have a great time at Heritage Reservation.

Ken Halliday
Camping/Outdoor
Chairman

Rob Utter
Camp Freedom
Camp Director

Kevin Dowling
Director of
Support Services

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Overview of Heritage Reservation



THE RESERVATION FACILITY

This reservation is the crowning jewel of Boy Scout facilities in the northeast section of the United States. Heritage Reservation, which opened in 1980, is home to three different types of camps on nearly 2000 acres of beautiful woodlands in Southwestern, PA. During the summer months, the camps are put into use as summer camps, offering two Boy Scout camp programs, and a nationally renowned Cub Scout program at the third camp. Camp Freedom provides camping facilities for Cub Scouts and Webelos. Across Lake Courage, two Boy Scout camps, Freedom and Freedom, are home to weeklong resident camps. Heritage Reservation also has a conference center and nine

modern style houses available for rent by groups and Scout units alike. The reservation's centerpiece attraction is the 270 acre lake, providing plenty of room for boating, fishing, sailing, water-skiing, swimming, and scuba diving. During the fall, winter and spring months, several pavilions and shelter areas are available for traditional camping, all reachable by vehicle. Located close to Nemaocolin Woodlands ski slopes, Laurel Caverns, and Ohiopyle, Heritage is a centrally located camp, with plenty to keep any unit or group busy for a weekend, or a week at summer camp.

Each of the camps is designed to be nearly self-sufficient, with their own office and facilities. To support these camps, Heritage does have a Central area that contains the Administrative Offices, Ranger's Shop and Maintenance facility, Heinz Commissary and the Health Lodge. Heritage Reservation can accommodate 1,200 campers and staff and is considered to be one of the finest multi-camp reservations in the Boy Scouts of America.

WHAT IS RESIDENT CAMP?

Cub Scout and Webelos Scout resident camping is a council-organized, theme-oriented, overnight camping program. It operates for 4 ½ days and 4 nights and is conducted under trained leadership at a camp approved by the council.

Resident camping typically includes the following outdoor program areas: Showmanship, Sportsmanship, Craftmanship, Waterfront, Fitness, Campcraft, and Nature. Each year, councils change their overall theme to offer different adventures. Examples of themes include Sea Adventure, Knights of the Roundtable, Circus, Western Days, and Prehistoric Times.

Training of the resident camp director and program directors is provided through the National Camping School. All Boy Scout resident camps shall be conducted in accordance with established standards as given in National Standards for Cub Scout/Boy Scout Resident Camps.

HERITAGE RESERVATION CAMP STAFF

The Heritage Reservation staff is there to serve each camper and leader. They are dedicated to providing a great experience while you are in camp. They are under the direction of a career Scouter and assisted by trained adult leaders and carefully selected experienced older Scouts. Many senior staff members are trained at the Boy Scouts of America, National Camping School. The whole staff attends a week of intensive training to ensure a safe, healthy and exciting program.





NATIONAL CAMP SCHOOL ACCREDITATION

Sponsored by the National Council of the Boy Scouts of America, this training is a program to train Scouters who will serve in leadership roles in Summer Camps. Policies, procedures, safety concerns and the like are all discussed and tested at this training. All senior camp staff must attend NCS for certification in their field for the camp to be accredited. This includes: Camp Director, Program Director, Program Commissioner, Aquatics Director, C.O.P.E. Director, Shooting Sports Director and others. Camp Freedom and Heritage Reservation have always scored very high in National BSA inspections and vow to continue to do so to keep our customers safe and happy.

COUNCIL CAMPING COMMITTEE

Your District Cub Camping Chairperson stands ready to help you promote year round camping opportunities, especially the adventure of summer camp, by offering new video presentations. Do not hesitate to call them for any help about camping. See Scout's Honor (council newspaper) for the latest camping programs.

District Boy Scout Camp Promotion Chairpersons 2006-2007

Tecumsha	Shawn Bilak
Beaver Valley	Jeff Jones
Seneca	Mark Meyers
Japeechen	Mark Polczynski
Frontier	Dennis Stelzner
Conestoga	Frank Gabig
Steel City	- vacant – contact District Executive
Fort Pitt	Arthur Sylvester
Mingo Trails	Stan Olszewski/Paul Huntsman
Mon Valley	Wes Rager
Greene	Dennis McNett

Council Camp Promotion and Outdoors Committee 2006-2007

Council Camping Chairman	Ken Halliday
Cub Camping Chairman	Timothy J. Hinds
Order of the Arrow	Rick Bell
Beaver Day/Roofing Chairman	David Koltash
Year-Round Camping	John English
Cub Scout Camp Promotions	Greg Imblum
Cub Scout Special Events	Dave Weber
Cub Scout Theme Development	-vacant-
Director of Support Services	Kevin Dowling
Assistant to the Director of Support Services	Robin Schwarz



DIRECTIONS TO HERITAGE RESERVATION



Directions to Heritage Reservation

Greater Pittsburgh Council, Boy Scouts of America
300 Heritage Road, Farmington, PA 15437
(724) 329-8534

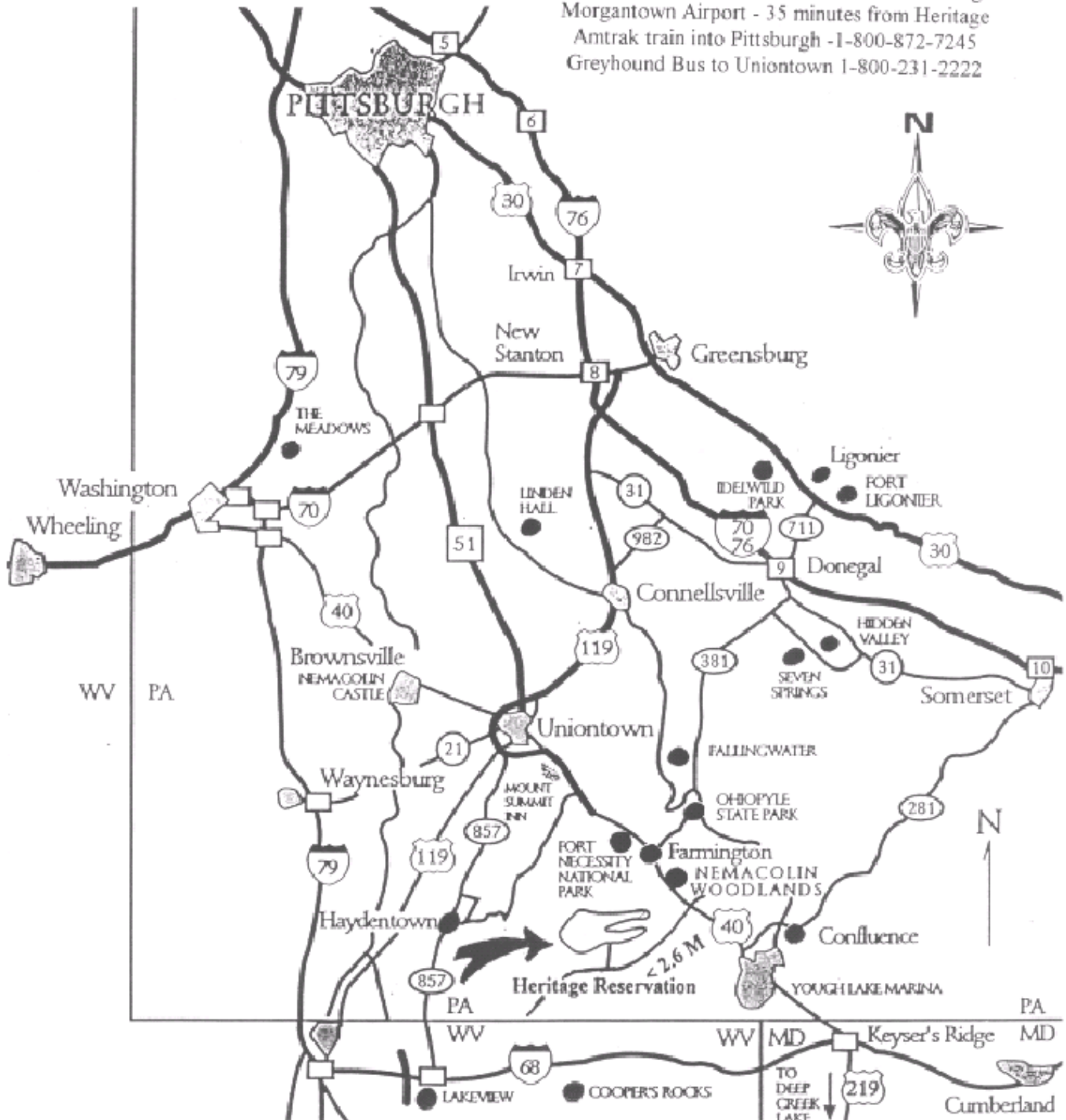
From Uniontown take US Rt. 40 East. Go through the center of Farmington. Go 2.4 miles. After the Crawford Funeral Home on the right, turn right onto Dinner Bell Road. Go 2.6 miles to entrance on right. **LEAVE ALL PETS AT HOME.**

Pittsburgh Airport - 2 hours North from Heritage

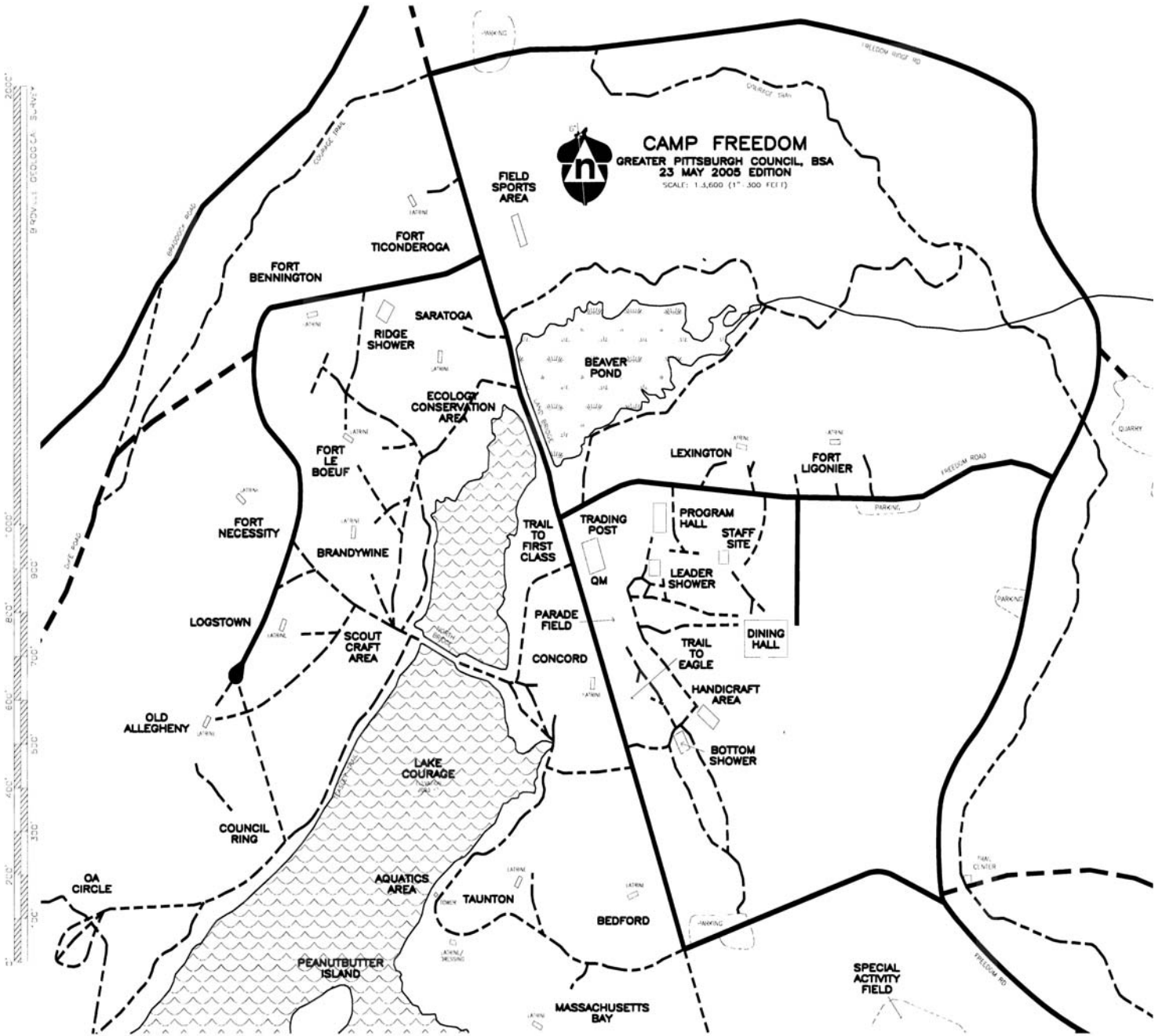
Morgantown Airport - 35 minutes from Heritage

Antrak train into Pittsburgh - 1-800-872-7245

Greyhound Bus to Uniontown 1-800-231-2222



CAMP FREEDOM MAP



CAMP FACILITIES & EQUIPMENT

Heritage Reservation is a multi-camp Scout Reservation that was designed to have three camps supported by a central facility. Camps Freedom, Freedom and Freedom each have their own identity that meet the essential needs of the camping and outdoor program of the Greater Pittsburgh Council.

Central Reservation

Keystone serves as the Reservation Office
Health Lodge houses Health Officers and a fully outfitted infirmary
Heinz Commissary serves as the central food facility and staff facility
Rangers Office and Maintenance Shop handles all camp physical plant concerns
Rangers Homes are off limits to campers
Pathfinder Conference Center
Potomac Homes for senior staff housing
Water-skiing boats that service Camp Freedom and Camp Liberty
C.O.P.E. course located between Camp Freedom and Camp Liberty
Discovery outpost site across Lake Courage from Camp Liberty
Two Duty to God Chapels

Camp Independence

Our Cub Scout and Webelos Resident Camp

Camp Freedom with Central Dining Hall

14 Troop sites with patrol site
Central Dining Hall which seats 450 campers
Program Hall (adult centered facility)
Quartermaster & Trading Post (Scout centered facility)
Parade ground with assembly area and flag poles
Staff building and staff tenting area (for staff only). These areas are off limits to all campers
Central shower facilities with separate areas for youth and adults

Camp Liberty with Patrol Cooking

14 Troop sites with patrol site areas centered around a patrol tarp
Program Hall (adult centered facility)
Commissary/Quartermaster & Trading Post (Scout centered facility)
Parade ground with assembly area and flag poles
Staff building and staff tenting area (for staff only). These areas are off limits to all campers
Central shower facilities with separate areas for youth and adults

Freedom Program Areas

Shooting sports area with rifle range and archery range
Campfire area
Aquatics waterfront with swimming and boating areas
Boating includes canoes, rowboats, motorboats and sailboats
Handicraft, Scoutcraft and Conservation/Ecology areas
Trail to First Class and Trail to Eagle sites

Troop Sites

Latrine
Washstand
Flagpole
Bulletin board
Troop program box available upon request
WE DO ASK THAT THE TROOPS ARE PREPARED TO SET UP TENTS AND EQUIPMENT AS NEEDED

Patrol and Troop Equipment

All equipment needed for cooking and camping is provided at Camp Freedom. A list is included within this guidebook.

There is equipment available at Camp Freedom Quartermaster building. A troop or patrol does have the option to bring their own equipment to camp.

ENVIRONMENTAL ETHICS

At Heritage Reservation, conservation of our natural resources plays a major role in daily operations. Among other concerns, we need to address the issues of soil conservation, water quality, wetlands preservation, lake management, forestry and wildlife management, all while keeping in mind our purpose of providing programs and positive experiences for an increasing number of campers.

It is important to remember what we owe our environment. A personal sense of stewardship by all should be cultivated in Scouting, and summer camp is an ideal place to foster this responsibility. Some simple actions (there are many more!) that can help repay our debt, both locally and globally, are:

Do not litter, and recycle as much as possible. Instill this in your Scouts as you walk through camp. Have them deposit their candy wrappers and pop cans in the right receptacles. They follow your example.

Be certain that all water is off when not in use and reduce the time spent in the shower. This reduces the demand on our wells, and reduces the amount of fuel used to heat the water.

Do not dispose of trash in latrines. They are designed to handle only human waste.

Promote and use low-impact camping skills at all times. It is good to keep skills fresh and helps reduce the stress even in established camping areas. **Please do not remove ground cover and leaves as you enter your site on Sunday.** Please leave them on the ground to prevent ground erosion and prevent a muddy campsite.

Keep all personal vehicles in the parking area while at camp to help reduce soil erosion and protect our water lines.

Participate in a Den, Patrol, Pack, Troop or Crew conservation project. See your camp commissioner for ideas.

Leave wildlife for observation only. Do not remove wildlife from their natural environment. Report any odd acting wildlife to a staff member at once. Refer to the Heritage Wildlife Control Plan in your Camp Program Hall for additional local wildlife information.

**“We do not inherit our Earth from our ancestors.
We borrow it from our children.” Amish proverb**



Role of Leaders in Camp

WHO CAN BE A LEADER?

All Troops in camp must be under the leadership of a minimum of two adults, one of whom must be 21 years of age or older, at all times. Leaders may rotate if necessary, but at least two adults must be with the Troop 24 hours a day. Any parent - male or female - of a Scout may be a leader in camp with the approval of the Troop Committee. Every adult does not necessarily have to be registered with the Boy Scouts, however, *at least one adult in camp as a leader must be registered with the Boy Scouts of America and be in camp at all times.* Any non-parent adult who wishes to be a leader must have the approval of the Troop Committee. Assistant leaders must be at least 18 years of age. If it becomes necessary for a leader to leave camp for any reason, leaders should inform the Camp Director. This is important if our mission of an enjoyable, safe, fun-filled outdoor experience is to be accomplished. Every parent, regardless of gender, should know that they are welcome and encouraged to spend time at camp with their son. This camp has been designed for parents who have never camped before.

RESPONSIBILITIES OF A LEADER IN CAMP

The leaders' primary responsibility in camp is the safety and supervision of the Scouts. You, as leaders, are an extension of the camp staff. Some of you have a great deal of camping knowledge, and as such, may be asked to help in some of the program areas. All leaders will be expected to maintain control of their Scouts at all times. Please stay as a group at all times. Do not let Scouts go anywhere alone. You will be expected to follow the rules and regulations of the Boy Scouts of America and those of Heritage Reservation. You will be setting the example for your Scouts. Please stress the Buddy System everywhere in camp.

