

BAITING HOLLOW SCOUT CAMP PRESENTS...



Scouting Through Time

Leaders' Guide 2010



SCOUTING THROUGH TIME 2010

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www.BaitingHollowScoutCamp.org

Baiting Hollow has a lot to offer on the World Wide Web! The camp's website is full of information on program opportunities year-round. Plus, the site is continually growing, so more and more stuff continues to be added. After visiting the site if you have any suggestions as to what you would like to see posted, send an email to: webmaster@baitinghollowscoutcamp.org

Summer Camp Specific URL:

<http://www.baitinghollowscoutcamp.org>

The Summer Camp Specific portion of the camp's website has a variety of resources at your finger tips. Extra copies of this guide can be downloaded off the website as well as other important forms like the Class III Medical Health Form and the COPE Release. The workbook for Requirement Three of the Environmental Science merit badge is also available for scouts to download. Stop By! Take a Look!



April, 2010

Dear Scouters:

Welcome to Baiting Hollow Scout Camp. We have assembled a great program for the scouts and leaders of the summer of 2010. This year we will be hosting two pre-camp leaders meetings. These meetings are important to your units planning process. At these meetings we will be able to provide you with the most up to date information about the program and camp. This meeting will also give you a chance to ask any questions you might have about the summer of 2010.

May 2, 2010 1:00PM at Baiting Hollow Scout Camp

May 3, 2010 7:30PM at The Council Service Center

The leaders' guide is separated into two major divisions. The first division is an administrative guide and the second is a program guide. Within the administrative guide, you will find information on procedures, policies, fees, and the general camp schedule. The program guide contains everything you wanted to know about this summer's program, including: merit badges, competitions, awards, and program area schedules. While the administrative guide is focused more on the information leaders need to organize their unit's camping experience, the program guide is meant to help the youth leaders, in addition to the adult leaders, in planning for your unit's week of camp. To facilitate this process, we recommend that you make the program guide available to the youth leaders in your unit. Additional copies can be retrieved from the camp's webpage, <http://www.baitinghollowscoutcamp.org>

We look forward to sharing with you our long history of scouting excellence. If there is anything that we can do for you in the interim, please feel free to contact either of us. You can do so by calling the council service center at (631) 924-7000

Joshua Green
Program Director

Jim Grimaldi
Camp Director



TING THROUGH TIME 2010

ADMINISTRATIVE GUIDE

FIRST DIVISION OF THE LEADERS' GUIDE

Pages 5-21



BAITING THROUGH TIME 2010

What's New in 2010

1. **Brownsea-** The Brownsea program is now a half a day program! This will allow scouts to focus on learning the requirements up through the First Class Rank. The afternoon programs for those in the Brownsea program will be chosen from the other merit badge programs offered during those times.
2. **New Merit Badges-** We are offering a new merit badges this summer! Golf Merit Badge and American Heritage Merit Badge. The time these will be offered is in detail further into the Leader's Guide.
3. **Family Day** – We encourage all troops to utilize Family Day which runs the same day as check in day. It will be a great opportunity for parents to see the camp facilities. In addition Family Day gives your troop a day together during the summer and enjoy each others company! *Please note this is the only appropriate time for a family day.*

One Major change that many of you might not notice but has drastically changed camp operations is the renovation to the Old Scoutmasters Lounge. Old and not being used for years it was a challenge to figure out how to best utilize this room. However now with the construction of bathroom facilities it has transformed our dinning hall into a year round facility allowing diners to utilize this renovation so they do not have to leave the building during meal times. Now Baiting Hollow will be able to better meet your needs during the summer as well as year round. Be on the look out for opportunities to hold pack blue and gold and Eagle Scout court of honors at the dinning hall.