A valuable Camp Leader is an educated leader...each adult in camp should receive a copy of this guide and familiarize themselves with the outlined details of Camp Freedom.

DOS AND DON'TS FOR CAMP

The following 'helpful hints' were developed by Cub leaders who have attended camp. This list will help make your stay at Camp Freedom enjoyable.

DO complete all of your medical forms and make sure to collect a BSA Medical Form and the HR Supplemental Medical Screening Form from each person attending camp.

DO have a pre-camp meeting where all participants bring the equipment they plan to take to camp. This is to insure that each individual (both boys and adults) have what they need and don't bring to camp items they won't need. This also prevents over-packing.

DO bring a bow saw if you desire.

DO plan on having your entire group arrive at the same time. You cannot register or proceed with the check-in procedure until everyone has arrived.

DO obey camp rules.



DO volunteer to help where needed. See the Camp Director, Program Director or Camp Commissioner.

DO keep appointments in program areas or cancel them in advance.

DO hike Heritage Reservation's trails and enjoy the beauty of Camp Freedom.

DON'T show up for events that you are not scheduled to participate in.

DON'T store food in tents and **DON'T** bring mothballs to put around your tents.

DON'T allow Scouts to bring electronic games or radios to camp. Aerosol cans and ammunition (including arrows) are also not allowed.

DON'T expect to drive to your campsite. Be prepared to carry your own equipment to your campsite. Camp trucks will assist to deliver large items. Scouts should learn to carry some of their own gear.

DON'T bring liquid fuel lanterns to camp unless they use a pressurized fuel source (i.e. propane).

DON'T bring valuables to camp.

DON'T allow any leader to bring alcoholic beverages onto the camp property. It will result in dismissal from camp.

DON'T allow Scouts to throw stones around camp except in designated areas. This will cause a Scout to be sent home.

DON'T smoke in front of Scouts.

DON'T show up before 12:30pm on check-in day.

DON'T show up with blank medical screening forms.

HELP US ADD TO THIS SECTION!

If you have an idea of how to make staying at Camp Freedom more enjoyable, please let us know. E-mail your ideas to rschwarz@bsamail.org for next year's guide.



2007 CONSERVATION ACTION PLAN

The Mission of the Heritage Conservation Plan is to manage and preserve our camp resources wisely today so as to ensure that future generations may enjoy them tomorrow.

Since its development in 1979, Heritage has evolved into a tremendous summer camp serving thousands of Scouts, but with a serious cost. Ecological and environmental conditions are deteriorating. If a priority action plan is not implemented soon, the wilderness adventure that our council worked so hard to secure and develop will slowly be destroyed. The problem was not created overnight and will take years to correct. A new council long-range plan has clearly outlined our strategy with challenging decisions that will protect the future of Heritage Reservation. The question remains however, can we alter our direction?

An action plan has been developed and the task is now up to every member of our council. It will require lots of man hours and volunteer help. The plan addresses many areas such as trails, roads, erosion, campsites, forestry, fisheries, and wildlife. Visual inspections now show muddy trails, eroded campsites and roads, loss of buffer zones between campsites, and loss of wildlife. Many parts of the conservation plan have been implemented with success such as the lake restoration plan, but much more work is needed.

The 2007 goal is to implement the following ACTION PLAN:

Lake Restoration Project:

- | | |
|--|---------------|
| A. Continue placing stone for bass habitat | Spring/Summer |
| B. Continue lime sanding of Little Sandy | Spring/Fall |
| C. Search for places to spread lime in upper watershed | Fall |
| D. Evaluate, monitor, document pH and fish population | Annually |
| E. Complete Little Sandy Stream Bank Stabilization Project | Summer |

Campsite & Trail Erosion Plan:

- | | |
|--|--------|
| A. Fine slag in muddy campsites and around picnic tables | Summer |
| B. Repair campsite trails | Summer |
| C. Campsite buffer zones - Plant blue spruce | April |

Education

- | | |
|---|---------------|
| A. Promote conservation awards & Leave No Trace | Summer |
| B. Promote the Heritage Conservation plan to all | Summer |
| C. Wildlife - Create more wildlife edges and habitats and remove skunks | Spring/Summer |

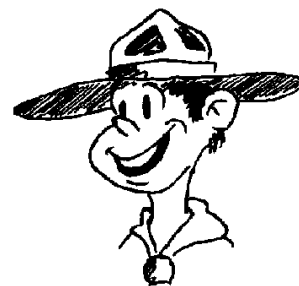
Forestry

- | | |
|--|---------|
| A. Clean up from logging cut in Freedom/Liberty | Anytime |
| B. Create wildlife edges from logging tops at Valley Forge | Spring |
| C. Find firewood for Freedom | Spring |

Manpower plans: Scouts, leaders, & members of the OA are asked to join the effort to provide environmental service to their camp. Each camp staff will sponsor a work weekend.

PLEASE FOLLOW THESE BASIC CONSERVATION PRINCIPLES:

1. Live the Outdoor Code and Leave No Trace
2. No trenches, ditches, or holes are to be dug
3. Keep all campsite equipment in established areas
4. Build fires only in established fire pits
5. No cutting of live trees or brush
6. Stay on existing walking trails
7. Keep vehicles out of campsites and off in-camp roads
8. Do not use live minnows, shiners & crayfish as bait; instead, use worms, bread, insects, and lures
9. Return all bass and catfish ASAP
10. Ask camp staff for conservation project



How can you help?

Camp on weekends and ask for a conservation project. Attend the OA weekends and Beaver Days. During summer camp, work with your camp commissioners and ecology director.

Prior to Your Arrival

PROMOTING CAMP TO YOUR UNIT

Camp Leader Orientation Meetings

Two meetings are scheduled in the spring to prepare all leaders for summer camp. A unit kit will be distributed that includes a Leaders' Guide, medical forms, program planning tools, and final reservation details. All aspects of camp will be presented including such areas as program, facilities, arrival/departure procedures, advancement, etc.

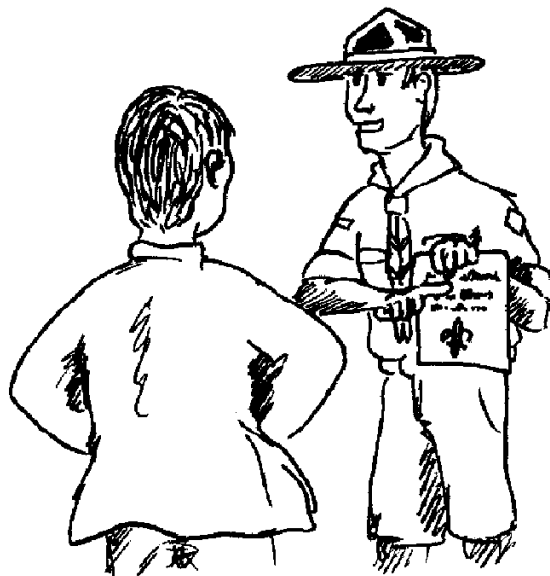
The first meeting is scheduled in the Pittsburgh area on April 19, 2007 at Holy Trinity Church (5718 Steubenville Pike, McKees Rocks, PA 15136). The second is set for Heritage Reservation on May 5, 2007 and is highly recommended for first time leaders. It is very important to attend one of these meetings in order to properly prepare for summer camp. In the end, the experience for you and your Scouts can be much more rewarding.

Troop Camp Rally Night

Following receipt of your unit kit at the orientation meeting, it is important to hold a camp rally at one of your spring meetings. Ask for a unit presentation by one of our Camping Committee Members. Have Scouts who have been to camp before talk about their experiences and adults talk about theirs. Any way that you can get the Scouts in your unit excited about going to camp will be a positive memory, and help your summer camp attendance. The more Scouts we can impact using the outdoor program, the longer they will have an enriching Scouting experience.

Parents' Information Meeting

After the Scouts are excited about camp, it is important to educate the adults and parents of the Scouts who are attending camp. Use the information in this guide and your orientation kit to help provide valuable information to your parents. Set the rules for the youth and inform the parents on what is expected of their sons in camp. Distribute equipment checklists so all Scouts have the necessary equipment to have an enjoyable time. Be sure all adults know your unit's specific information on your camp session—directions to camp, meeting location, times, dates, etc. In order for your trip to run smoothly, it is necessary to educate the parents in your unit so all adults are on the same page.



FINAL PREPARATIONS CHECKLIST

Request Your Troop Committee To:

- Arrange transportation and location for departure.
- Collect all fees and transmit to Flag Plaza prior to the May 18th deadline to receive a \$10 discount per Scout.
- Submit Final Unit Camp Registration Form no later than 3 weeks before your arrival.
- Visit homes of Scouts not signed up for camp to encourage their attendance.
- Arrange for medical examinations for Scouts and adult leaders.
- Arrange for Camp Board of Review, if desired.
- Secure copy of current unit accident insurance policy.
- Show camp video at committee meeting.

At Parents Meeting At Least 4 Weeks Prior To Camp:

- Confirm transportation details to and from camp.
- Distribute Health and Medical Record – for youth and adults.
- Explain to all parents what summer camp is all about and why every Scout should attend.
- Review general information sheet and personal equipment lists. Review special camp programs and off-reservation activities.
- Announce merit badges that require pre-camp preparation.
- Invite parents to attend the Wednesday night Order of the Arrow “call out” ceremony.
- Secure location of parents and emergency numbers while Scouts are in camp.
- Show camp video to Webelos entering Troops.

At Meeting of Your Troop Leaders' Council:

- Make patrol service assignments.
- Select desired troop programs.
- Emphasize the importance of special programs for a successful camp.
- Review which Scouts are not going to camp and attempt to sign them up.

At A Troop Meeting:

- Review tentative program – get further suggestions.
- Discuss the Scout Oath and Law as it pertains to camp.
- Review personal equipment needs.
- Give final travel plans (direction map to camp included herein).
- Remind each Scout to bring:
 - Completed Health and Medical Record (parent and physician signatures are a must).
 - Special activity permission slips (including off-reservation programs).
 - Official Boy Scout Handbook.
 - Bag lunch for trip to Heritage.



Before Leaving For Camp:

- Make sure that you have the Camp Medical Screening Form completed for each Scout.
- Make certain that you have a medical examination form for each Scout and adult.
- Prepare four (4) copies of the camp roster.
- Know how to reach parents in case of emergency.
- Gather all Scouts in one place, leave together, and arrive at camp together.
- Leader has extra funds on hand to cover balance of fees owed, medical bills, etc. (at least 4 blank checks)
- Take a copy of accident insurance policy with you to check-in.
- Gate will be opened at 12:30PM. Please do not arrive before this time. You will be held at the gate.
- Do not use Ft. Necessity parking lot as a staging area prior to arrival on Sunday.

FULL FEES PAID BY THE DEADLINE OF MAY 18th SAVES \$10 PER SCOUT!!

PARENT & SCOUT CAMP INFO & EQUIPMENT CHECKLIST

CAMP ATTENDING: Camp Freedom ____ **TOTAL COST \$**_____

DEPARTING PLANS: Sunday, _____, Location _____ Time_____

RETURN PLANS: Saturday, _____, Location _____ Time_____

OTHER PLANS: _____

MAILING ADDRESS:

Scout Name, Troop # _____
(Camp Freedom), Heritage Reservation
300 Heritage Road, Farmington, PA 15437

TELEPHONE:

Camp office: (724) 329-8534. A message will be taken and delivered to the leader during meal times.
Do not encourage your son to call home.

CHECK-IN:

Between 12:30 p.m. and 1:30 p.m. Sunday
Camp ends 10:00 a.m. Saturday. No lunch on Saturday.

**MEDICAL EXAM
FORMS:**

Must be given to Scoutmaster before camp.

TRADING POST:

Snacks and craft items may be purchased. Most Scouts bring at least \$50.

VISITING:

Parents and friends are invited to visit the camp on Sunday during arrival.

DO NOT BRING:

Radios, tape decks, fireworks, gasoline, liquid fuels, pets, aerosol cans, ammunition, pressurized lanterns, stoves, sheath knives or heaters.

**MOTORBOATING
MERIT BADGE:**

First come first serve beginning with Scouts 14 years old or older. Must have Swimming and Rowing or Canoeing merit badges. Fee \$5

**WATERSKIING
MERIT BADGE:**

First come first serve beginning with 17 year old Scouts.
Must have Swimming and Canoeing merit badges. Fee \$20

SPECIAL PROGRAMS:

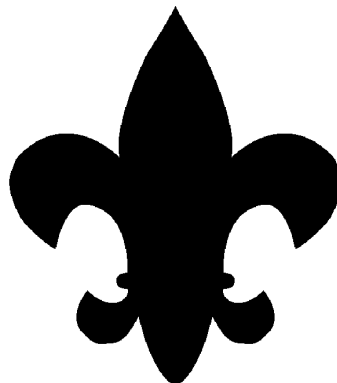
See the special sheet offering rafting trips, caving, horseback riding, outpost camping, C.O.P.E. course, Discovery Outpost, and whitewater rafting. Opportunities at prices you could never beat.

**SLEEPING
ARRANGEMENTS:**

Scouts will sleep two to-a-tent, on wooden platforms, on canvas cots.

CHECKS PAYABLE TO:

All checks are payable to your Scout Troop who in turn will pay the camp.



Personal Equipment Needed for Summer Camp

All personal equipment must be carried from parking lot to campsite. DO NOT OVER PACK!

- _____ Duffel bag, suitcase or backpack
- _____ Sleeping bag, or two warm blankets
- _____ Scout uniform
- _____ Comfortable, sturdy shoes
- _____ Sneakers or moccasins
- _____ Poncho or raincoat and hat
- _____ Toilet articles: wash cloth; soap; comb; toothbrush; toothpaste; shampoo; towels (at least 2)
- _____ Sweater or jacket
- _____ Flashlight with batteries
- _____ Bag for laundry
- _____ Pajamas, sweat suit, or thermal underwear
- _____ Shorts
- _____ Swimsuit
- _____ Extra underwear
- _____ Extra socks
- _____ Extra shirt and pants
- _____ Scout Handbook
- _____ Rope for clothes line

Optional Equipment:

- _____ Pocket knife or Scout knife
- _____ Ground cloth (plastic, about 3 1/2' by 6') - for on ground camping
- _____ Pillow or air pillow
- _____ Writing paper and envelopes
- _____ Fishing gear
- _____ Canteen and drinking cup
- _____ Merit badge pamphlets - as needed
- _____ Insect repellent (**NON-AEROSOL**)
- _____ Stamps
- _____ Trading Post Spending Money
- _____ Funds for additional special activities



Camp Business Administration and Rules

2007 SUMMER CAMP FEES

Youth Fees:

Cub Scout/Webelos Camp

Boy Scout Troop Camping

Note: \$10.00 discount off above camp fees if paid by May deadline.

GPC Unit Fees:

\$ 160 per Cub Session

\$ 200 per Scout Week

Non-GPC Unit Fees:

\$ 190 per Cub Session

\$ 240 per Scout Week

Adult Fees:

Will be calculated by the camp director in camp. **Do not pay any adult fees before camp.** Too many variables exist such as leaders staying for one or two nights only. Fees are based on the number of Scouts attending camp.

Number of Scouts = Number of free leaders:

Cub & Webelos Camps: 5-15 = 2, 16-25 = 3, 26+ = 4

Cub & Webelos Den Chiefs: For every 5 = 1 Free

Boy Scout Camps: 5-23 = 2, 24-31 = 3, 32-39 = 4, 40-47 = 5

Beyond the free leader/Scout ratio:

Cub Scout Camp \$ 65 per session

Boy Scout Camp \$ 70 per week

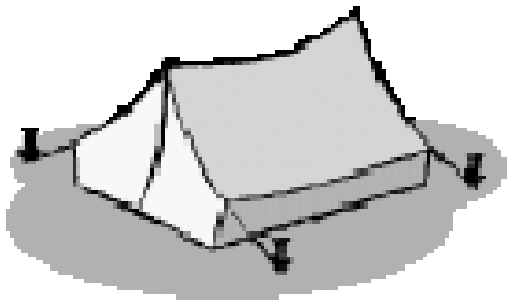
Policies and Procedures:

Troops with fewer than 15 Scouts going to camp may be required to double up in a campsite and be moved to any campsite. If the Troop has not submitted their \$25 non-refundable deposits by the April deadline for the minimum campsite capacity of 15 Scouts, the camp also reserves the right to reassign the Troop to another campsite at anytime.

Always come to camp with at least four blank checks to settle up your camp account.

Checks payable to: GPC-BSA
1275 Bedford Avenue
Pittsburgh, PA 15219

Account # 1-6704-859-21 (List your unit number on the check.)



BUSINESS POLICIES

Unit Deposits

The \$75 unit deposit is not refundable and may be applied to fees or rolled over to next year as a campsite deposit only if the unit attended summer camp.

Individual Deposits

The first \$25 of camp payment is not refundable, but may be transferred to another Scout who is attending in his place within the same unit.

Refunds

Individuals or groups that cancel a program reservation 30 days prior to the date of the event will receive a refund of fees paid less the \$25 non-refundable deposit and an administrative charge of 15% of the total amount paid. All cancellations must be made in writing and sent to Flag Plaza, attention Camping Services (1275 Bedford Avenue, Pittsburgh, PA 15219). *Camping Services will strictly adhere to these policies. No exceptions.* Refunds are sent only to the unit and are payable only from the council service center. No checks can be issued at camp.

All refund requests must be received at Flag Plaza by October 1, 2007. No refunds will be given after this date.

Illness Refund Policy

If your Scout becomes ill during his week at camp, the following schedule of refunds applies:

No refund will be issued if your son misses 1 or 2 days of camp.

A 50% refund will be issued if your Scout misses 3 days for medical reasons. This requires a doctor's note.

A 75% refund will be issued if your Scout misses 4 days for medical reasons. This requires a doctor's note.

All illness requests must be made in writing and sent to Flag Plaza, attention Camping Services (1275 Bedford Avenue, Pittsburgh, PA 15219) by October 1, 2007.

Be sure to include your doctor's note.



INSURANCE FOR CAMP

Insurance (Non-council)

Each unit is required by council policy to provide accident insurance covering all Scouts. This is the same policy that your unit should already have. *A copy of the unit's Certification of Accident Insurance (face sheet) must be presented when checking in at camp.*

Insurance (Greater Pittsburgh Council)

As of January 1, 2007, all Greater Pittsburgh Council units are covered under the council policy with Health Special Risk, Inc. (HSR). The insurance covers all registered members of your unit. You must make sure that your unit premium was submitted to the council office during your re-chartering process.