General Policy

- Quiet time must be observed in each campsite from 10:00pm to 6:00am. It is still courteous to remember others may be sleeping.
- **No Smoking** in view of any youth. This includes common camp areas and campsites.
- A Class 'A' uniform is appropriate for dinner. A Class 'B' uniform will be appropriate for all other times. A Class 'A' uniform consists of the official Boy Scout shirt worn with either the Boy Scout pants or shorts. A Class 'B' uniform consists of any scout related t-shirt, preferably a troop shirt, worn with either the Boy Scout pants or shorts. (We are hoping every scout will have several scout t-shirts to wear.)
- Two adult leaders, at least one 21 or older is required to be in camp at all times.
- Scouts will be expected to follow the Buddy System at all times.
- Troops must provide the camp with a roster of all scouts and leaders staying at camp. If a scout or leader has to leave for any reason, he or she must check out at the camp office and check back in upon return. Be sure to leave at least two scoutmasters in camp.
- All visitors are required to sign-in at the camp office, regardless of the length of their stay. They must sign out when leaving the camp as well.
- Everyone at camp, scouts, leaders, visitors and guests are required to wear the appropriate security bracelet. Individuals found in camp without a bracelet will be asked to leave.
- No flames are allowed in tents and all camp facilities are smoke free. Personal tents must have a "No Flames in Tent" sign.
- All vehicles must be parked in the parking lot unless a member of the camp's management team gives permission.
- Appropriate footwear must be worn at all times, except during certain aquatic activities.
- Campers are not permitted to be in or around staff living quarters.
- Program Closures due to inclement weather will be at the discretion of the Program Director after consultation with the Area Directors affected. A sign will be posted outside the camp office announcing the closure, what area it affects, and for how long.



TING THROUGH TIME 2010

What to Bring

Personal Gear

- | | | |
|--|--|---|
| <input type="checkbox"/> Medicines | <input type="checkbox"/> Jeans/ Long Pants | <input type="checkbox"/> Extra Batteries |
| <input type="checkbox"/> Shorts | <input type="checkbox"/> Sleeping Bag/ Blankets | <input type="checkbox"/> Water Bottle |
| <input type="checkbox"/> Sweater or Sweatshirt | <input type="checkbox"/> Water Shoes/ Old Sneakers | <input type="checkbox"/> Sunscreen |
| <input type="checkbox"/> Extra Socks / Underwear | <input type="checkbox"/> Merit Badge Material | <input type="checkbox"/> Flashlight |
| <input type="checkbox"/> Extra Scout T-shirts | <input type="checkbox"/> Poncho/ Rain Gear | <input type="checkbox"/> Scout Handbook |
| <input type="checkbox"/> Boy Scout Uniform | <input type="checkbox"/> Sturdy pair of Shoes | <input type="checkbox"/> Mosquito Netting |
| <input type="checkbox"/> Laundry Bag | <input type="checkbox"/> Pack/Duffel Bag | |
| <input type="checkbox"/> Insect Repellent
(non-aerosol) | <input type="checkbox"/> Swim Suit and Towel | |

Toiletries

- | | | |
|---|--|-------------------------------|
| <input type="checkbox"/> Soap/Shampoo (Unscented is best) | <input type="checkbox"/> Tooth Brush/ Toothpaste | <input type="checkbox"/> Comb |
| <input type="checkbox"/> Other Personal Items | <input type="checkbox"/> Washcloth | |
| <input type="checkbox"/> Bath Towel | <input type="checkbox"/> Shower Shoes | |

Optional Items

- | | | |
|---|--------------------------------------|---------------------------------|
| <input type="checkbox"/> Bible | <input type="checkbox"/> Prayer Book | <input type="checkbox"/> Pillow |
| <input type="checkbox"/> Camera/ Extra Film | | |

Patrol Gear

- | | | |
|--|--------------------------------------|---|
| <input type="checkbox"/> First Aid Kit | <input type="checkbox"/> Lantern | <input type="checkbox"/> Program Material |
| <input type="checkbox"/> Ice Chest/ Cooler | <input type="checkbox"/> Patrol Flag | |

We suggest that each item be labeled with the scout's name and Troop number. This will be helpful in returning lost items. We also strongly recommend leaving all cell phones and electronic devices at home. This allows for a truly excellent summer camp experience!



Prohibited Items

Prohibited Items:

1. Alcoholic Beverages
-Individuals found in possession of any amount of alcohol, regardless of age, will be asked to leave the camp without a refund.
2. Illegal Drugs
-Individuals found in possession of any amount of illegal drugs will be asked to leave the camp without a refund. Additionally, these individuals may be subject to criminal prosecution at the discretion of the Camp Director.
3. Unlabeled Drugs
-All prescription drugs must be in the ORIGINAL CONTAINER with the ORIGINAL LABEL as provided by the Pharmacist. All legal drugs, prescription or non-prescription are required to be kept under lock-and-key at the Health Office. The only two exceptions are for those individuals carrying Epi-pens or inhalers. Individuals, who refuse to comply, will be asked to leave without a refund.
4. Firearms
-No Personal Firearms! No exceptions!
5. Bows and Arrows
-No Personal Bows and Arrows! No exceptions!
6. Sheath Knives
-Absolutely No Sheath Knives! No exceptions!
7. Pets
- Except guide dogs pets are prohibited

Frequently Asked Questions Regarding Prohibited Items...

Question: My troop has traditionally invited parents to come out to camp one night during the week for a dinner in-site. Can we serve alcohol to the parents when they come out?

Answer: **NO!** The BSA has a very strict but simple policy regarding the presence of alcohol on properties owned by the Boy Scouts of America. The answer is NO! No exceptions!

Question: My son is taking Archery / Rifle / Shotgun merit badge and has his own bow & arrow / rifle / shotgun. Can he bring it to camp to use during the merit badge?

Answer: **NO!** All shooting sports equipment owned by the camp is maintained and tested according to the regulations set forth by the National Council. The camp is responsible for making sure that all equipment is in safe working order. NO personal equipment!



TING THROUGH TIME 2010

Hazing

Defined

Any action taken or situation created, intentionally, to produce mental or physical discomfort, embarrassment, harassment, or ridicule (adapted from www.stophazing.org).

Some Examples

It is important to note that this list is not inclusive. This list only represents selected examples.

1. Quests, Scavenger Hunts, or Treasure Hunts for meaningless objects (i.e. sending scouts out to look for cans of condensed steam, or left-handed smoke benders)
2. Morally degrading or humiliating games and activities (i.e. running someone's shorts up a flag pole)
3. Requiring only new/younger scouts to complete regular camp chores/duties (i.e. waiter duty, cleaning the campsite)
4. Any form of verbal abuse
5. Any form of an initiation for younger scouts
6. Any other activity that is not consistent with the goals, policies, or procedures of the Boy Scouts of America

Common Myths (selected)

- As long as there's no malicious intent, a little hazing should be O.K.
 - *Even if there's no malicious intent, safety may still be a factor in traditional hazing activities that are considered to be "all in good fun."*
- If someone agrees to participate in an activity, it can't be considered hazing.
 - *In states that have laws against hazing, consent of the victim can't be used as a defense in a civil suit. This is because even if someone agrees to participate in a potentially hazardous action it may not be true consent when considering the peer pressure and desire to belong to the group*

So, What Do I Do??

- Above all, use common sense. If you believe that an activity might be understood as hazing, stop it from happening.
- What if I see it happening in other units? Again, the answer is the same...stop it from proceeding! Then report the incident to the unit's leadership and a member of the camp management team.
- If you have to ask yourself, "is this activity hazing" more likely than not, it is. If after asking yourself this question, you still have no resolve, consult a member of the camp management team.
- The best way to prevent hazing in your unit is to educate your scouts on what hazing is, how it can be recognized, and what they should do if confronted with it.



Personal Health

Medical personnel staff the Health Lodge at camp 24 hours a day. Even if first aid is administered in the campsite, the incident must be reported to the camp's Health Officer. All medications, with the exception of inhalers and Epi-pens, must be kept under lock-and-key in the Health Lodge. The Health Lodge staff can handle most minor injuries. However, if further medical attention is required, the patient will be seen by the Camp Physician or will be brought to a local hospital.