Insurance Claim Forms

Leaders in camp with the unit should bring with them claim forms in case any of their boys require off-camp medical treatment. Before camp, leaders should brief parents concerning the coverage provided by the unit's insurance. In most cases, units attending Heritage Reservation from Greater Pittsburgh Council have their accident insurance with Health Special Risk (HSR). Your plan may be different, so please check carefully.

Coverage

The HSR (Health Special Risk) plan is 1st dollar coverage. The first \$150 or less of all charges will be paid by HSR. Charges above \$150 should be filed under the family's medical insurance plan. HSR will then pay all charges not recoverable under other insurance. Parents without insurance will receive instructions from HSR; but in any event, up to \$15,000 of coverage for injury is provided. (Special coverage limits cover dental and transportation).

2007 CAMPSITE RESERVATION PROCEDURES

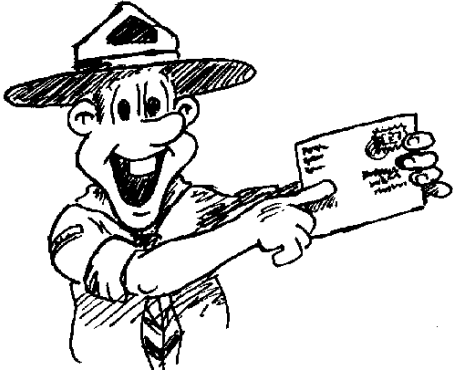
All units with current registration for 2007 may renew their same campsite for the same camp & week in 2008. This can occur from April 1 to May 31, 2007.

Equal chance for all units to sign up for remaining campsites for any available week begins June 1, 2007.

NOTE: Space is limited. Reserve your campsite early.




YOUR CAMP BUSINESS OFFICE



Incoming/Outgoing Mail

All incoming mail will be available in your unit's box in the Camp Office.
The address is:

 <p>"Scout/Adult Name, Troop Number" Camp Freedom Heritage Reservation 300 Heritage Road Farmington, PA 15437</p>
--

Bring any outgoing mail to the Camp Office and put in the mailbox.

Telephone (724) 329-8534

The Heritage Reservations office is staffed during normal business hours. After hours there is a voicemail system. Select the Camp Freedom Office prompt after hours. Scouts may make outgoing phone calls from one of two camp pay phones with an adult present. *PLEASE DISCOURAGE PARENTS FROM CALLING THEIR SONS.* Scouts are not near a phone, so messages will be taken and calls returned.

Lost & Found

All camps located at Heritage Reservation will hold any items for two weeks following the last day of camp; EXCEPTION: food/perishables will be destroyed immediately. Articles may be retrieved by claiming the item in person at the applicable camp's business office.

Any item not claimed within the two-week period will be disposed of as follows: Clothing/towels: given to Goodwill; Medication: destroyed; Equipment: knives, flashlights, watches, wallets, etc. given to a needy unit.

Leaving Camp

A sign-out/sign-in log is kept in the Camp Office and must be used by anyone leaving camp (and later upon his or her return). Scouts are not permitted to leave camp without the written permission from their unit leaders and Camp Director.

Training Opportunities

There will be opportunities during your stay at camp to attend training courses associated with unit level camping. These topics are centered upon proper unit level risk management practices. They will last about an hour. The times and locations will be mentioned at the unit leader's meeting. Topics may include Unit Health and Safety Training including Risk Zone, Safe Swim Defense, Trek Safety, or Youth Protection.

BEHAVIOR GUIDELINES

The Boy Scouts of America is a value based youth development organization that helps young people learn positive attributes of character, citizenship and personal fitness. The BSA has the expectation that all participants in the Scouting program will relate to each other in accordance with the principles embodied in the Scout Oath and Law.

One of the developmental tasks of childhood is to learn appropriate behavior. Children are not born with an innate sense of propriety and they need guidance and direction. The example set by strong adult role models is a powerful tool for shaping behavior and a tool that is stressed in Scouting.

Misbehavior by a single youth member in a Scouting unit may become an unreasonable burden on a unit and constitute a threat to the safety of those who misbehave as well as to other unit members.

Member Responsibilities

All members of the Boy Scouts of America are expected to conduct themselves in accordance with the principles set forth in the Scout Oath and Law. Physical violence, bullying, verbal insults and drugs or alcohol have no place in the Scouting program.

If confronted by threats of violence or other forms of bullying from other youth members, Scouts should seek help from their unit leaders or from their parents.

Unit Responsibilities

Adult leaders of Scouting units are responsible for monitoring the behavior of the youth members and interceding when necessary. Parents of misbehaved youth should be informed of the problem and asked for assistance in dealing with it.

The BSA does not permit the use of corporal punishment by unit leaders when disciplining youth members.

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

The unit should inform the Camp Director in cases in which allegations of sexual victimization by another Scout or physical injury occurred.

We strongly suggest that prior to camp these guidelines are handed out and discussed at a troop function where parents are in attendance.



GENERAL RULES IN CAMP

Automobiles

All automobiles will be directed to the Camp Freedom parking lot. This is where you park your vehicles during your stay. *THE SPEED LIMIT IN CAMP IS 10 MPH.* Please obey it; we are responsible for your children so please respect this and drive accordingly while in camp. Driving around camp is prohibited and is a hazard. *Only camp service vehicles are permitted beyond the parking lot.*

Firearms and Archery Equipment

Camp Freedom provides all BB guns and archery equipment for our field sports program. *No personal equipment is allowed in camp.* There are no exceptions to this policy.

Money and Valuables

Leaders and campers are encouraged *not* to bring valuables to camp. There is not a system at camp to secure these items. The camp cannot take responsibility for any valuable items. Put names on every item prior to arriving at camp.

Pets

Pets are not allowed on the property at any time. Exceptions will be made for seeing eye dogs.

Potomac Homes

The Potomac Homes area of our conference center is off limits to all campers, both Scouts and adults. This includes fishing. Please fish off of the fishing docks provided in Camp Freedom.

Cliffs, Boulders and Rock Formations

There are several of these rock hazards located throughout Camp Freedom. They are off limits! Please supervise your Scouts and make sure that they understand the safety issues of these areas in camp.

Stone Throwing

Stone throwing seems natural, but it can cause serious injury. It will not be tolerated outside of appropriate ranges and constitutes cause for sending a camper home.

Smoking

All facilities at Heritage Reservation are smoke free. If you have the desire to smoke please refrain from doing it in front of the Scouts. We also ask that you assure your cigarette or cigar is out and deposit the butt in an appropriate receptacle. Please don't litter as you never know who is watching. Set the example.

Liquid Fuels Policy

This policy augments Guide Safe Scouting. Chapter VII. Fuels and Fire Protection, Chemical Fuels and Guidelines for Safely Using Chemical Stoves and Lanterns (1. through 13.)

There are three factors that influence the establishment of Scouting's policy on the use of fuel other than natural wood: (1) The basic purpose of Scouting and its camping program; (2) The problem of protection from hazards of liquid fuel; (3) The necessity of safely adapting to the modern world and camping under occasion restrictions such as travel, crowded conditions or the observance of good conservation practice.

Use of liquefied petroleum (LP), propane or butane lanterns and stoves is permitted in needed situations with proper safety control and adult supervision. The convenience and relative safety of LP gas allows its approved use under conditions of proper installation and control. A responsible adult should handle replacement and disposal of empty cylinders.

Low-pressure, liquid fuel ("white gas" and Coleman fuel) stoves and lanterns are hazardous and are therefore prohibited on Council camping property except for high adventure and backpacking training. It is strongly recommended that low pressure liquid fuel stoves and lanterns not be used on unit tours and activities except for high adventure and backpacking programs. In such cases, responsible adult supervision is required.

The use of liquid fuels for starting any type of fire is prohibited, including damp wood, charcoal or ceremonial campfires. Kerosene for lanterns should be kept in well-marked safety cans and stored in a ventilated, locked box located away from buildings and tents. Plastic containers are not permitted. **The use of gasoline in camp is strictly limited to motors only.** Liquid fuels require prescribed storage conditions and adult control.

The use of petroleum or coal based liquid fuels, including kerosene or diesel fuel, is prohibited for torches, trail flares (smudge pots) or other open burning devices at all unit, district and council events and activities. Use and disposal of such fuels present unacceptable health and environmental hazards. Suitable alternatives include luminaria (candles in sand-weighted paper bags) for trail flares or commercially available torches using electricity or clean-burning, environmentally acceptable fuels.

Visitors

Parents and family are invited to visit camp. Visitors' night is Wednesday from 6:30 to 9:00 PM. Check with your unit leader for information on visitor's night. All visitors to **Camp Freedom** are asked to sign-in at the camp office and receive a wristband. Under no circumstances can a Scout be taken home without notifying the unit leader and the camp office.

Scout Camper Eligibility

All Scouts must be registered members of the Boy Scouts of America to attend camp. Please make sure registrations have been turned into your local service center prior to coming to camp.

Order of the Arrow

The Order of the Arrow Call-out ceremony is scheduled after flag retreat on visitor's night. Parents are invited to stay and view this unique ceremony. Troops are encouraged to let their parents know about this before camp.

Trading Post (Camp Store)

The Trading Post, located in the Quartermaster building is provided as a service to campers. The Trading Post is stocked with a good supply of program materials, literature, leatherwork, basketry, space exploration, and woodcarving supplies, fishing gear, snacks, candy, pop, ice cream and sundry items. The average Scout spends \$40 in camp.

Roll Call

A current unit roster must be kept in camp with the adult in charge. Attendance should be taken prior to each meal, before bed and in the morning prior to reveille. If a Scout should be missing contact the nearest staff member immediately.

Office Hours

The Program Hall Leader's Lounge is open all the time. Hot chocolate and coffee are available. There is always some one there staffing the office. This is the place to go with any camp emergencies.

A SCOUT IS OBEDIENT

There are as many as 1,200 people sharing Heritage Reservation with your unit during an average week of camp. It is essential that we all obey some basic guidelines to make sure everyone has a great time while here. Our common Scouting bonds are the Scout Oath and Law. Here are a few more policies that will make life easier in camp. You, as a Unit Leader, can help us give positive reinforcement to these policies.

Have a pre-camp parent and Scout meeting. Review the equipment list. Caution Scouts not to over pack.

Have your Troop arrive on Sunday at the same time. Carpooling is suggested.

Don't show up early for camp. Show up on time.

Set up tent assignments in advance. This way Scouts know and there won't be any challenges on a Sunday.

Volunteer to help in camp especially as an additional resource in program.

Use the BUDDY SYSTEM AT ALL TIMES.

Don't store food in tents.

Observe wildlife from a distance. Do not touch or taunt. Report unusual wildlife behavior to the nearest staff member.

Convince your Scouts to leave electronics games, radios and CD players home.

Personal .22 caliber rifles or firearms and ammunition are **prohibited** in camp.

Personal archery equipment is **not** allowed in camp.

Don't expect to drive to your campsite. Be prepared to carry your equipment to the campsite. A Scout carries his own gear.

Follow GPC liquid fuels policy included in this manual. No gasoline or kerosene lanterns or liquid stoves. Turn off your LP gas after meals and use.

No illegal drugs or alcohol. Possession will cause immediate dismissal from camp without a refund.

Fireworks, sparklers, smoke bombs and similar items aren't permitted. Possession will cause immediate dismissal from camp without a refund. Please turn in rocket engines to the camp office.

Have at least one adult accompany your Scouts to the shower house. Stay outside and wait for them.

No chain saws, heaters, sheath knives or aerosol cans.

LP gas containers cannot be discarded in the camp dumpsters. Take them home.

Do not enter any program area without a staff member present and authorization to enter
No running in camp. Shoes are required at all times except during swimming activities.

Tie trash bags and have older Scouts take trash to dumpsters. Recycle aluminum. Please don't burn garbage, but do burn any paper products.

YOUR CAMP STAFF

Camp Staff

The Heritage Reservation staff is there to serve each camper and leader. They are dedicated to providing a great experience while you are in camp. They are under the direction of a career Scouter and assisted by trained adult leaders and carefully selected experienced older Scouts. Many senior staff are trained at the Boy Scouts of America, National Camping School. The whole staff attends a week of intensive training to ensure a safe, healthy and exciting program.

Camp Chaplain

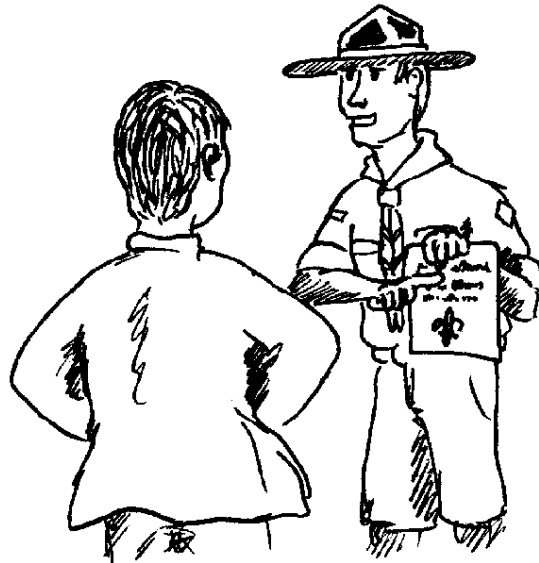
A chaplain provides a weekly Vespers service during camp. Counseling for homesickness is a specialty. The Camp Chaplain is looking for any Leader or Scout with a musical instrument or musically trained background to play at the Vesper Services. If you can read music or play by ear, and you have a desire to perform, please notify your Camp Director to contact the Chaplain by Sunday night to arrange for your place in the service.

Quartermaster

A Quartermaster is in charge of camp equipment. We issue picks, shovels, axes, brooms, rakes, and other standard camp tools from the Quartermaster building. Troops are responsible for the check-out and return of all equipment. The equipment is expected to be returned in good condition. Damaged equipment will have to be paid for prior to leaving camp. A cost replacement list is available in the QM building.

Counselor In Training (CIT)

Throughout the summer, young Scouts volunteer at Camp Freedom for several weeks. In turn, they get a chance to learn the ropes of staffing. In addition to CITs being an immediate and invaluable resource, they are also the future leaders of camp. Therefore, it is important that both the staff and campers treat them with respect.



Your First Day at Camp

SATURDAY EARLY ARRIVAL PLAN



The Camping Committee stands behind this policy and will allow early check-in under the following guidelines:

There are no camp services offered for early arrivals.

We are required to give the camp staff 24 hours off. In 2007 we have hired Weekend Camp Rangers to take care of early arrival check-in.

Please indicate your plans for early arrival on your final camp registration form and mail to Flag Plaza (1275 Bedford Avenue, Pittsburgh, PA 15219) three weeks prior to your arrival. You will not be able to arrive early if you miss the deadline.

Scoutmaster, Assistant Scoutmaster, Senior Patrol Leader and Patrol Leaders only. Each unit must have two adult leaders to meet youth protection guidelines.

A Troop traveling more than 200 miles will be allowed to check-in the entire unit.

Arrival time is between 3:00 p.m. and 5:00 p.m. Please don't arrive prior to this time!

Upon arrival, go to the Camp Freedom Program Hall. The Weekend Ranger will meet you there.

There will be no Health Service in camp until 12:30 p.m. on Sunday. You will be responsible for any medical needs.

The Program Hall will be manned and you can access the phone to dial for emergency services.

The Weekend Ranger will check you into your site and check all equipment at this time.

Removing the ground cover is prohibited at Heritage Reservation. Please practice low-impact camping.

You can re-arrange the tents in your site only. If you are sharing a site (the Weekend Ranger will let you know) you may not under any circumstance take any gear from that part of the site. You also cannot take gear from another site. If something is missing the camp staff will take care of it on Sunday. **A Scout is Trustworthy and Courteous.**

All program areas are off limits! No swimming allowed. No program equipment or campsite equipment can be requested until 12:30 p.m. on Sunday.

Heritage vehicle access policy is enforced for all early arrivals. Please refer to the Heritage Vehicle Access Policy. An equipment cart will be assigned to your unit by the Weekend Ranger. Use this to haul your gear to your site on Saturday.

SUNDAY CHECK-IN PROCEDURES

Check-in time begins at 12:30PM. Early arrivals will be asked to wait at the gate until 12:30PM before proceeding to the camp. Advise your Troop to arrive at camp between 12:30PM and 1:30PM on Sunday.

At the camp parking lot, meet your camp staff guide. Unit leaders already in camp should meet their Scouts and parents in the parking lot. Depart to campsite.

Scoutmasters must report to Camp Director at the Camp Office upon arrival to turn in roster and plan for food. All units must check-in prior to 3:00PM and give final food counts. Other business such as signing up for special activities, etc. can also be done at this time. At Camp Freedom, only 1 vehicle gate pass per unit will be issued. No vehicles will be permitted beyond the commissary. Busses must remain in the parking lot. Each Troop will be given a vehicle pass which will allow ONE vehicle per troop to enter camp gates to load and unload, and then must be taken to the parking lot immediately. All other vehicles must stay at the parking lot. An equipment cart will be assigned to your unit in the parking lot on Sunday by our staff guide.

During the day on Sunday, leaders may sign up for special camp programs such as water-skiing, motor-boating, C.O.P.E., Discovery, horseback riding, and rafting. All financial matters will be handled on Monday or Tuesday during your appointment with the Business Manager.

Scouts get into swimsuits, shirts, & shoes. Bring towel, MEDICAL FORM, and supplemental medical form.

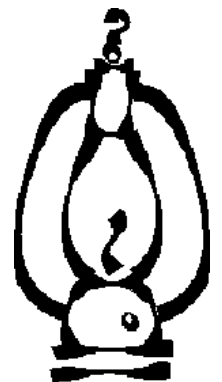
Medical officer will check for any medication or special problems that a Scout may have. Bring all medical forms, emergency medication, medical in-camp screening form, and troop roster at time of screening. Line up in alphabetical order for screening.

Head to waterfront for swim classification tests.

Troop returns to campsite to complete set up. Your Staff Guide will conduct an inspection of these items with you. Your troop will probably have some tents to set up. All bunks and tents have been designed to allow Scouts to move equipment to form patrols. Please erect tents only in the areas immediately surrounding the patrol tarps already set up in the site. Please consult with the Camp Commissioner or Camp Director before setting up any equipment in other areas in the site. A conservation plan is in effect to preserve the surrounding wilderness as much as possible.

Removing the ground cover is prohibited at Heritage Reservation. Please practice low-impact camping

Retreat at parade grounds in complete uniform at 5:50 p.m. Following retreat, dinner will be served to all paid Scouts and Scouters.



Camp Health Services

HERITAGE RESERVATION HEALTH SERVICES

The primary function of Heritage Reservation Health Services is to render three types of medical care to campers and guests. Health Officers provide emergency care 24 hours a day, and coordinate with local EMS personnel if the situation warrants. They also evaluate and treat in-camp illness and injuries, referring patients to Uniontown Hospital as necessary. Third, camp First-Aiders are trained to treat minor injuries. The Reservation Health Officer also monitors the Reservation for health and safety concerns.

EMERGENCIES

If an emergency occurs in camp, the easiest way to obtain immediate assistance is to notify a camp staff member. He or she will notify a Reservation Health Officer, who will respond to the scene. The Health Officer will summon emergency medical services if necessary.

If it is necessary for a camper or a visitor to dial 911 from a cellular telephone in camp, the following is essential:

Since it is likely that your telephone may reach a 911 - communication center in another town, or even another state, be sure to tell the dispatcher that you are at Heritage Reservation, 300 Heritage Road, Farmington, Pennsylvania.

Notify a Reservation staff member immediately with your exact location and the nature of the emergency. We will deploy personnel to guide the ambulance to an appropriate location. Secondly, a Health Officer will respond to the scene, as EMS arrival may take a substantial amount of time. HR Health Officers have training and equipment which is identical or similar to EMS personnel, and will arrive at the scene much sooner. You may notify the camp office via phone at (724) 329-8534.

ILLNESS & INJURIES

A Health Officer will visit each camp daily for the purpose of Sick Call. Sick Call is the best time for a non-urgent ill camper to be evaluated by a Health Officer. Sick Call occurs in your camp program hall and the schedule is as follows:

Camp Freedom

9:00AM Monday thru Friday



Injuries and more severe illnesses can be evaluated and treated at your program hall any time of the day or night. The program hall is staffed 24 hours a day. At night, a staff member who serves as Charge of Quarters (C.Q.) will be assigned to sleep in the first aid room. Wake him, and he will notify the Health Officer on duty. If illness or injury prevents a camper from getting to the program hall, a staff member or C.Q. can send the Health Officer to the patient's location. (If you're sending a Scout for help, remember the buddy system and send two.) An adult leader must accompany Scouts reporting to the program hall with injuries or illnesses.

UNIONTOWN HOSPITAL

Patients that require diagnostic services and treatment beyond the scope of Heritage Reservation Health Services will be referred to the Uniontown Hospital *by the Reservation Health Officer*, as all trips off of the reservation for medical reasons must be logged,

according to National BSA Standards. Patients whose condition warrants ambulance transport will be sent with Fayette County EMS. However, for most patients, transport by automobile is sufficient.

BSA YOUTH PROTECTION

BSA Youth Protection guidelines will be followed in all circumstances. This requires that at least 2 adults accompany a Scout to the hospital, unless the Scout is traveling with an adult relative. Additionally, at least 2 adults must remain in the campsite. One adult in each party must be 21 years of age or older. In unique circumstances when adequate leadership is not available, the Reservation will provide adult staff members to meet these criteria. A Scout's parent, guardian, or emergency contact will be notified prior to sending a Scout off the Reservation.

Those campers leaving camp must sign out when leaving and sign back in upon their return. The sign-out log is in the camp program hall. The patient's medical form (with insurance information) must be taken to the hospital, and must be returned immediately upon return. Medical bills are the responsibility of the patient, or his family/guardian if the patient is a minor.

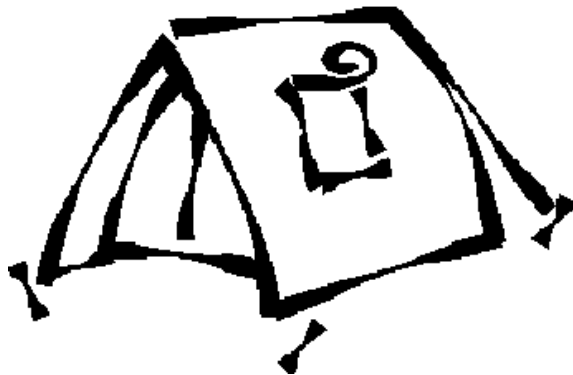
The Health Officer will follow-up with the patient upon their return. Arrangements can be made for follow up care (wound cleaning, dressing, etc.) if necessary at Sick Call.

MEDICAL FORMS & SCREENING

Medical Screening in Camp

Upon arrival to camp, BSA policy mandates that each camper undergo a face-to-face medical screening with a Health Officer or his trained designee. For campers arriving on the first day of camp, this will occur as part of the check-in process. For campers arriving later in the week, they must submit their medical forms at the program hall within 1 hour of their arrival on the property. Please read the following information about medical forms and medical screening closely. This information is also enclosed on a separate handout in the leader's packet. If your Pack does not have the required paperwork completed at the time of check-in for the medical screening, you will be asked to step to the back of the line. The busy check-in process does not allow time to have these forms filled out while others wait.

After reading the following sections, be sure to get any questions you may have answered. Be sure to distribute medical forms early enough to allow campers and their parents or guardians to complete them carefully and properly. It is strongly recommended that the unit leader collect and carefully reviews the unit's paperwork prior to arriving at camp. The check-in process tends to be quite busy, but units who have addressed all of their medical form issues prior to camp generally proceed through the process quickly and efficiently.

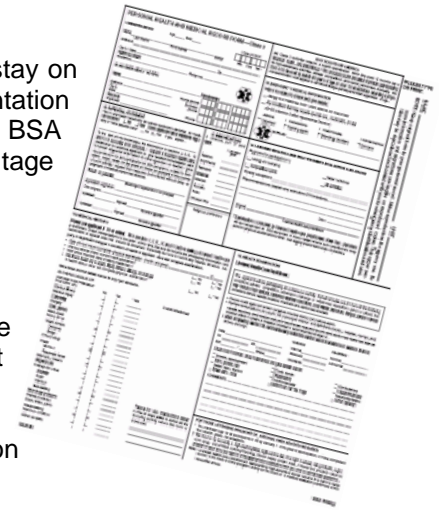


Official Medical Forms to Use for Camp

Each camper at Heritage Reservation must have two (2) medical forms in order to stay on the premises. All forms are available from Flag Plaza, at gpc-bsa.org, or in your orientation kit. Photocopies of a medical form are acceptable. He or she must have both (a) the BSA medical form appropriate for his or her age and camp session, and (b) the Heritage Reservation Supplemental Medical form. Both documents are described below:

Classes of BSA Medical Forms

In order to ease the confusion often caused by medical forms, Camp Freedom will be requiring all Adults and Scouts to fill out the same medical form. All participants must use the Class 3 Medical Form. The Class 3 Medical Form requires completion of a medical history and a physical exam by a medical practitioner. Although both Scouts and Adults will be using the same form, you must adhere to the expiration requirements:



PARTICIPANT CLASSIFICATION:	EXPIRATION REQUIREMENTS:
All Cub Scouts and Webelos	Medical Form is valid up to 3 years from the date of physical examination.
Adults under the age of 40	Medical Form is valid up to 3 years from the date of physical examination.
Adults age 40 and older	Medical Form is valid up to 1 year from the date of physical examination. The form and a physical examination must be completed yearly and the applicant approved for activity.

Class 2 forms will be accepted through the 2007 season, with a Class 3 stapled to it. This will ensure that the screening format in camp is maintained, while still accepting physical examinations from past years. Please do not use the Class 2 forms for physical examinations occurring in 2006 and beyond.

HR Supplemental Medical Form

Each camper must also present a Heritage Reservation Supplemental Medical Screening Form at check-in.

This form helps us meet several National Boy Scout standards, and comply with certain federal and state laws. This form also expedites the check-in process. A new supplemental form must be completed each summer, as close to the summer camp session as possible.

PART I must be completed for all campers, listing his or her allergies, and any prescription medications to be taken at camp.

PART II must be completed for campers under the age of 18 who are taking any prescription medications at camp. This part is to be signed by the Scout's unit leader. With his or her signature, the unit leader takes responsibility for storing the medications securely, and administering the medications as prescribed.

PART III must be completed for all campers under the age of 18. It allows the Scout's parent or guardian to indicate those non-prescription medications that we may administer to their child if necessary.

The unit leader should also have at least 4 copies of your unit roster available at check-in.

COMMON MEDICAL SCREENING PROBLEMS

Campers who do not have the required paperwork for their camp session will not be permitted to stay in camp. Absolutely no exceptions will be made to this National Boy Scout policy. Please do not deprive a Scout of his summer camp experience because paperwork is not in order for a Scout or a unit leader.

Campers must have the appropriate paperwork for their camp session, regardless of how long they are staying at camp. For example, a 50 year-old Scouter in camp for just one night must still submit a BSA Class 3 medical form and a supplemental medical form.

Be extremely attentive to the dates on your forms. A medical form must be valid for your entire stay at camp. For example, if you are leaving camp on the 27th of the month, and your medical form expires on the 26th, it will be unacceptable. Similarly, Scouters who turn 40 during camp must have a Class 3 BSA form updated so it will not expire during camp.

Scouts who use emergency prescription medications must have them at check-in, and they *must be carried on their person throughout the week*. These include epinephrine injectors for severe allergies (Epi-Pen), albuterol or other rescue inhalers (Proventil, Ventolin), and nitroglycerin tablets or sprays for emergency use. Scouts are not required to bring any other medications to check-in. Scouters are also expected to carry emergency medications with them at all times, but they will not be checked during the medical screening process.

Again, please be sure to address all of your questions and concerns prior to camp. Check-in is a bad time to realize a problem with your medical paperwork. Units will complete the medical screening on a first-come, first-served basis. Only after the medical screening is complete may units proceed to the Aquatics area.





This must accompany the BSA medical form for all campers

PART I – TO BE COMPLETED FOR ALL CAMPERS

NAME: _____ AGE _____

CAMP: _____ CAMPSITE: _____ UNIT _____

Do you have any medicine, food, or environmental allergies? If so, please list them.
NO YES (please list)

Are you taking any medications prescribed by a doctor? If so, please list them below:
NO YES (please list and continue on back if necessary)

- | | |
|----------|----------|
| 1. _____ | 5. _____ |
| 2. _____ | 6. _____ |
| 3. _____ | 7. _____ |
| 4. _____ | 8. _____ |



PART II – TO BE COMPLETED BY UNIT LEADER OF SCOUTS UNDER 18

As the adult unit leader for the Scout named above, I recognize that he is currently taking the medication(s) listed above. I agree to take responsibility for these medications, including locking them for storage, and making certain that the Scout takes them as prescribed.

X _____ Date _____

If desired, medication can be stored and locked (refrigerated if necessary) in the camp Program Hall. In this case, medication will be issued only to the unit leader for administration.

PART III – TO BE COMPLETED BY PARENT/GUARDIAN OF SCOUTS UNDER 18

Which of the following over-the-counter medications do you give permission for Heritage Reservation Health Services to administer to your son, should he need them throughout the week? All medications will be dosed according to package instructions for his age (please circle):

- | | |
|-----------------------------------|----------------------------------|
| acetaminophen (Tylenol) YES NO | ibuprofen (Advil/Motrin) YES NO |
| diphenhydramine (Benedryl) YES NO | pseudoephedrine (Sudafed) YES NO |
| Pepto-Bismal YES NO | TUMS YES NO |
| Maalox YES NO | Milk of Magnesia YES NO |
| loperamide (Imodium AD) YES NO | Robitussin YES NO |
| tolnaftate (Tinactin) YES NO | Oragel YES NO |

Parent's Signature _____ Date _____

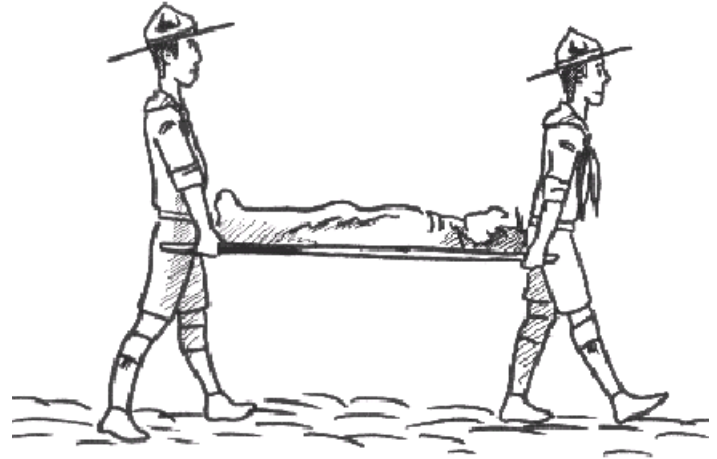
FOR MEDICAL STAFF USE ONLY: Screening date: _____ Screener's initial's _____
Meds stored in camp:

COMMON CAMP MEDICAL CONCERNS

Each summer, countless potential injuries and illnesses are prevented by unit leaders and senior Scouts who lead their fellow campers by word and by example. The most common illnesses we see at camp are often easily prevented at the campsite:

Dehydration

The importance of staying hydrated cannot be overemphasized for youth and adults alike. All program areas and buildings in your camp have fresh, cool water available during program hours. Please have this available at all times in your sites as well. Urge your campers to drink plenty of water throughout the day, not only when they feel thirsty. This can often prevent the early unpleasant symptoms of dehydration: diarrhea, headache, and nausea. Last summer, over 100 campers and staff members experienced these symptoms, which can signal the beginning of a potential medical emergency. Campers with these symptoms should be evaluated by the health officer to evaluate the severity, and to rule out other possible causes.



Homesickness

Experienced Scouters and senior Scouts can usually recognize when a younger camper is feeling a bit homesick. This often resolves early in the week, as they begin to engage themselves in the summer camp experience. More serious cases, however, benefit from the help of your troop. When dealing with homesickness, the best strategy is to keep the Scout busy and distracted. Have older Scouts spend time with their younger peers, and help them enjoy all that camp has to offer. Go swimming, boating, or hiking. Visit the Trading Post, and help them excel at their badges and activities. Avoid phone calls home, and encourage parents who are not staying at camp to say goodbye quickly. More significant cases of homesickness often present like dehydration, with nausea and diarrhea, as these symptoms are the body's natural reaction to stress. These Scouts should also be evaluated by the Health Officer. Additionally, the Reservation Chaplain is a tremendous resource in dealing with homesick Scouts.

Lyme Disease and Ticks

While incidents of Lyme disease are rare, the Health Officer will remove all ticks. Do not attempt to remove them yourself. All tick bite victims will be monitored during their stay at camp. Detailed information will be provided to the leader at the end of camp. This information can be passed onto the parent of the Scout. There will also be information on ticks and the prevention of Lyme disease at camp in the Wildlife Control Plan in the Program Hall.

AED (Automated External Defibrillator)

The Greater Pittsburgh Council is committed to informing our membership of the importance of AED's and how the use of them can be lifesaving in the case of a heart attack. Flag Plaza, Heritage Reservation, Camp Guyasuta, and Camp Twin Echo are all AED sites. Several of our staff are trained on the use of these machines. We recommend that you look into having your company or business become an AED site. There might be opportunities during your stay to get a brief overview on how to use an AED to save a life.

Life at Camp Freedom

CAMP FREEDOM DINING HALL

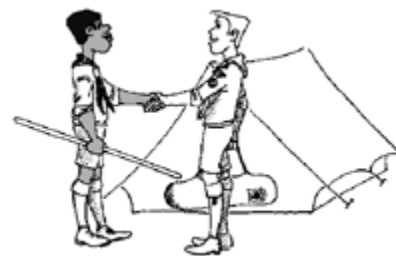
The 450-seat dining hall in Camp Freedom provides campers with excellent food service. During the Sunday check-in, the dining hall manager will review all procedures with your troop. It is important that you visit the dining hall on Sunday. It will ensure an enjoyable dining experience all week.

The camp does its best to provide for dietary, religious, or special foods, and can store any special foods brought to camp on a limited basis. Discuss your needs with the Camp Director or Business Manager at check-in.

Family Style Dining

We serve meals “family style” while in the dining hall. The food is sent out to each table in serving bowls and platters. This is done by the use of a rotating waiter system.

Each troop is assigned to a number of tables in the dining area. They will sit at these tables for each meal during the week. Each table assigns a waiter. An adult from each unit is required to sit at a table with the Scouts. When two troops have odd numbers and cannot fill a table, another troop in the same situation will be placed together at the same table. It will be the responsibility of the troops to set-up a fair waiter system. A scout is friendly.



Waiters arrive at the dining hall 30 minutes prior to each meal. It is important to be prompt. The dining hall manager gives all waiters instructions on their responsibilities at each meal. They set the table, get staff totem, get food, make sure everyone gets a portion before anyone eats and get seconds if available. Waiters also clean-up after the meal and are dismissed from the dining hall by the dining hall manager. Waiters rotate throughout the week. It isn't assigned to all of the new scouts. Older more experienced scouts are needed to train first time campers on the waiter system.

Portion control is essential to the success of “family style” dining. The adult, staff member and waiter at each table have the duty to make sure everyone has an equal portion before anyone starts eating. A scout is courteous and kind!

The Uniform In Camp

Field uniforms are to be worn to dinner each night. The activity uniform (scout tee-shirt and scout activity shorts) is appropriate for breakfast and lunch. Shirts with symbols and words not consistent with Scouting principles are not to be worn in camp. We ask that adult leaders review this with parents prior to coming to camp. Shirts with sleeves and shoes must be worn at all times while walking in camp. We ask that hats be removed while in the dining hall.

Mealtime Programs and Announcements

Program and important camp news is shared after meals in the dining hall. Please be respectful of the after meal presenters and listen quietly to the program. Songs are a vital part of a great dining hall program. There are always new songs and old familiar ones that everyone enjoys. **THE SCOUT SIGN IS TO BE RECOGNIZED WHEN GIVEN AND TOTAL SILENCE AND ATTENTION SHOULD BE GIVEN AT THAT TIME.**

SATURDAY CHECK-OUT PROCEDURES

All Troops should be checked out no later than 10:00 a.m. on Saturday.

All Scouts should pack their personal gear and stow it in a central place in the campsite. No personal garbage should be left in the patrol sites.

Late in the week, your camp commissioner will advise you if any of the tents need to be taken down. Your staff guide will direct you in the proper stacking of this gear. Please place this gear near the road. Floor boards are leaned against one or two trees, with logs underneath to keep them off the ground.