It is the responsibility of the unit leaders to process all charges for medical expenses through the unit's insurance policy, to have the expenses paid by the unit leader, or to have the expenses billed to the patient's family. Baiting Hollow Scout Camp and Suffolk County Council are not responsible for the payment of medical bills. Out-of-council units are required to provide a copy of their unit accident insurance certificate.

Physical examinations are now acceptable for a period of three years. Health histories must be updated annually. If a scout has a medical form signed by a doctor, it is good for three years, as long as a parent updates the health history. Adults over age 40 must have an annual physical.

All prescription drugs must be in the **ORIGINAL CONTAINER** with the **ORIGINAL LABEL** as provided by the Pharmacist. All legal drugs, prescription or non-prescription are required to be kept under lock-and-key at the Health Office. The only two exceptions are for those individuals carrying Epi-pens or inhalers. If a parent does not want to send the entire prescription with his/her scout, he/she can pick-up an extra bottle with a copy of the original label from the Pharmacist.

Personal cleanliness is the number one item in the prevention of illness. There is no substitute for soap and hot water. Hot showers are located throughout camp. Be sure that every camper stays clean. Showers should be taken daily along with a tick inspection. Separate shower facilities are available for adult leaders 18 years of age or older. The camp staff cleans the shower facilities daily. If you find a facility dirty, please report it immediately, so we can remedy the problem.

Your Camp Commissioner will conduct daily inspections of your campsite to insure the health and safety standards are being upheld.

A non-aerosol insect repellent is recommended to reduce the likelihood of insect and tick bites. Aerosol insect repellents are extremely flammable and therefore can be dangerous. Insect netting is available for sale on a limited basis at the camp trading post.

Some areas of camp require extra caution. Parts of the trails pass through poison ivy, sticker bushes and potentially swampy areas. Please caution your scouts to utilize the Buddy System and stay on the marked trails.



T I N G T H R O U G H T I M E 2 0 1 0

Camper & Adult Fees

	Discounted <i>Paid before May 1st</i>	Regular <i>Paid After May 1st</i>
Troop Campers	\$275.00	\$295.00
Provisional Campers	\$275.00	\$295.00
Second Week Campers	\$245.00	\$270.00
Brother Discount <i>2nd or More from One Family</i>	\$25.00 discount/wk	\$25.00 discount/wk
Graduating Webelos	\$275.00 (Paid before June 1 st)	\$295.00 (Paid after June 1 st)

Additional Fees:

Open Shotgun \$25.00

# of Youth Attending	# of Free Adults	Additional Adults
1-5	0	\$50.00
5-12	2	\$50.00
13-18	3	\$50.00
19-29	4	\$50.00
30-42	5	\$50.00
43-54	6	\$50.00
54+	7	\$50.00



ENDING THROUGH TIME 2010

Weeks of Camp

Week 1	July 11th-17th
Week 2	July 18th-24th
Week 3	July 25th-31th
Week 4	August 1st-7th
Week 5	August 8th-14th

A scout has two options

(1) He can either come with his unit during one of the five weeks of Boy Scout camp

OR

- (2) He can come and stay with the provisional unit during any of the five weeks.
- The camp provides the adult and youth leadership for the provisional unit
 - A scout camping in the provisional unit can participate in all of the programs as if he was camping with his home unit

Specialty Program Weeks

**SOME PRICES DIFFER FOR
SPECIALTY CAMPS. CONSULT THE
B.H.S.C. WEBSITE**

Bike Camp	July 11-18th
Bridge Camp	August 1-8th
Aquatics Camp	August 1-8th
Eagle Camp	August 15-20th



STAYING THROUGH TIME 2010

****All Specialty Program weeks are operated as provisional units. The camp will provide both the adult and youth leadership****



Camp Facilities and Equipment

Major facilities and equipment for your camping experience are furnished at camp. Your troop is responsible for conducting a check-in inventory to be sure that everything in your site is in good condition. If something is missing, please ask that it be replaced. Be sure to check all inventories carefully before you sign the inventory form. You will then be responsible for all items on the inventory. Loss or damage to equipment will be charged to you at the end of the camp period. Note carefully any damage, which might exist when you move in. If the camp cannot replace the item, make note of it on the inventory form.

Available for your use are major program items including: pioneering gear, camp tools, and Dutch ovens. Rope is available for large lashing projects and Binder twine is available for lashing practice, making camp gadgets, and for camp crafts.

A bulletin board and a flag pole are provided for each campsite. At the minimum, units will be asked to post a current roster of those attending camp, the daily inspection checklist, and an updated fireguard chart, which will be provided to you. Other items that could be posted include: program schedules, waiter-duty schedules, advancement records, etc.... Each unit is expected to run a flag ceremony in their campsite to raise and lower the flag.

All campsites have two cots in each tent. The camp does not provide mattresses. Each individual is expected to provide his/her own ground pad and sleeping bag.

The camp is like a small city, and like any city, the camp has its share of challenges such as, water supply, sewage, garbage disposal, fire fighting, policing, food supply and housing. Latrines are designed for the disposal of human waste only. They are not garbage cans or trash disposal places. They were not designed to digest cans, foam products, bottles or greasy dishwater. Please help us keep our bathrooms in the best possible condition. During your stay, if you notice that one of our bathroom facilities is not up-to-par, please notify a member of the camp's management team.



Communication

Mailing Address:

Name, Troop #
Baiting Hollow Scout Camp
1774 Sound Avenue
Calverton, NY 11933

Phone: (631) 727-1614

Fax: (631) 727-6323

Scouts will not be permitted to use the camp business phone without his scoutmaster being present. An office manager will receive and deliver messages to scouts and leaders as necessary, during the camp's business hours (9am-9pm). Incoming calls should be of the utmost importance.

Scoutmasters in camp please be sure to check your campsite mailbox each day for your units mail and packages. Mailboxes are located at the Camp Office.

Parents are requested to leave there whereabouts with a unit leader if they plan to be away from home during their scout's week of camp. It is recommended that the Scoutmaster have the name and number of an additional contact in the case of an emergency.

We request that campers DO NOT BRING CELL PHONES.

As with any expensive electronic equipment we suggest you leave it at home. Most scoutmasters bring cell phones and the office phone is always available for emergencies.



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Check-in day

*Check-in begins at **1:00pm** on the **Sunday** of your week of camp. Units arriving early will not be permitted to check-in ahead of time. Units that will be requiring special check-in accommodations must notify the camp at least two weeks prior to scheduled arrival*

Basic Schedule

1:00

Check-in begins

- Each unit will assemble all scouts, leaders, and gear at a marked place in the athletic field. **We encourage units to arrive with as much gear as possible loaded in one vehicle. If needed a camp staff member will use a camp vehicle.**
- Each unit will send one adult leader to the camp office to check the unit in, hand in a roster, and turn over any outstanding balances.
- Trucks with gear will be permitted to unload one-by-one at the discretion of the Officer-In-Charge.
- Your staff guide will meet your unit at the athletic field.

1:30-4:45

Medical Checks & Swim Tests

- Medical re-checks will take place. All Medical forms and medications must be turned into the Health Officer at this time. **Please make sure that both a parent/guardian and the scout's physician sign all of the medical forms.**
- If any scout plans on participating in the C.O.P.E. program his parent/guardian must also fill out and sign the release found on the back of the medical form.

1:30-4:45

Camp Tour & Dining Hall Orientation

- Your staff guide will take you on a tour of camp, pointing out all program areas, main buildings, and other areas of importance. All units are required to go through a Dining Hall orientation.