All non-burnable garbage must be disposed of. Do not leave aluminum foil in the fireplaces. Remove all garbage bags, including the bag by the sump. All garbage is to be placed in the containers by the commissary or dining hall.

The latrine, washstand and sump area must be cleaned. They should be left in a condition in which you would like to find them. A roll of toilet paper should be left in each latrine.

Return all checked out equipment to the quartermaster and commissary director. Each patrol box will be checked by the staff guide and leader for cleanliness and accountability for all items.

When you and your staff guide are satisfied with the condition of your troopsite, your staff guide will notify one of the camp commissioners to complete the final inspection of your site. When he has satisfactorily completed the inspection, he will sign your **check-out form**.

After all these steps are completed please proceed to the camp office with your site guide to complete the check-out. Here, you will take care of any fees due and then you will receive your troop's merit badge cards, medical forms, patches, and any incoming mail. **(NOTE: Merit badge cards are available for your inspection on Friday evening in the leaders' lounge while the camp staff completes cards. Please do not remove them from the building.)**



VEHICLE ACCESS POLICY

Heritage Reservation Boy Scout Camps

Due to the hazards to Scouts and leaders that accompany unrestricted use of private vehicles during arrival and departure from camps, and to reduce damage to utility lines from excessive vehicle traffic, the following policy regarding private (non council) vehicles will be in effect with the opening of resident camping in 2006 in Camps Freedom and Freedom at Heritage Reservation:

Each unit (troop) may designate one motor vehicle to unload and load equipment and baggage during arrival (check in) and departure (check out). Upon arrival, each unit will receive one vehicle pass with a numbered tag or flag that must be displayed to allow that vehicle to proceed beyond the camp parking lot gate to the unit's camp site. No other vehicles will be permitted past the parking lots. Each designated motor vehicle may tow a trailer. One trailer may be left at the unit's campsite during the week at camp **only** if there is a designated trailer space at the site. A list of campsites with designated trailer spaces is at the end of this policy statement. No motor vehicle may be left in camp after arrival and check in is completed. Trailers not left in designated spaces must be parked in the camp parking lot.

The Scout camps will provide a handcart to each campsite for light-duty hauling during the unit's week at camp. Handcarts will be numbered and assigned to the senior adult leader in each site and that leader will be responsible for care, use and return of the cart.

This policy was reviewed and approved by the Greater Pittsburgh Council Camping and Outdoor committee and the Risk Management Committee on March 8, 2004.

POLICY ON LOST OR DAMAGED EQUIPMENT

All items issued to troops are the responsibility of the troop through the unit camp leader. Units are responsible for reimbursement to the council for lost or damaged items. A complete inventory of these will be provided and must be signed for by the unit camp leader. Camp staff will check the inventory before the unit leaves camp. A Scout is trustworthy. Please let us know if something gets lost or damaged. Don't hide it!

Sample inventory sheets are provided in the forms section of the Leaders' Guide. Unit leaders are encouraged to become familiar with them prior to arrival. Damage to equipment such as tents, tarps, cots and tables will be assessed according to a schedule available in the camp office. Leaders should check all equipment for condition as soon as possible after arrival and arrange for exchange of defective equipment, or have staff representatives note deficiencies on inventory sheet.



CAMPSITE EQUIPMENT INVENTORY

TROOP # CAMPSITE

CATALOG	DESCRIPTION	COST	NUMBER ISSUED	NUMBER RETURNED	IF LOST, DAMAGED OR INDICATE BELOW
1268	Cast Iron Griddle	\$39.95	1		May request two.
1042	Alum. griddle handle	\$9.75	1		
1044	6qt. Dutch Oven	\$59.25	1		
	2 qt. plastic pitcher	\$6.95	1		
	2 qt. plastic pitcher lids	\$3.00	1		
1024	Plastic Cups	\$1.10	as		
1014	Plates	\$3.35	as		
1050	Coffee Pot	\$12.95	1		
1023	Coffee Pot Lid	\$4.20	1		
1017	Small Pot	\$8.20	1		
1020	Small Pot Lid	\$3.70	1		
1018	Medium Pot	\$11.00	1		
1022	Medium Pot Lid	\$6.15	1		
1016	Small Frying Pan	\$10.90	1		
1019	Large Pot	\$23.05	1		
1013	Large Frying Pan	\$14.05	1		
1015	Frying Pan Handles	\$2.95	2		
1160	Carving Knife	\$5.10	1		
1161	Paring Knife	\$2.56	1		
1371	Cooking Fork	\$3.30	1		
1157	Potato Peeler	\$2.05	1		
1372	Spatula	\$3.30	1		
1370	Ladle	\$4.55	1		
1162	Can Opener	\$3.00	1		
1369	Serving Spoon	\$3.30	1		
	Stove Sparker	\$6.95	1		
1215	Hot Pot Tongs	\$8.25	2		
1269	Shovel	\$21.55	1		
	Bulk Cylinder	\$28.00			
	Wash & Rinse Buckets	\$5.00	2		
	TOTAL	\$310.8			Total \$ Due

Accepted By Patrol Leader
Returned By Patrol Leader

Staff
Staff

TROOP PROGRAM BOX EQUIPMENT

	Betsy Ross Flag	\$29.00	1		
1055	Star Finder Chart	\$3.00	1		
1123	21" Bow Saw	\$33.35	1		
1164	Hand Ax	\$33.20	2		
1238	3/4 Felling Ax	\$35.60	1		
1240	Felling Ax Handle	\$8.25	1		
1797	Sharpening Stone	\$6.45	2		
	File & Handle	\$4.50	2		
1039	Polaris Compass	\$18.25	4		
	Demo Compass	\$30.00	1		
	TOTAL	\$201.1			Total \$ Due

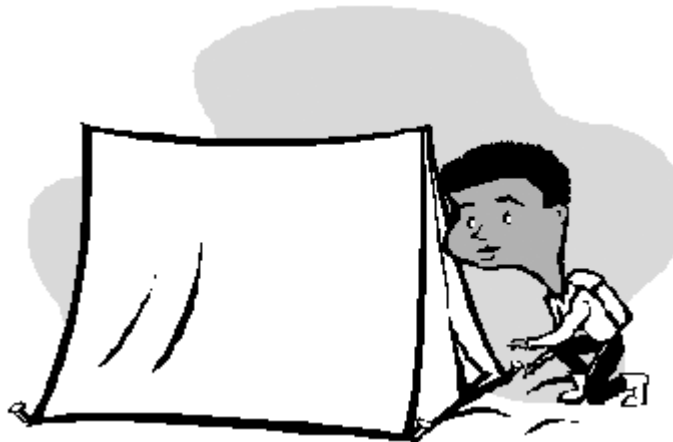
HERITAGE RESERVATION EQUIPMENT INVENTORY

TROOP # _____

CAMPSITE _____

TROOP PROGRAM BOX EQUIPMENT

	Betsy Ross Flag	\$29.00	1		
1055	Star Finder Chart	\$3.00	1		
1123	21" Bow Saw	\$33.35	1		
1164	Hand Ax	\$33.20	2		
1238	3/4 Felling Ax	\$35.60	1		
1240	Felling Ax Handle	\$8.25	1		
1797	Sharpening Stone	\$6.45	2		
	File & Handle	\$4.50	2		
1039	Polaris Compass	\$18.25	4		
	Demo Compass	\$30.00	1		
	TOTAL	\$201.60			Total \$ Due



ADVANCEMENT

One of the methods of Scouting is to foster healthy association with proper role models. The genius of Scout advancement stems from the opportunity to visit with a merit badge counselor and share in the friendship, encouragement, and expertise he or she may offer the Scout.

The Greater Pittsburgh Council Advancement Committee is sensitive to the ratio of merit badges earned at summer camp to the total earned throughout the year. We shortchange our Scouts when we use camp as a "merit badge factory". Supporting Scouting's advancement philosophy, opportunities offered at camp are geared principally to merit badge subjects related to the outdoors where resources are more readily available than at home. Other merit badge topics should be pursued at home, in the community, or as part of a Troop's year-round program rather than at camp.



Advancement is not the principal objective of the camp program. There needs to be time for fun and to bring a positive, successful, outdoor camping experience to all Scouts and leaders. If a Scout comes to camp and does nothing but work towards advancement, the program is certainly incomplete. A wise leader will be certain to offer a variety of program opportunities.

Troop leaders should be sensitive to the capacity of the individual and assure that the program he pursues is appropriate to rank and age. A first year camper could work on a few merit badges such as Basketry, Mammals, or Leatherwork. He should also find rewards at the Trail to First Class program. Troop leaders with skills in offered merit badge topics are encouraged to share their talents at the program areas. Remember the camp staff remains responsible for the certification of the requirements.

Advancement and Your Program

Advancement is not an end in itself. It is the result of a good program. It should be achieved through a natural experience. As an example, fires are built for cooking, fellowship or warmth, not just to pass a test. Consequently, in the act of building a fire the skill of handling an ax or saw is put into play. Thus, two skills are applied. We should therefore plan activities, which will give Scout opportunities to use his skills for a functional purpose and to demonstrate his proficiency naturally. A Scout advances by doing things with his patrol, his troop, his leaders, and on his own. A natural experience should have these four elements: The Scout Prepares; The Scout Qualifies; The Scout is Reviewed; The Scout Receives Recognition.

The summer camp advancement program is a unit responsibility. The camp staff will guide, counsel and instruct, but is not responsible for planning or directing a troop's program.

Each unit leader should prepare a detailed advancement plan before leaving for camp, to include:

1. Setting realistic goals for each Scout to discourage making the number of merit badges earned a primary summer camp objective. Three to four merit badges is a reasonable goal for an average 13 year old Scout.
2. Review with each Scout the merit badges he plans to earn. Scouts should be familiar with the requirements in advance. We recommend that they have the merit badge pamphlet for each badge. The following pages show which merit badges are offered and which requirements cannot be completed at camp.
3. Evidence of partial completions from the Scout's local "home" counselor must be presented to the camp counselor. The "Application for Merit Badge" card has a section to record partials.
 - a. A merit badge is an individual project for each Scout. He can expect to follow the same procedure that he does at home. The camp staff will function as both instructors and counselors.
 - b. Unit leaders should monitor the advancement progress of their Scouts throughout the week and help them work out difficulties which may develop.

The camp staff, for its part, will be trained in merit badge procedures and will be empathetic to the needs of individual Scouts. You will also find the staff responsive to your needs and willing to help you find solutions to advancement problems.

Merit Badge Program

Scouts should attempt only those badges that they can reasonably be expected to complete at camp.

A Scout must present the counselor with a merit badge card signed by his Scoutmaster. THE SCOUTMASTER'S SIGNATURE INDICATES THAT THE SCOUT IS ELIGIBLE TO WORK ON THIS PARTICULAR MERIT BADGE. Cards must be given to counselors on Monday or Tuesday, preferably Monday. Scouts will attend a number of instruction and review sessions with the counselors. Several key points should be made here.

1. Just because a Scout attends a session, this doesn't mean that he passes the requirements that were taught that day. Scouts are usually taught as a group, but are reviewed individually.
2. Instruction begins on Mondays for all badges. However, work can be started at any time throughout the week on most badges. Please see the area director in each program area if a Scout would like to attempt to begin a badge mid-week.
3. If a Scout is going to miss an instruction session, he needs to let the counselor know to set up a make-up appointment.
4. Troop leaders are encouraged to monitor the progress of their Scouts in each merit badge. Counselors maintain instruction records for each badge, noting each Scout's attendance and progress in completing requirements. After camp, these records are kept for one year at Flag Plaza.
5. On Friday evening, merit badge cards are signed by members of the staff and are made available for inspection in the Program Hall by troop leaders. Please do not remove the cards from the building. All cards will be turned over to unit leaders after check-out is completed on Saturday morning.

Merit Badge Cards

Heritage Reservation will accept the standard three-part merit badge cards issued by National Supply. They will also be given free to all leaders.

Merit Badges Offered At Heritage Reservation

Enclosed are two tools for your planning; Merit Badge Schedule and Merit Badge Outline. Due to the limited capacity of spaces in the **Water-skiing Merit Badge**, it will first be offered to the oldest Scouts in camp (17, 16, 15 year olds). If space is available, 14 year old Scouts may participate. For Water-skiing, Scouts must have earned Swimming and Canoeing merit badges. There is an additional charge of \$20 to take Water-skiing. There is also an additional fee of \$5 per Scout to take the Motor boating badge. These fees help to defray the cost of fuel, oil and boat maintenance and must be paid at the camp office before the Scout signs up for these badges at the waterfront.

Merit Badge Preparation

Each Scout should determine what merit badges he wants to work on before he gets to camp and complete preparation on as many requirements as possible before camp. Many merit badges cannot be completed at camp without some prior work or preparation. If this prior work is not done, the Scout can only earn a partial in those merit badges at camp. The Scout must bring a merit badge card with completed requirements signed by a home merit badge counselor as evidence of work completed. The camp staff will not abbreviate or short cut any requirements.

Partial Merit Badge Completion

It may be necessary for a Scout to complete a merit badge with a counselor other than the one he started with. Completion of some requirements for a merit badge is called "having a partial". Those requirements which are completed will be recorded on the blue merit badge application card by the original counselor. When a Scout presents a "partial" to a merit badge counselor, the work previously completed may or may not be accepted. The new counselor should discuss with the Scout any work that was previously completed. The counselor who signs the merit badge card attests that all requirements, including the partials, have been met. A partial is good as long as the Scout is not yet 18 years old and can satisfy the counselor that he is knowledgeable about the subject.

MERIT BADGE SCHEDULE – CAMP FREEDOM

Time	Aquatics	Eco-Con	Field Sports	Handicraft	Scoutcraft	Eagle
9:00-10:00am	Swimming Motor Boating Instructional Swim	Environmental Science Mammals Study Animal Science Insect Study Geology	Fishing	Leatherwork Basketry Sculpture	Camping Wilderness	Youth Training American Heritage
9:00-10:30	Rowing Canoeing Waterskiing		Rifle Archery			
10:00-12:00	Sailing					
10:00-11:00	Swimming	Nature Reptile Soil & Water Bird Study		Woodcarving Space Ex	Pioneering	Communications Emergency Preparedness
11:00-12:00		Weather Environmental Science Mammals Study Plant Science	Open Shoot	Basketry	Indian Lore Cooking	Law Fingerprinting
10:30-12:00	Lifesaving Canoeing				Orienteering	
2:00-3:00	Swimming Motor boating	Fish & Wildlife Nature Reptile Study Pulp & Paper Oceanography	Fishing	Leatherwork Model Design Art	Camping Wilderness	Communications Medicine
2:00-4:00	Sailing					
2:00-3:30	Rowing Lifesaving Waterskiing		Rifle Archery			
3:00-4:00	Swimming Motor boating	Weather Astronomy Environmental Science Energy		Woodcarving Space Ex	Indian Lore Orienteering	Music First Aid
4:00-5:00	Open Program	Open Program	Open Shoot	Open Program	Backpacking Hiking	Adult Training
5:00-5:30	Open Swim		Open Shoot			

If a Scout misses more than one class due to OA or other special activities, he cannot expect to complete difficult merit badges.

MERIT BADGE OUTLINE

MERIT BADGES	COMPLETE BEFORE CAMP	COMMENTS RECOMMENDATIONS
AMERICAN HERITAGE	4 & 5	
ARCHERY	Not recommended for first year campers.	Much time is needed for obtaining required scores.
ARCHEOLOGY	4,5,9,10 New requirements for 2007	
ART	4 New requirement for 2007	Cost \$10-\$15 for supplies
ASTRONOMY	5,6	Difficult in bad weather. Telescope provided by camp. Bring binoculars if available
BASKETRY		Recommended for first year Scouts. Cost of material \$20.00 Basket Kits plus Stool Kit
BIRD STUDY	5, 7b, 8	
CAMPING	8c, 8d, 9a, 9b New requirements for 2007	Pack and sleeping bag necessary.
CANOEING @		Must pass BSA swimmer test. For Older Scouts. Bring Knee Pads.
CITIZENSHIP IN THE NATION	2b&d, 3, 6, 8	
CLIMBING	You Must Attend Discovery	First Aid and special knot knowledge.
COMMUNICATIONS	5,7,8	Only First Class, Star and Life Scouts Participating in Trail to Eagle
COOKING	7	Limited to 22 Scouts (precedence according to rank) Food cost \$10.00
EMERGENCY PREPAREDNESS	6b & c, 7, 8	If camp adults are EMT's, firemen, or police officers, see MB counselor
ENERGY	1a, 4	
ENVIRONMENTAL SCIENCE	Not recommended for first year campers	Time consuming.

FINGER PRINTING		
FISH AND WILDLIFE MANAGEMENT	6c, 7d, 8	Time consuming.
FIRST AID	2b	
FISHING		Fishing rod required.
FORESTRY	3b, 5	
GEOLOGY		
INDIAN LORE	1, 2a, 2b, 2d, 3b, 4e	Some craft materials can be bought at camp. Cost \$5-\$10
INSECT STUDY	3 & 7	
LEATHERWORK		Excellent for first year Scouts. Cost of materials \$10.00
LIFESAVING @	Swimming MB. CPR demonstration offered at camp.	For older Scouts. Bring long sleeve shirt and long pants.
MAMMAL STUDY		Good for first year Scouts. Nature and Mammal Study combined
MODEL DESIGN	4 & 5	
MOTORBOATING @	(additional cost of \$10).	Must pass BSA swimmers test. Priority given to 14 yr. olds & over. Must have swimming and canoeing MB
MUSIC		Must be at least 14 years of age. Dependent on qualified Merit Badge Counselor
NATURE	6 birds, 2 insects 2 mollusks	Difficult to complete at camp without prior work Nature and Mammal Study combined
OCEANOGRAPHY	8, 8a & b	
ORIENTEERING	Not recommended for first year campers.	Good map and compass skills needed. Bring own compass.
PAINTING		Not recommended for younger campers

PIONEERING	6, Not recommended for first year campers.	Skills in knots, lashings, and splices needed.
PUBLIC SPEAKING	Can complete at camp.	Must be 14 years of age
PULP & PAPER	7	
REPTILE & AMPHIBIAN STUDY	8	
RIFLE SHOOTING	Not recommended for first year campers.	All requirements can be done at camp. Difficult & time consuming
ROWING @		Must pass BSA swimmers test
SCULPTURE		Scout is responsible for the purchase of materials. \$10.00
SHOTGUN SHOOTING	Not recommended for first year campers. 2006 Requirement change	Must attend Monday session of Rifle Merit Badge. Must attend Discovery. There are costs.
SMALL BOAT SAILING @	Practice tying sailing knots. Swimming Merit Badge. Rowing Merit Badge or Canoeing Merit Badge	Must pass BSA swimmer test.
SOIL & WATER CONSERVATION	7a, 7b, 7c	
SPACE EXPLORATION	5	Cost of materials \$10 to \$15. Not recommended for 1st year campers
SWIMMING @	Must be able to pass BSA swimmer test.	Not recommended for first-year scouts. Must bring long sleeve shirt and long pants
WATER SKIING @	Additional cost required \$20.00 Limited practice time.	Must pass BSA swimmer test. Priority given to oldest Scouts. Must have swimming and canoeing MB
WEATHER	8, 9 New requirements for 2007	
WHITewater	1, 3	Scout is gone all day Tuesday & Wednesday. Additional cost of \$30.00
WILDERNESS SURVIVAL	5	Overnight trip required. Bring survival kit to camp.
WOODCARVING	Totin' Knives will be supplied Chip	Requires purchase of craft materials. Cost \$10.