4:45

Leaders' Meeting & SPL Meeting: Both at the Training Lodge

- Be sure to bring your SPL and ASPL they are the youth leadership for your troop it is important they are well informed about the weeks' events

5:50

Retreat: Parade Field

6:00

Family Dinner (see next page)

7:00

Merit Badge Sign-up Fair: (see next page)

8:30

Opening Campfire: Campfire Arena



LIVING THROUGH TIME 2010

Family Day

Check-in day at Baiting Hollow is also our Family Day. During this day parents will have the opportunity to tour the camp facilities and get a taste of all the exciting activities that Baiting Hollow has to offer. As part of Family Day all families are invited to visit camp, take the camp tour and stay for a chicken barbecue. We strongly encourage all parents to stay for the Family Day. The chicken barbecue dinner cost \$7.00 per person. Tickets can be purchased at the camp office on the day of your arrival, up until 4:00pm. There will be a flag retreat ceremony at 5:50pm and dinner will be served promptly at 6:00pm.

Parents, family members and friends then have the opportunity to leave camp before dark or stay for the opening campfire at 8:30pm. (Please leave the family pet at home)

For planning and logistical reasons this is the *only* meal that all parents are invited to come enjoy at camp. If your troop holds a parent's night at any other time please do not plan on the camp's food service to provide food for that event. (This includes Beach Party and all other meals)

Guest Meals

Visitors who are staying for one of the camp meals must notify the camp office at least one day in advance (with the exception of the Chicken Barbeque Dinner on Sunday). The prices of guest meals are as follows...

Breakfast	\$4.00
Lunch	\$5.00
Dinner	\$7.00

Merit Badge/Program Sign-up Fair

WHERE: Parade Field (Across from the Dining Hall)

WHEN: 7:00pm, Check-in day

Scouts will have the opportunity to sign-up for merit badges and/or programs that they are interested in pursuing. Please be sure your scouts have a schedule planned prior to the Sign-up Fair. This sign up is used for planning the programs for the week therefore it is important we have accurate account for the boys interest. Area Directors representing all the different program areas will be on hand to answer any questions. For programs that have limits on to how many scouts can participate, it is essential that the scout sign-up with the program area in order to participate.



TING THROUGH TIME 2010

Check-Out Day

*If your unit requires accommodations other than what is listed below,
You must notify the camp two weeks prior.*

Basic Schedule

- 7:00am** **Merit Badge Questions:** Training Center
- Each unit will have the opportunity to send a representative to iron out any problems with blue cards.
 - All Area Directors and the Program Director will be on hand to answer any questions.
- 7:50am** **Morning Flag Ceremony**
- 8:00am** **Breakfast**
- 9:00am** **Site Check-Out**
- Your staff guide will meet you at your campsite and take you through the check-out procedure
- 10 am** **Closing Ceremonies:** Parade Field
- Parents are invited and encouraged to attend our closing ceremonies.
- 11 am** **Plan to be out of Camp by this time** (We'll see you next year)
- Before you leave don't forget...
 - To Sign-up your unit for the summer of 2011
 - Pick up your copies of the camp slideshow
 - Hand-in your Leader Evaluation Survey(It is very important for us to receive your feedback in order to improve the program for coming years)



TING THROUGH TIME 2010

General Daily Schedule

The following schedule will be for all program areas with the exception of the three aquatic areas. The aquatics program will follow a modified schedule (see next page)

6:30-7:20	Early Morning Period
7:50	Morning Flag
8:00	Breakfast
9:00-9:50	Period 1
10:00-10:50	Period 2
11:00-11:50	Period 3
12:15	Lunch
1:00-1:30	Siesta
1:30-2:20	Period 4
2:30-3:20	Period 5
3:30-4:30	Open Time
4:30-5:30	Troop Time
6:15	Retreat
6:20	Dinner
7:30-8:45	Period A
10:00	Taps



Aquatics Modified Schedule

The three aquatics program areas, Swimming, Boating and the Beach will follow this schedule.

6:30-7:20	Early Morning Period
7:50	Morning Flag
8:00	Breakfast
9:00-10:20	Period 1A
10:30-11:50	Period 2A
12:15	Lunch
1:00-2:00	Siesta
2:00-3:20	Period 3A
3:30-4:30	Open Time
4:30-5:30	Open Time
6:15	Retreat
6:20	Dinner
7:30-8:45	Period A
10:00	Taps



The Camp Trading Post

The Camp Trading Post has a variety of items available for your convenience. Here is just a sampling of some of the things that you will find...

Merit Badge Pamphlets
 Basketry Kits
 Woodcarving and Leatherwork supplies
 Walking Sticks
 Medallions
 Water bottles
 Camp Shirts, Sweatshirts and Polo's
 Lighthouse Patches
 A variety of Order of the Arrow patches, sashes and pins
 Small gift items
 Mosquito Nets
 Batteries
 Flashlights
 Post cards
 And of course all the Slushies, Snacks, Ice Cream, Soda, and Candy that you will need

Hours of Operation

Sunday	1:00-5:00pm, 7:00-8:30pm
Monday	9:00am-12:00pm, 1:30-5:00pm, 7:00-9:00pm
Tuesday	9:00am-12:00pm, 1:30-5:00pm, 7:00-9:00pm
Wednesday	9:00am-12:00pm, 1:30-3:45pm, 8:00-9:00pm
Thursday	9:00am-12:00pm, 1:30-5:00pm, 7:00-9:00pm
Friday	9:00am-12:00pm, 1:30-5:00pm
Saturday	9:00am-9:30am, 10:00am-11:00am



TING THROUGH TIME 2010

PROGRAM GUIDE

SECOND DIVISION OF THE LEADERS' GUIDE

Pages 22-67



BAITING THROUGH TIME 2010

The Camp Scoutmaster

A Few DO's and DON'TS

DO...

1. Set a tone and example that will give your troop real class. Insist on manners, good fellowship, clean sportsmanship, clean fun and a clean camp.
2. Allow patrols to plan and carry out activities they developed. This is accomplished by PLC (Patrol Leader's Council) meetings prior and during camp.
3. Have enough programs to keep everyone busy, BUT...
4. Allow for and suggest some time when a scout can "go and do something with a pal."
5. Keep the OUTING in Scouting.
6. Be sure there is personal achievement, advancement possibilities and fun in the program. Counsel each scout on the appropriate number of Merit Badges he should be working on. There is more to camp than the merit badge program!
7. Keep in touch with what is happening in the unit. Get verbal reports from the Senior Patrol Leader on a daily basis.
8. Make the method succeed by expecting and helping it work.
9. Plan an after-hours program in your site during the evening.

DON'T...

1. Allow too many activities to be scheduled. Camping should be a relaxing experience.
2. Be alarmed if things happen that are not in the schedule; some circumstances warrant changes in plans.
3. Engage in activities that can be done better in town, like baseball and football.
4. Judge the success of the camp experience by the number of merit badges earned.
5. Miss out on a golden opportunity because it crops up at a time that you are too tightly scheduled to take full advantage of it.
6. Give scouts a title and leadership positions and then do all the leading yourself. You are there as an advisor and counselor.
7. Permit a camp violation, or errors in operation to persist or continue... correct it immediately. A scout camp is a training camp. Be kind, but firm when necessary.



The Camp Senior Patrol Leader

Before Camp:

1. Plan the program with your Scoutmaster by following the instructions in the Leader's Guide.
2. Call at least two (2) meetings of the Patrol Leader's Council. Use the first meeting to help you plan the program and the second to make the arrangements.
3. Make sure that each patrol has its own Patrol Flag, Patrol Yell and Patrol Cheer. Bring the patrol flags to all flag ceremonies.
4. Working with your Troop Quartermaster, check on troop equipment that will be needed and make tent assignments before you leave for camp.
5. Instruct Patrol Leaders to strive for advancement objectives for each scout in his patrol.