MERIT BADGE PROGRAM CHECKLIST

Scout's Names													
American Heritage													
Archery													
Archeology													
Art													
Astronomy													
Basketry													
Bird Study													
Camping													
Canoeing													
Citi. In the Nation													
Climbing													
Communications													
Cooking													
Emergency Preparedness													
Energy													
Environ. Science													
Finger Printing													
First Aid													
Fish & Wild. Mgm.													
Fishing													
Forestry													
Geology													
Indian Lore													
Insect Study													
Leatherwork													
Lifesaving													
Mammal Study													
Model Design													
Motorboating													
Music													
Nature													
Oceanography													
Orienteering													
Painting													

Pioneering													
Public Speaking													
Pulp & Paper													
Reptile Study													
Rifle Shooting													
Rowing													
Sculpture													
Shotgun Shooting													
Small Boat Sailing													
Soil/Water Cons.													
Space Exploration													
Swimming													
Waterskiing													
Weather													
Whitewater													
Wilderness Sur.													
Wood Carving													
BSA Lifeguard													
Mile Swim													
Iron Man													
Discovery													
C.O.P.E.													
Rafting Trip													
Caving Trip													
Horseback Riding													
OA Brotherhood													



Camp Program AQUATICS

In establishing these "Minimum Waterfront Standards," the Camping Committee and the Health and Safety Committee are aware of their obligation and responsibility to the parents for the welfare of their sons. By maintaining high standards the good name of Scouting will also be protected.

Basic Rules

1. All waterfront activities on the lake will take place in authorized areas under the strict supervision of the aquatic staff. Anyone violating this rule will be dismissed from camp immediately.
2. All campers and adults who desire to participate in waterfront activities must submit a physical examination record and take a swim qualification test to determine their swimming ability. A "Buddy Tag" will be issued and will indicate the classification of learner, beginner, or swimmer.
3. The Buddy System will be in use at all times.
4. The use of any watercraft is restricted to daylight hours from one-half hour after sunrise to one-half hour before sunset. Arrangements for boating and canoeing must be made with the aquatic staff. A properly fitted and tied US Coast Guard approved personal flotation device for each person aboard a watercraft must be worn at all times. Violators of this lifesaving policy will be sent home ASAP with no options.

Learners: No test.

Beginners: Swim 50 feet as follows: Jump feet first into water, come to surface, level off, swim 25 feet, turn sharply, and return to starting point.

Swimmers: Swim 100 yards as follows: Enter water feet first, swim 75 yards in a strong manner using one or more of the following strokes: sidestroke, breast stroke, trudgeon, or crawl; swim 25 yards on back using preferably a resting stroke; rest by floating (or if non-buoyant, with just enough motion to stay afloat.)

The Aquatics Director should be given special notice of campers who are not permitted to swim and shall meet these campers personally so that they may identify them if they should attempt to swim.

BSA Lifeguard

Scouts and adult leaders may earn the BSA Lifeguard while in summer camp. It requires long hours at the waterfront. You must report to the Aquatics area Monday at 9 AM, and plan to spend your whole week in the Aquatics area. CPR certification is not available at camp. If earned before camp, bring card to show proof of completion. The Aquatics Director will submit your application to the Council for processing. BSA Lifeguard must be at least 14 years of age.

If you plan to complete CPR after camp, you must pick up your BSA Lifeguard application from the Aquatics Director and submit it to the Council Service Center along with a copy of your CPR certification card.

Boating, Canoeing and Sailing Regulations

General Information

Only council-owned watercrafts are permitted on Lake Courage.

All watercraft must remain within a clearly marked area, limited at the discretion of the Aquatics Director.

No fishing permitted from any craft in Latham Cove.

Sitting on or walking on racked or beached craft is prohibited.

All persons using watercraft must wear Personal Flotation Devices (PFD) at all times.

Campers must check in and out on the canoeing, rowing, and sailing buddy board in order to use the craft.

Campers must wear soft-soled shoes or moccasins when in a craft or in the boating area.

Standing in the craft will not be permitted unless practicing sculling in a rowboat.

Horseplay, ramming, or splashing another craft is not permitted. Deliberate capsizing is prohibited unless supervised by a member of the aquatics staff.

In the event of swamping, campers should stay with the craft, not attempt to swim to another craft, or to shore.

Swimming from a boat or canoe or from any area other than the camp waterfront is prohibited.

Keep a safe distance (two boat lengths) away from all shorelines.

Please keep off Delaware Island.

Canoe Rules

Only qualified swimmers may use the canoes during recreational periods.

There will be two persons in each canoe during recreational periods except for Scouts who are working on the Canoeing merit badge, who may solo with the permission of a member of the aquatic staff.

CANOE FLOATS: All float trips will be under the supervision of a member of the council camp staff or BSA Lifeguard. All floats will follow explicitly the guidelines set down in the "Camp Canoe Procedures" and "BSA Safety Afloat."

Boating Rules

Only qualified swimmers and beginners with a swimmer may use the rowboats during recreational periods.

There should be at least two, but no more than three campers in a rowboat. Scouts working on Rowing merit badge may solo with the permission of a member of the aquatics staff.

Rowboat fishing by adults and Scouts is permitted when the Aquatic area is open.

Sailing Rules:

Only Scouts who have qualified as swimmers may use a sailboat.

Must use the buddy system - preferably two Scouts in one boat or two boats together.

Canoe Float Procedures

Must have adults 21 years or older on the float. (See Safety Afloat requirements).

Must have staff escort who will take charge of all aspects of the float.

All participants must be qualified as Swimmers. Learners and Beginners can hike over to the outpost area or Motorboat area with a staff member.

Additional Aquatics Opportunities

Daily opportunity for a recreational swim.

Adult training for Safe Swim Defense and Safety Afloat program.

Recreational canoeing, rowing, and sailing are available.

Overnight canoe floats can be scheduled.

Lifeguard BSA certification offered by Aquatics Director. Requires lots of time.

The Mile Swim. REQUIREMENTS: Must qualify as a swimmer, practice swim session for 1/4 mile and 1/2 mile. Practice swim must be progressive with a break between each session.

Fishing Policy:

Live minnows may not be used on the lake at any time.

Fishing is not permitted in any waterfront or boating areas. Lines should not be cast towards swimming area ropes, mile swim lines, or any type of floating device anchored for marking, safety, or direction.

No fishing from any craft, except rowboats, with permission of the Aquatics staff.

Bass and catfish are to be returned to the lake.

Rules Regarding the Use of Camp Boats By Adults For Fishing:

Only rowboats may be used.

Hours for use of boats shall be determined by the Aquatics Director.

The craft may not be taken out under adverse weather conditions.

Craft must be left clean, oars and life jackets returned as instructed, and all trash removed from the area. The Aquatics Director must be informed in advance each time the crafts are to be used for fishing purposes. No motors other than those authorized for camp watercraft are permitted.

Waterskiing Merit Badge

A maximum of 10 Scouts per week may earn this badge. Acceptance is based on age beginning with 17 year old Scouts by birthday. Scouts must participate in the Monday class work to complete the badge.

White Water Merit Badge

Scouts must have earned the canoeing and swimming merit badge. A qualified outfitter will manage the program on the middle Youghiogheny River. On Tuesday, instruction will be given in canoes and kayaks. Then on Wednesday, the group will raft down the middle Yough. It is expected that participants will be out of camp most of the day both on Tuesday and Wednesday. There will be a cost per Scout to cover equipment use, transportation to and from the river and special lunch meals. All equipment to be used on the river is provided by Riversport.

Raft Race

We are extremely pleased to bring back the raft race to Peanut Butter Island for another summer. All Troops are encouraged to build a raft for the race on Wednesday night. Even if your Troop has not built a raft, we would like for you to come watch the excitement!

The rules to the race are as follows:

- All rafts must be safe! Consult the Aquatics Director with safety questions
- Camp equipment may not be use for the construction of the raft. You must provide all supplies. Inflatable's are allowed, but can not be predominant (no air mattresses)
- Rafts may be built before camp
- There must be 3-6 boys on the raft at all times ("on" means waist above water – no swimming)
- Paddles and life preservers will be provided
- Rafts should be taken to aquatics between 4:00 p.m. and 5:00 p.m. on Wednesday evening

CONSERVATION – ECOLOGY

The Scouts will set up mutually agreeable times with their counselor throughout the remainder of the week. If a Scout cannot attend during the Monday times, he may arrange for another time with the Ecology - Conservation Director.

The camp will have a marked nature trail to help Scouts learn to identify the wild things in his environment and an ecology trail to help him appreciate them. These can be hiked by Scouts, patrols, or a Troop.

Early morning nature hikes can be scheduled for Scouts working on advancement requirements but may be enjoyed by everyone. The opportunity for meaningful conservation projects is always available. Visit the Eco-Con area for ideas. Approval before starting must be obtained from your camp commissioner.

FIELD SPORTS

No firearm may be removed from the Field Sports Area at any time!

Ammunition may not be brought to camp.

Scouts may also earn the shotgun merit badge by completing requirements at the camp rifle range and shooting at the Discovery Outpost range. You must attend Rifle Shooting Merit Badge at 9 AM or 2 PM on Monday for details. You must participate in the Discovery Outpost to earn the shotgun merit badge.

The Field Sports area is open Monday through Thursday for recreational periods. An adult leader from each Troop is expected to accompany the troop to the archery or rifle ranges for "troop shoots."

Troop shoot can be scheduled for your Scouts.

Archery - Shooting at stationary targets for a competitive score.

Friday – No troop shoots offered. Time must be used for merit badge work.

SCOUTCRAFT

Cooking demonstrations, patrol or Troop pioneering projects, survival skill instruction, and other activities are available in this area.

Hiking and Outpost Camping

Some troops or patrols will want to hike to outpost camps instead of using the canoe float and hike. You can spend a night away from the camp and hike back the next morning. Special trail menus are available.

Orienteering

Maps are available at each camp office for the reservation-wide orienteering course set up in 1984 by the late "Green Bar" Bill Hillcourt, the author of the "Scout Handbook."

HANDICRAFT

Rocket Launch Times: Thursday and Friday, 11:00am & 2:00pm.

Rocket engines are dangerous and are considered fireworks. They must be purchased from camp to ensure safety. At least two adults must be present and help to assist the launch. The handicraft area is open daily from 4PM to 5PM to work on projects and get help from the handicraft staff. A wide variety of tools and supplies are available at handicraft to help in the completion of projects. **Any engines brought to camp must be turned into the camp office during Sunday check-in.** Scouts should purchase at least two engines from the Trading Post.

SCHEDULED CAMPWIDE PROGRAM

Master Camp Schedule

Enclosed in your kit is a master camp program schedule for campwide activities and troop program planning. Take full advantage of all campwide programs and add them to your schedule ASAP. Attend your camp roundtables at 7PM Sunday and 9:30 AM Monday, Wednesday and Friday where more programs may be added onto the schedule.

Troop Activity Checklist

Enclosed you will also find a list of troop activities that you may request. Review it with your Scouts and be prepared to request them when you check in. Some programs will be scheduled simply by speaking to the area directors.

Archery and Marksman Contests

Each troop should send its best archer and marksman to the ranges for some competition scheduled by your Range Director. Adult leader competitions are also available.

Camp Fishing Competition

Scouts can compete for this prestigious trophy for the largest fish caught during the week. Details will be announced in camp as to where Scouts should bring their fish to be measured.

Heritage Ironman

The Heritage Ironman program is held on Friday. A Scout must complete all events to successfully earn recognition as an Ironman. Scouts completing the Ironman will be recognized at the closing campfire and will be presented with an Ironman certificate. A Scout must complete all three of the following events to qualify as a Heritage Ironman:

Event #1 - 6:30 A.M. - Polar Bear Mile Swim. Must have completed the 1/4-mile and 1/2-mile swim before entering.

Event #2 - 9:15 A.M. - Courage Trail Hike. Must check in and out of the camp office and hike with a buddy. The hike is approximately 6 1/2 miles.

Event #3 - 2:00 P.M. - Lake Courage Canoe Challenge. With a partner, complete a course along the perimeter of 270-acre Lake Courage and remain within 25 ft. from shore. Be attentive to the waterskiing boat, weather conditions and waves.

The cost for the Ironman Competition is \$6.00.



CAMP FREEDOM PROGRAM SCHEDULE

Day	Activity	People	Location	Time
Sunday	Check-in	All	Follow Troop Guide	12:30-3:30PM
	Leaders Meeting: Reservation Information Session	2/Troop	Program Hall	6:45-7:15 PM
	Opening Campfire	Campwide	Assemble @ Parade Field	7:30-8:30 PM
Monday	Leaders Meeting: Freedom Details Session	2/Troop	Program Hall	9:30-10:00AM
	Emergency Drill	Campwide	Follow Procedure	1:10-1:20 PM
	SPL/ASPL Meeting	SPL/ASPL	Program Hall	1:20-2:00 PM
	Vesper Service	Campwide	Assemble @ Parade Field	7:45-8:45 PM
Tuesday	Fast Start Training	Adults	Program Hall	9:00-9:40 AM
	Youth Protection Training	Adults	Program Hall	9:45-10:25 AM
	Risk Management. Training	Adults	Program Hall	10:30-11:20 AM
	Foil Dinner Pick-up	As Needed	Dining Hall	3:00-4:30PM
Wednesday	CPR Class (Volunteers Needed)	As required by M.B.	Dinning Hall	1:00-2:00 PM
	Raft Race	Campwide	Aquatics	7:00-7:40 PM
	OA Call Out Ceremony	Campwide	OA Circle	7:30-8:00 PM
Thursday	Polar Bear Swim	Campwide	Aquatics	6:30-7:00 AM
	1/2mile Swim	Campwide	Aquatics	6:30-7:15 AM
	Safe Swim Defense & Safety Afloat Training	Adults	Program Hall	1:00-2:00 PM
	OA Brotherhood Ceremony	OA Brotherhood	Chapel	8:00 PM
	Campwide Games	Campwide	Parade Field	7:15-8:30 PM
	OA Cracker-barrel	OA members	Dining Hall	9:45-10:45 PM
Friday	Polar Bear Swim	Campwide	Aquatics	6:30-7:00 AM
	1 mile Swim	Must have Completed ½ mile	Aquatics	6:30-8:00 AM
	Iron Man	Must have Completed ½ mile	Aquatics, Courage Trail, Lake Courage	All Day
	Leaders Meeting	2/Troop	Program Hall	9:00-9:30 AM
	2008 Camp Staff Info Session	Interested Youth	Program Hall	1:15-2:00 PM
	Last Call for MB work	Scouts	See Counselors	4:30 PM
	Closing Campfire	Campwide	Assemble @ Parade Field	7:30-8:30 PM
	Leaders Meeting: Blue Card Session	2/troop	Program Hall	Immediately after Campfire
Saturday	Breakfast Pickup	As Needed	Dinning Hall	7:45-8:45 AM
	Checkout	Scoutmaster	Program Hall	7:00-10:30 AM

Specialty Programming

DISCOVERY OUTPOST PROGRAM

An Introduction to HIGH ADVENTURE SCOUTING

Discovery is a unique overnight program across Lake Courage. Scouts participating in this program will enjoy an experience away from the Troop campsite. Participants must be 13 years of age and First Class to take part.

Scouts will **mountain board and bike** to Discovery, do **shotgun** and **black powder shooting**, go **repelling**, earn the **Shotgun** or **Climbing** merit badge, participate in Tomahawk throwing and bouldering, eat **freeze dried food**, sleep around the fire and return to base camp by **canoeing** Lake Courage.

The Mountain Biking feature will take Scouts on old logging and back country roads, away from all camp trails and main roads, over the dike and dam, and end at the Discovery Outpost. Bikes may not be used for any other purpose and are not permitted in any Scout camp.

Scouts may attempt to earn the Shotgun or the Climbing merit badge. For Shotgun MB, Discovery director will sign off most requirements, but the Scout must attend the Camp Freedom rifle range Monday 9:00AM or 2:00PM. Scouts attempting the Climbing MB need to review requirements 1, 4a,b,c,d, and 7a,b,c,d, and will need to spend more time on the climbing wall. Two additional days are scheduled for Scouts to complete both of these requirements. All Scouts must attend at least one session to complete either merit badge. It is the responsibility of the unit to provide transportation to and from Keystone Lodge. Scouts will stay in tents identical to those used in Scout camp. This program will be offered twice per week. Each session is limited to 9 participants. **Sign up in camp by seeing your camp business manager upon arrival.** An additional charge of \$5 for Shotgun MB is needed.

If going for Shotgun MB, see Camp Freedom Rifle Range Director on Monday 9:00 AM or Monday 2:00 PM

SCHEDULE	Session 1	Session 2
Meet at Freedom Dining Hall	Monday 1:00 PM	Wednesday 1:00PM
Overnight at Discovery	Monday Night	Wednesday Night
Shotgun Shooting	Tuesday	Thursday
Climbing	Tuesday	Thursday
Black Powder Shooting	Monday Evening	Wednesday Evening
Return to Camp by Canoe	Tuesday 4:00 PM	Thursday 4:00 PM
Climbing MB Sessions	Wednesday 8:45 AM	Friday 8:45 AM
Shotgun MB Sessions	Friday 8:45 AM	Friday 1:30 PM

EQUIPMENT NEEDED Backpack, Changes of Clothes, Sleeping Bag, Hand-Held Water Bottle, Sneakers & Long Pants (jeans) for the Climbing Wall. Bring as little equipment as possible.





CHALLENGING OUTDOOR PERSONAL EXPERIENCE

Project C.O.P.E. is comprised of group initiative games, low course and high course activities. Some of the activities involve a group challenge, while others test individual's skills and agility. Participants climb, swing, balance, jump, and devise solutions to a variety of activities.

The course provides an opportunity for every participant to achieve success as an individual and as a member of a team. The activities are not designed to be competitive or a race against time.

More important objectives, including building individual confidence, developing leadership and common cooperation among the members are emphasized. The course is designed to build more self-confidence in a shorter length of time than anything most people have experienced.

The program at Reservation is a one day program. To complete the course, register for and attend one session listed below. Participants are to meet at the C.O.P.E. course ten minutes prior the start of their session. The C.O.P.E. course is located between Camp Freedom and Camp Freedom, adjacent to the activity field.

Course Schedule:

Session #1	Monday	9:00am -5:00pm*
Session #2	Tuesday	9:00am - 5:00pm*
Session #3	Wednesday	9:00am -5:00pm*
Session #4	Thursday	9:00am -5:00pm*

*There will be a one hour break from 12:00pm-1:00pm for participants to return to camp for lunch.

Registration and scheduling can be done upon arrival in camp by seeing the Business Manager in your camp, or contacting the C.O.P.E. Director. There is a maximum of 12 participants per session. Please register as soon as possible to ensure there is space available for the session you wish to attend.

Participants **MUST** be at least 13 years of age or older by January 1st. Leaders may also participate in the program, as long as there is room. Scouts take precedence over leaders.

There is a \$10.00 fee for participating in Project C.O.P.E.



What to Bring

- Water is provided but it is recommended to bring a canteen or water bottle.
- Bring Rain gear or poncho. We don't stop over a little sky water!
- Long pants. Sweat pants, nylon pants, or shorts will not be permitted.
- Boots or sturdy shoes. Sandals will not be permitted.
- A great attitude!

Distractions on the course present a serious safety risk. For this reason, visitors are not permitted on the course while the program is being conducted. **No one, at anytime, is permitted on the course without approval from the C.O.P.E. Director, Reservation Director, or Ranger.**

SPECIAL OFF-CAMP ACTIVITIES

(First come, first serve sign up on Sunday upon arrival)

White Water Raft Trip

An introduction to the white water adventure on Pennsylvania's famous middle Youghiogheny River, the most popular white water river in the area, awaits Scouts eager for white water rafting. The Yough features some of the most beautiful and rugged scenery found anywhere in southwestern Pennsylvania.

All participants must be at least 12 years of age and pass their swimmer's test. The trip takes between five to six hours and is truly a thrilling experience.

There is a charge per participant to help defray the cost of equipment usage, transportation to the river and back, shuttle tokens and specially prepared lunches on the river. All youth participants must have signed permission slips authorizing this trip.

Horseback Riding

The Scouts take trails through woods and open bushy fields that last approximately 45 min. Cost includes transportation. Long pants must be worn and tennis shoes are prohibited. See special Activities Schedule for times.

Laurel Caverns Trip

ADULT FROM TROOP MUST ATTEND

Largest natural cave north of the Mason-Dixon line in North America - four and one-half acres, 2.3 miles of passages. Located near the summit of Laurel Hill on the Chestnut Ridge of the Appalachian Mountains. The cave was formed 150 million years ago by upheaval of a shallow sea. Seashell fossils are found 2,700 feet above sea level. At least one adult from the troop must attend with their Scouts.

The guided tour covers two thirds of the total length in developed and under-developed areas of the cave. Each person is required to have two very good flashlights with "D" batteries, and long pants. Hard hats supplied. Temperature 52 degrees. Old clothes a must! A six-hour tour requires signing a release form. Those under 18 years of age must have the signature of a parent or guardian, and you must be at least 12 years old to participate. Cost covers transportation, cavern fee, and sack lunch. Participants must receive an orientation before entering cave. Leaders attending must have control of their Scouts. Please read the permission slip very carefully.

HERITAGE OLDER SCOUT PROGRAMS SIGN-UP LOTTERY

One of the major concerns of our unit leaders in 2005 was the inability to get Scouts signed up for our older boy programs. When they arrived at camp, the slots are already filled.

Current suggested solution for Discovery and Water Skiing is as follows:

Have sign ups by Scouts first. Assign slots per this age order. If there are too many Scouts for the slots in this age group, there will be a lottery in that age group until the slots are full. This needs to be coordinated between the two camps by the Program Directors.

1. 17 year olds
2. 16 year olds
3. 15 year olds
4. 14 year olds

SPECIAL ACTIVITY PROGRAM SCHEDULE

Day	Activity	Maximum People	Time of Departure	Time of Arrival/ Start Activity	Time of Return/ End of Activity
Sunday	Check-In: Be sure to sign up for special programs at the P.H.			12:30 PM	3:30 PM
Monday	C.O.P.E. Events	12	12:45 PM	1:00 PM	5:15 PM
	OA Brotherhood Counseling			1:20 PM	2:00 PM
	Discovery Outpost Departure	18	1:15 PM		4:00 (Tuesday)
Tuesday	White Water Merit Badge	30	8:30 AM	9:00 AM	3:30 PM
	Horseback Riding	8	8:30 AM	9:00 AM	10:30 AM
	Horseback Riding	8	9:30 AM	10:00 AM	11:30 AM
	Horseback Riding	8	10:30 AM	11:00 AM	12:30 PM
	OA Meeting	All OA Members		1:00 PM	1:20 PM
	OA Brotherhood Counseling			1:20 PM	2:00 PM
	C.O.P.E. Events	12	8:45 AM	9:00 AM	12:00 PM
	C.O.P.E. Events	12	12:45 PM	1:00 PM	5:15 PM
Wednesday	White Water Rafting Trip	30	8:30 AM	9:00 AM	3:30 PM
	C.O.P.E. Events	12	8:45 AM	9:00 AM	12:00 PM
	C.O.P.E. Events	12	12:45 PM	1:00 PM	5:15 PM
	OA Brotherhood Counseling			1:10 PM	2:00 PM
	OA Call Out Ceremony	Campwide		7:00 PM	8:00 PM
	Discovery Outpost Departure	18	1:15 PM		4:00 (Thursday)
Thursday	Caving	30	8:30 AM	9:00 AM	3:30 PM
	C.O.P.E. Events	12	8:45 AM	9:00 AM	12:00 PM
	C.O.P.E. Events	12	12:45 PM	1:00 PM	5:15 PM
	OA Brotherhood Candidate Meeting		7:15 PM	7:30 PM	7:50 PM
	OA Brotherhood Ceremony	OA Brotherhood		8:00 PM	9:00 PM
	OA Cracker-barrel	OA members		9:45 PM	10:45 PM
Friday	C.O.P.E. Events	12	8:45 AM	9:00 AM	12:00 PM
	Discovery – Shotgun & Climbing MB Completion		8:45 AM	9:00 AM	12:00 PM
	Discovery - Shotgun & Climbing MB Completion		1:30 PM	1:45 PM	4:30 PM

All participants must sign up and pay in the camp program office. The sign up deadline is 12:00 noon the day before the activity. If all of the slots are filled, another time or day may be added. Refunds can not be given after the deadline time.

<u>Order of the Arrow Events</u>	<u>Fees</u>
OA Brotherhood	\$ 12.00
OA Dues	\$ 12.00

Events Fees

White Water Trip	\$ 20.00
White Water Merit Badge	\$ 30.00
Discovery	\$ 15.00
Discovery with Shotgun Merit Badge	\$ 20.00
Motor Boating Merit Badge	\$ 10.00
Caving	\$ 30.00
Horseback Riding	\$ 40.00
Waterskiing Merit Badge	\$ 20.00
C.O.P.E.	\$ 10.00
Ironman	\$ 6.00

BRADDOCK'S BRIGADE

This newly developed first year camper program was a fantastic success last summer! The program allows first year Scouts to enter into an all day, week long program which mixes outdoor skills, Scouting values, and FUN!! Braddock's Brigade incorporates Leatherworking Merit Badge, Swimming Merit Badge, the majority of rank requirements up to First Class, as well as a variety of classic Scouting games and activities.

Leader's assistance in the area is always welcome, and Troops that send more than three boys are encouraged to send at least one leader.

PATROL METHOD THEME



You will find many of the items contained in the Leaders' Guide are designed to augment the use of the Patrol Method. When Lord Baden-Powell first encamped at Brownsea Island with his Scouts, he had them work as patrols - small, 6-8 person groups, under the direction of a youth leader. These patrols set their own goals, and through teamwork and cooperation, worked collectively to accomplish them.

The patrol method fosters growth in leadership and promotes democratic ideals. It allows young men to develop a sense of responsibility as well as concerns for the well being of others. It is the goal of our camps to promote these ideals so that Scouts who attend might take the patrol spirit back to their troop activities throughout the

Scouting year. It is important to set patrols up and have them work together at least 6 weeks prior to camp.

The requirements for camp awards include criteria that emphasize the Patrol Method. It is our intent that Scouts will need to contribute collectively to all levels of awards. For example, a certain number of Scouts will have to earn the Brownsea Island Honor Camper Award in order to earn the Green Bar Bill Honor Patrol Award, etc. There will be three awards this summer.* They are:

Brownsea Island Honor Camper Award - This award provides each Scout the opportunity to earn an award based upon his own personal experience during a week-long encampment.

Green Bar Bill Honor Patrol Award - The requirements for this award include opportunities for group-decision making. As well, this award gives your Patrol Leaders an opportunity to take initiative to lead their patrols towards earning the award. Your troop's Senior Patrol Leader will also have the opportunity to sign off on requirements as they are completed.

Baden-Powell Honor Troop Award - This award is designed to give your Senior Patrol Leader and junior leadership the initiative to work towards completing requirements for an award that honors the troop as a whole.

Your unit's Commissioner will be an invaluable tool towards setting and attaining your Troop's award goals.

* Detailed requirements for the awards can be found at the back of this booklet.

BROWNSEA ISLAND HONOR CAMPER AWARD

Initials:	Requirements:
	1. With your patrol, set personal written goals for your week at camp to include activities and advancement. Achieve at least 75% of your goals, and have your Patrol Leader sign that you have done so.
	2. Have your Patrol Leader sign that you have related some camping knowledge with the rest of your patrol. Examples include teaching a skill, being part of a campfire program, etc.
	3. Attend a camp-wide Vesper services.
	4. Have your Patrol Leader sign that you have kept your tent and surrounding areas clean throughout the week.
	5. Have your Patrol Leader sign that you have helped to prepare your campsite for the Commissioner's daily visitation.
	6. Earn at least three merit badges or complete the requirements to advance one rank. Participation in C.O.P.E, Discovery, or Braddock's Brigade are acceptable.
	7. Have your Patrol Leader sign that you have participated in at least half of all troop and patrol-sponsored activities.

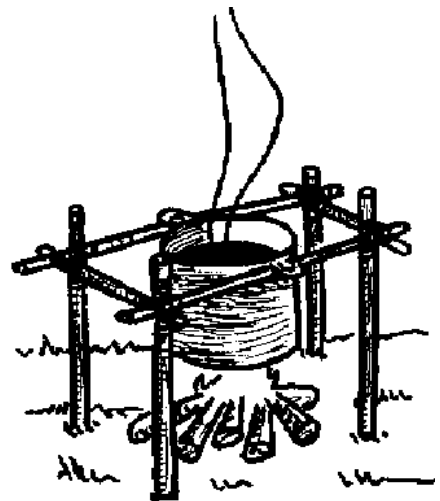
* A patch will be issued at the appropriate time when the requirements are completed.

From July 29 to August 9, 1907, Baden-Powell, the founder of the Scouting movement in England, brought fifteen Scouts to Brownsea Island in Poole Harbor, England. It was here that all Scouts learned camping skills, "observation and tracking, woodcraft and nature lore, lifesaving and first aid, and the virtues of honor, chivalry, and good citizenship. The boys were divided into four patrols that competed in games testing their new knowledge. They lived in army tents and were fed by the army cooks." (The Boy Scouts: An American Adventure)

* Your Patrol Leader can initial any of the boxes signifying that you have completed the requirement.

* Don't forget that 50% of your patrol must earn the Brownsea Island Honor Camper Award in order to be eligible for the Green Bar Bill Honor Patrol Award.

* Once completed, turn in this form to your patrol leader. He will pass it on to your Senior Patrol Leader to give to your Commissioner.



GREEN BAR BILL HONOR PATROL AWARD

Initial	Requirements:
	1. Functions as a patrol during your week of camp using the Patrol Method. Have your Senior Patrol Leader sign that the patrol has done so.
	2. Create a patrol flag to bring with you when you travel as a patrol.
	3. Meet as a patrol on Sunday night to discuss your patrol's program for the week and have individual members set personal goals.
	4. Post a duty roster, made by the patrol and approved by the Senior Patrol Leader, listing the duties of each of the patrol members during the week.
	5. Participate as a patrol in all troop activities determined by the junior leaders (SPL, ASPL, PL's, etc.) such as troop shoots, troop swims, improvement projects, etc. Invite your site guide to participate in the activity. Have your SPL sign that at least 50% of your patrol participated in each activity.
	6. Participate as a patrol in the camp wide Vespers service with at least 50% of your patrol in attendance.
	7. At least 50% of your patrol must participate in at least one program; a) Leave No Trace Orientation, b) Perform in a skit or song at the Friday night campfire.
	8. Participate as a patrol in a Camp wide Game. (Thursday night or as listed)
	9. At least 50% of the members of your patrol must earn the Brownsea Island Honor Camper Award.
	10. Cook a meal as a patrol and invite your site guide to eat with you. (Give the site guide one day notice).

Have your Senior Patrol Leader initial the requirements as your patrol completes them. Turn in the form when it is completed, to your SPL. A ribbon will be issued to the patrol at the appropriate time.

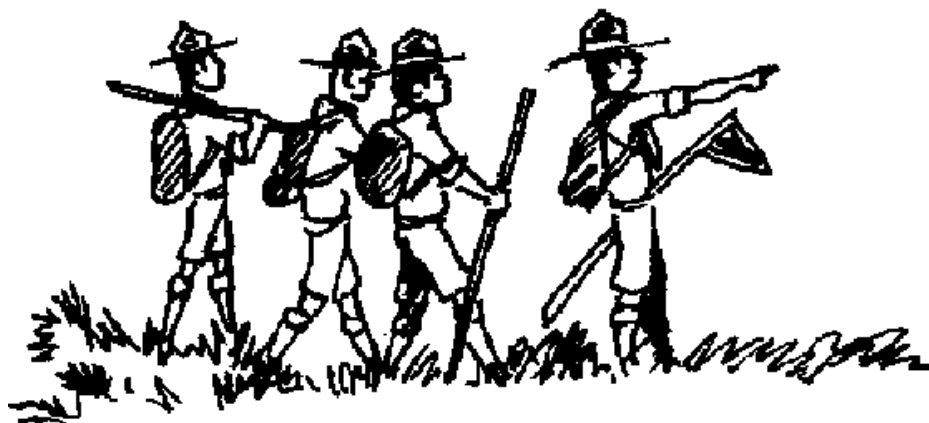
William "Green Bar Bill" Hillcourt was one of the defining characters of the Boy Scouts of America. His numerous publications, including the 1979 edition of the Boy Scout Handbook, were hallmarks of the Scouting movement. Bill Hillcourt died in 1993 and is buried in Mendham, New Jersey, near Schiff Scout Reservation, where he lived and worked for many years.

BADEN-POWELL HONOR TROOP AWARD

Initial	Requirements
	1. 50% of the patrols in your troop must earn the Green Bar Bill Honor Patrol Award.
	2. Show that your unit maintains a safe and healthy campsite by earning points on the Commissioner Daily Visitation according to the following guidelines: Monday - 40 points or above Wednesday - 43 points or more Friday – 47 points or more
	3. Create a small (no more than one foot square) centerpiece for each of your Troop's Dining tables that are somehow indicative of the membership of your patrol or troop.
	4. Participate in the Camp wide Game.
	5. Have 100% Scout and Leader participation in the camp evaluation process. The Senior Patrol Leader will be given a blank evaluation form, and in consultation with all the Scouts, fill the form out so that it reflects the Troop membership's opinion. The forms must be turned in to the camp office by 5:00 PM on Friday.
	6. Build a Troop Gateway to your site. (Must be removed prior to departing camp.)
	7. Participate in a camp service project with at last 50% of your Troop for at least 1 hour during the week. Troop is encouraged to invite their site guide to participate in the service project.

* Have your Scoutmaster initial each requirement as it is completed. Turn this form in to your Commissioner by noon on Friday.

Lord Baden-Powell was a soldier in Her Majesty's Army in the United Kingdom. After retiring from the army, Baden-Powell embarked on a new project of forming an organization for boys that began the Scouting movement. It would "offer instruction in the many valuable qualities which go to make good citizen equally with a good Scout."



ORDER OF THE ARROW

The Order of the Arrow plays a vital role in the camping program of our council. Those who are honor Scouts in their units are recognized through their election to the O/A. Each troop in camp will have the opportunity to conduct an O/A election before Tuesday 6PM, if they have not conducted a prior Home Troop Election. A member of the camp staff must be present and will help you with your election. All non-authorized elections are invalid.

Brotherhood Induction Available

Ordeal members eligible to seal their membership in the O/A as Brotherhood members can take part in the Brotherhood induction process while at camp with their troop. Brotherhood candidate letters and Brotherhood Questioning will take place on Monday through Thursday at 1:30 p.m. at the Commissary picnic tables. Check with camp O/A coordinator to schedule a time. The Brotherhood induction ceremony will take place on Thursday evening. All Brotherhood candidates assemble at the chapel at 7:00 p.m. Brotherhood & Vigil Honor members wishing to attend the ceremony should gather at the reservation circle by 7:30 p.m. Each member completing his Brotherhood membership during camp will pay a fee to cover the cost of the Brotherhood sash. This fee must be paid at the camp business office before the candidate can participate in the Brotherhood induction ceremony.



ORDER OF THE ARROW ELECTION POLICIES

Objective

Enda Lechauhanne OA Lodge #57 is to promote the camping program of the Greater Pittsburgh Council, to recognize honor campers, and to provide opportunities for cheerful service.

Elections

All troops in the council are eligible to have a youth election conducted by the Lodge.

Order of the Arrow elections are held in qualified Boy Scout troops under the direction of the Lodge in the council where the troop is chartered. No troop may hold an OA election under the auspices of an OA Lodge in another council (OA Guide for Officers and Advisers, 2005 edition.)

To hold an election the unit leader must verify that at least 50 percent of the registered active youth (as defined in the national OA standards as fewer than 21 years old) are present at the time the election is to be held.

All candidates for Ordeal membership must be elected by at least 50% of the registered active youth who are present that turn in ballots at the election authorized and supervised by the Lodge through its membership committee, district chapter representatives, or as otherwise designated by the Lodge Chief and Lodge Advisor.

Home Troop Election

An election may be conducted in the home troop at a predetermined troop meeting. All home troop elections will be held during the months of February, March, and April, by an authorized representative, as detailed above.

In order for a home troop election to be authorized by the lodge, the troop must submit the request application between the November Lodge meeting and the February Lodge meeting.

Troops must make application in writing on the Election Request Form. Applications are to be sent to: Enda Lechauhanne Lodge #57; 1275 Bedford Avenue; Pittsburgh, PA 15219

Troop Election in Camp

A troop has the option of conducting an in-camp election at Heritage Reservation, by an authorized Lodge representative. All camp elections will be conducted between Monday lunch and Wednesday breakfast. Election times should be arranged on Sunday with your Staff Guide. The Call-Out will be held every Wednesday evening at camp.

Candidates must complete their Ordeal either during their week of camp or during an alternate week, by making advance arrangements with the Reservation office; or at the Fall Ceremonial. Once elected, a candidate has one year to be called out and complete the Ordeal. Candidates who do not complete their Ordeal within one year of their election date forfeit their opportunity to complete the Ordeal, and only become eligible again through re-election.

Youth Eligibility Requirements – (Under 21)

Before an election, a list of eligible candidates must be established using the following criteria:

-Must have Scoutmaster's certification as to:

- * His Scouting Spirit
- * Adherence to the Scout Oath and Law
- * Participation in Troop activities

-Must have a minimum of fifteen days and nights of troop camping as a Boy Scout under the auspices and standards of the Boy Scouts of America within the prior two years of the election. These fifteen days and nights must include one long-term camp experience at a BSA accredited summer camp (6 consecutive days and five nights) and at least 9 days and nights of short-term camping (overnight 2,3, or 4 days.)

-Hold the First Class rank of the Boy Scouts of America, as a minimum.

-Must be a registered member of a troop or team in the Boy Scouts of America.

Youth Voting Process

A youth voter may vote for each candidate on the ballot only once. He may vote for every candidate he feels worthy. If he feels no one is worthy he should turn in a blank ballot. If he doesn't know the candidates well enough to vote wisely, he should not turn in a ballot, he should abstain. Note: all registered Scouts and leaders **under the age of 21 may vote.**

Adult Eligibility Requirements – (21 & Over)

Troops who conduct an annual election for youth members, **and have at least one youth elected**, can nominate one adult for each 50 registered youth to the OA. This nomination is decided by the troop committee and is submitted by the unit leader and committee chairman in writing to the Lodge Advisor for approval by the first Sunday in May using a current adult nomination form. A nomination does not necessarily guarantee acceptance of membership in the lodge. Adult candidates must meet the same youth camping requirements as stated above, and must likewise demonstrate the Scouting Spirit, adherence to the Scout Oath and Law, and active participation in Scout Camp activities. Once approved, adult candidates must be in attendance at the Call-Out and the Pre-Ordeal ceremony.

Camp Safety

At Heritage Reservation, we are constantly monitoring our facility to ensure that it is as safe and hazard-free as it can possibly be. Heritage is subject to inspections by the Northeast Region, BSA; Nation BSA Office; as well as government organizations like the Department of Health and the Department of Environmental Protection. In order to continue to keep our facility as safe as it can possibly be, we have included this section on Camp Safety to educate and inform all adults in camp of our standard operating policies and procedures. Many of these issues which are discussed in this section occur rarely to never because of this proactive approach to education the adults in camp.

INTRUSION OF UNAUTHORIZED PERSONS

Wristbands

All Scouts, leaders and guests must wear camp wristbands at all times. These bands are indented as a safety precaution to determine who should be in camp, where they should be and to signify that each participant wearing one has completed the proper camp check-in procedures. One is provided for every camp participant to the unit leader at check-in. Each additional wristband will cost \$1.00. They are designed to last the week and this is our identification system so we know who belongs in camp. All guests will be given a wristband upon proper check-in at the Program Hall.

Procedures for Handling Intrusions of Unauthorized Persons

1. Periodic review of security concerns of the site. Leaders will be instructed to “stop in” at their campsites throughout the day on a regular basis.

The Commissioner staff will be trained on the following procedures. They are able to walk around camp during program hours. Staff will assist in watching for anything out of the ordinary. Taps are at 10:00 p.m. daily. The Camp Program Director will perform a camp walk-through looking for anyone or anything out of the ordinary. This will also be done in the parking lot. Staff taps are at 11:00 p.m. This means quiet in the staff area. It does not include staff members on a night out. Staff can also assist in watching for anything out of the ordinary.

2. Training for staff, and campers when appropriate, about steps to take in such instances.

The following steps will be shared with the staff during staff training week and with the leaders during the leaders’ meetings.

All visitors must report to the camp office to sign in and out. This book will be monitored by the Reservation Director. A wristband system identifies everyone that is to be in camp.

If an unauthorized person is suspected, notify the camp office and stand by to give or receive further assistance. Once the Reservation Director is notified of the situation, he will proceed to the area with the Camp Director or another adult to question the destination of the individual in question.

If the person in question flees, the attached list of questions should be completed as soon as possible.

Program areas should continue unless the situation warrants return of everybody to their campsites. We would do this by means of the alarm. All Adults and Scouts are instructed to report to their campsites and do a roll call. A staff member will come to the camp site and account for everyone in each Pack. Everyone is to remain in their campsites until the “all clear” signal, or other instruction is given.

The Scout Executive is notified of the situation. An assessment is made of the severity of the problem and the need to call the police.

3. Leaders will be instructed to train their Scouts on the above procedures. Most importantly, stress to the Scouts **NOT** to approach the person and to find an adult immediately. The Buddy System should be strictly enforced at all times.

4. The staff will participate in an Emergency Drill during the Staff Training Week. In addition, we will conduct a scenario of an unauthorized person entering camp.

5. The following checklist will be kept by the telephone in the Camp Office and in the camp vehicles:

- Who reported the intrusion?
- Where was the person in question located?
- What was the person in question doing?
- What did the person in question look like?
- Did the person speak to you? If so, what was said?
- What time was it?
- Date of the possible intrusion?
- Make a copy of the sign-in log book.
- Notify the Reservation Director, Kevin Dowling. (Work) 724-329-8534
- If the situation warrants, notify the Police. Call 911.

6. Lastly, no one should speak to the media. The Scout Executive will designate an official spokesperson.



RELEASE OF CAMPERS WHO ARE MINORS



This form must be used to release any minor camper from camp. The camper must be released to a parent or legal guardian. *Identification from the parent or legal guardian* should be asked for prior to letting the Scout leave camp.

If the camper is being released to persons other than the legal parent or guardian, a letter from the parent or legal guardian *must be attached to this release form*. An example would be if an adult is taking two campers back home for a baseball game and one isn't related to the adult.

Remember that youth protection guidelines also have to be followed when campers are released to someone other than a parent or legal guardian.

NAME OF CAMPER: _____ UNIT NUMBER: _____

CAMP: _____ CAMPSITE: _____

ADDRESS _____

CITY: _____ STATE: _____ ZIP: _____

HOME PHONE: _____ PARENTS WORK: _____

EMERGENCY CONTACT: _____

REASON FOR LEAVING CAMP: _____

RETURNING TO CAMP? _____ WHEN: _____

LEAVING WITH WHOM: _____

PARENT: _____ LEGAL GUARDIAN: _____ OTHER: _____

HAVE A LETTER FROM PARENT/GUARDIAN?: _____

DATE: _____ SIGNED OUT OF CAMP: _____

* THIS FORM MUST BE KEPT ON FILE AND RETURNED TO KEYSTONE AT THE END OF THE WEEK *

THE TEN YOUTH PROTECTION POLICIES OF CAMP

After selecting the best possible leaders, further protection for children is structured into the program. The following policies have been adopted to provide additional security for youths in the programs at Camp Freedom. In addition, they serve to protect the adult leadership from situations where they may be vulnerable to allegations of abuse.

These policies represent the long-standing commitment that the Boy Scouts of America use in ensuring the protection of youth. Adherence to them greatly minimizes the opportunity for abuse to occur within the BSA program and at Camp.

Two-Deep Leadership

Two registered adult leaders or one registered adult leader and a parent of a participant, one of whom must be 21 years of age or older, are required on all trips and outings.

No One-on-One Contact

One-on-one contact between adults and youth members is not permitted. In situations that require personal conferences, the meeting is to be conducted in view of other adults and Scouts. This rule also applies to adult-to-staff member contact.

Respect of Privacy

Adult leaders must respect the privacy of youth members in situations such as changing into swimming suits or taking showers at camp and intrude *only* to the extent that health and safety requires. Similarly, adults also need to protect their own privacy in such situations. Den Chiefs can be an asset in situations where leadership may be necessary in the shower building.

Separate showering facilities are approved at camp—one for Scouts (under the age of 18), one for adult males (over the age of 18) and one for women. **AT NO TIME ARE ADULTS AND YOUTH ALLOWED TO SHOWER TOGETHER REGARDLESS OF THEIR RELATIONSHIP.** The privacy of others using those facilities **MUST** be respected and not adhering to this policy could cause for the removal from camp.

The Upper Scout Shower will have times restricted for staff use only. Please respect these times by not allowing Scouts in the Scout shower during the posted times.

Separate Accommodations

When camping, no youth is permitted to sleep in the tent of another adult, other than his own parent or guardian. Males must sleep with males and females must sleep with females. The only mixed-gender accommodations allowed are among married couples.

Proper Preparation for High Adventure

Activities with elements of risk should never be undertaken without proper preparation, equipment, clothing, supervision and safety measures.

No Secret Organizations

There are no “secret” organizations recognized by the BSA. All aspects of the Scouting program are open to observation by parents and leaders.

Appropriate Attire

Proper clothing for activities is required. For example, skinny-dipping is not appropriate as a part of Scouting.

Constructive Discipline

Discipline used in Scouting should be constructive and reflect Scouting’s values. Corporal punishments are never permitted.

Hazing Prohibited

Physical hazing and initiations are prohibited and may not be included as part of any Scouting activity.

Junior Leadership Training and Supervision

Adult leaders must monitor and guide the leadership techniques used by junior leaders and see that BSA policies are followed.

EMERGENCY PROCEDURES

The best defense against an emergency is preparedness. Emergencies happen in camp and plans must be made for them. Review these procedures with all Scouts and leaders before camp and also after your arrival at Heritage.

Missing Person (Lost Camper)

Inform nearest staff member if you think you are missing a camper.

Staff member will notify Camp Director who informs the Reservation Director.

Sound camp siren for unit camper count. Camp clerk will handle attendance.

Set up incident command center at Camp Program Hall.

Mobilize all staff and assign buddy system and radios for communication.

Assign staff duties:

Check all program areas. Aquatics Director and staff will do Aquatics.

Check all camp buildings.

Check Fishing areas.

Check latrines.

Check unit cars in lot.

If lost camper isn't found within one hour the Reservation Director or designee will contact the State Police.

All clear will be signaled by camp siren when lost camper is found.

Fire

Inform nearest staff member of a fire

Staff member will notify Camp Director who informs Reservation Director.

Sound camp siren for unit camper count. Camp Clerk will handle attendance.

Close all program areas. Campers and Leaders to their site. Staff to Program Hall. Crews will be assigned with radio communication.

Head Ranger and Ranger staff will report to fire location.

Reservation Director, Camp Director and staff will await assessment from Head Ranger.

Head Ranger will assign duties to staff as needed.

Reservation Director or designee will call local fire officials, if needed.

All clear will be signaled by camp siren when fire area is safe.



Earthquake, Hurricane, Tornado or Windstorm

Keystone Office will monitor weather radio when bad weather is noticed or approaching.

All campers to take cover and lie as low as possible. A hollow or a ditch away from trees, power lines, structures and possible hazards would be the best location.

Once tornado, windstorm, earthquake or hurricane passes, assess for injuries or damages.

Report all injuries and damages to the nearest staff member.

All staff mobilizes to Camp Program Hall. Assign buddies and check all sites in camp.

Report any damages or injuries to Camp Director.

Serious Accident/Fatality

Do not move the person unless they are in immediate danger. Notify nearest staff member--contact Health Officer
Notify Camp Director and Reservation Director.

If anyone dials 911 from a cell phone make sure you let the dispatcher know that you are at Heritage Reservation in Farmington, PA. The phone number is (724) 329-8534.

Start gathering information on Incident Report form. Follow form guidelines.

Close down area and have staff members keep area clear.

Reservation Director or designee will serve as incident commander.

Ranger staff will direct emergency personnel to site and direct any additional authorities to appropriate locations.

All press will be directed to the incident commander.

Scout Executive or designee will be informed.

Complete procedures as directed in the BSA Serious Accident guidelines.

Child Abuse

Report to the Program Director or Camp Director if you suspect any form of child abuse of a Scout in camp. The staff has been trained in Youth Protection.

Report to the Reservation Director or designee.

Inform Scout Executive or designee as needed. They will determine any further action.

All information is to be kept confidential.

Chemical Spills

There are only a few areas in camp where this might happen and they are away from the campers. In case there is a spill:

Notify Head Ranger, Camp Director or Reservation Director.

Clear area and keep everyone away.

Take directions from the Head Ranger or designee.

If needed, notify proper authorities.

Lightning and Thunderstorms

- Adult leaders will discuss lightning protection procedures with their units after the Sunday night camp leaders meeting
- Reservation leadership will identify for campers those buildings suitable for shelter during lightning or other storm hazard conditions. Shelter buildings will be identified with a sign.
- Reservation leadership will communicate to campers lightning hazard warning signals provided by the reservation.
- A lightning hazard condition exists when reservation lightning detection devices provide warning and/or when there is less than 30 seconds between a lightning flash and the sound of thunder.
- Campers should seek protection when thunder is heard or when sky conditions appear to be threatening.
- When the reservation lightning hazard signal is issued during daylight or evening program hours, all activity areas and campsites will be evacuated and campers will proceed to nearest identified shelter. In Camp Liberty, campers' tents will be considered shelters.
- When a lightning hazard signal is issued after evening activity or bedtime, campers will remain in tents unless they are involved in an approved program or activity.
- Remain in shelters until an all clear is signaled or for 30 minutes after last sign of lightning. Camp staff will determine when a lightning hazard is past.
- Campers caught outdoors without nearby shelter should:
 - Leave high exposed areas such as ridges immediately.

Avoid solitary high trees, caves and rock overhangs.

Stay away from all kinds of metal objects such as fences, power lines, and metal tent poles.

Put down packs with metal frames and metal trekking poles.

Squat down, preferably with something such as a sleeping pad as insulation from the ground.

- At the waterfront, leave the water and bring all boats to shore at the first sign of lightning or hearing the reservation lightning hazard signal.
- Organizers and leaders of Scouting activities such as day camps, camporees, field events and other outdoor programs must provide for lightning hazard protection. Education of this protection and procedures must happen the day of arrival at the event. It is recommended that these procedures be included in activity information packet if the outdoor event or activity would happen during the thunder and lightning storms season.
- Suitable shelters or minimal risk areas shall be identified as part of the event planning. Shelter buildings will be identified with a sign.
- Weather conditions shall be monitored by radio, television, or governmental warning services when possible lightning conditions are anticipated.
- Aquatic activities should be terminated at the first sign of thunder.
- Participants should move away from tall, solitary trees and metal objects such as fences, utility lines, metal poles, etc. at first sign of lightning hazard.
- Programs should be terminated and shelter sought when less than 30 seconds elapse between visible lightning and sound of thunder.
- Participants must remain in shelter or minimal risk areas until 30 minutes after last sign of lightning,
- Use of portable lightning warning devices is recommended. These are provided for the Greater Pittsburgh Council for day camp and other activities. Sign these out with the System and Technology Director one week prior to your event.

Heightened National Security Alerts

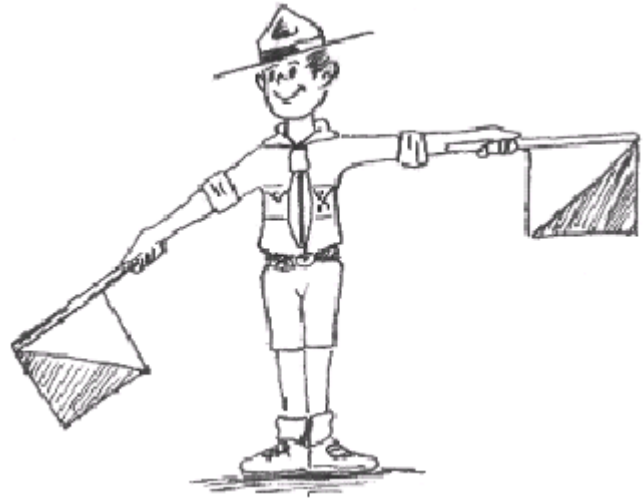
We don't want to be alarmists, but there is a lot going on in our country since the events of 9/11. The actions taken during any type of security alert will depend on the specifics of the situation. We want to assure you that Heritage Reservation will use our standard emergency plan and assemble our leaders and campers by the camp siren if necessary. In the event of an emergency we will work with local and state emergency personnel to ensure the safety of our campers. The protection of our campers and staff are our number one priority. *You can help us by insuring that you have all emergency contact information for parents and legal guardians with you when you come to camp.*

Evacuation Plan

Heritage Reservation will work with local and state agencies on the event that the camp needs to be evacuated.

EMERGENCY TELEPHONE NUMBERS

AMBULANCE/FIRE/POLICE	911 **
STATE POLICE	(724) 439-7111
WHARTON TOWNSHIP POLICE	(724) 329-8503
UNIONTOWN HOSPITAL EMERGENCY ROOM GENERAL NUMBER	(724) 430-5066 (724) 437-4531
CAMP OFFICE	(724) 329-8534
FLAG PLAZA	(412) 471-2927



****IF YOU NEED TO DIAL 911 FROM A CELL PHONE IN CAMP, PLEASE LET THE DISPATCHER KNOW THAT YOU ARE AT HERITAGE RESERVATION, 300 HERITAGE ROAD, FARMINGTON, PA. GIVE THEM THE CAMP PHONE NUMBER. NOTIFY A STAFF MEMBER IMMEDIATELY.**