Check List at Camp:

1. On arrival, post on bulletin board: Advancement Charts, Troop's program for the week, FireGuard Chart, Duty Roster, Emergency Procedures.
2. Represent your Troop at the Senior Patrol Leader's Meeting (Sunday, 4:45pm, Training Lodge)
3. Conduct flag ceremonies in your own campsite.
4. After lunch, conduct a meeting of the Patrol Leader's Council to review the program for the next day.
 - a. Designate responsibility for each activity
 - b. Have Patrol Leaders report on the advancement of each scout in his patrol
 - c. Discuss the results of the morning inspection with the Patrol Leaders.
5. Follow through with all of your assignments.

REMEMBER: As the Senior Patrol Leader your leadership to the troop will directly influence the success of your troop's week at camp. Provide strong leadership at camp as you do the rest of the year.



Planning Your Troop's Program

First and Foremost... A good program is a flexible program!

Elements of a Good Program

1. Patrol Activities: The patrol method is the preferred method of Scouting. Camp provides a weeklong opportunity to make it come alive.
2. Troop Activities: A great opportunity to allow your Junior Leaders to lead and build troop spirit.
3. Camp-wide Activities: A weekly highlight; a time to make new friends and share new experiences.
4. Conservation Projects: An opportunity to leave behind a positive mark.
5. Advancement Opportunities: Every scout progressing along the Eagle trail.
6. Free Time: Time to grow, think, and enjoy the programs that interest you most.

Planning Ideas

1. Determine the activities you think the troop would enjoy.
2. Determine the need for advancement in the troop.
 - a. Rank Advancement
 - b. Merit Badges
3. Compare the troop program ideas with the existing summer camp program.

Your Camp Commissioner and Program Director is a great person to talk to if you find yourself in a bind!!



A Scout is Reverent

Religious services are a camp-wide activity; no other program will be allowed to take place during these times. Scouts and scouters are strongly encouraged to attend.

Interfaith Service

The interfaith service is a non-denominational service for all scouts and scouters. The interfaith service will take place at two times during the week

- Early Morning Interfaith Tuesday at 6:30am in the Pine Chapel.
- Wednesday evening on the beach directly following the Beach Party.

Vespers

On Friday evening at 7:30 the camp will be offering three vesper services. There will be a Protestant service, a Catholic Service, and a Jewish Service. Time and location will be announced at mealtimes.



Program Areas

Aquatics

The aquatics program consists of three program areas: the swimming area, the boating area, and the beach. All aquatics merit badges run for an hour and twenty minutes. Fishing is allowed off rowboats only during early morning programs. Whether you come down to the waterfront to play on the Blob, go sailing, or spend some time perfecting your kayak skills, you are guaranteed to have fun. Always remember to BRING A BUDDY. The aquatic staff will give swimming lessons to anyone that asks both scouts and adults.

Brownsea

Baiting Hollow's first-year camper program is a program designed to provide campers with a jump start towards the Tenderfoot through First Class Ranks, while still allowing them to participate in his own Troop's program, special events and the offered merit badges. Scouts will be formed into patrols depending on current advancement. The patrols will meet for advancement training and to prepare for the overnighiter. Sign-ups for the Brownsea program will take place at the same time as the merit badge sign-up fair.

The following rank requirements will be covered:

Scout: 4, 5, 6, 7

Tenderfoot: 3, 4a, 4b, 5, 6, 7, 9, 11

Second Class: 1a, 1b, 2b, 2c, 2d, 2e, 2f, 2g, 3, 4, 5, 7a, 7b, 7c

First Class: 1, 2, 6, 7a, 7b, 7c, 8a, 8b, 9a, 9b, 9c

Scouts must become a blue swimmer by the end of the week in order to complete the First Class swimming requirements.

Additionally, Totin' Chip and Firem'n Chit will be taught.



TING THROUGH TIME 2010

Climbing

Open climbing sessions as well as the climbing merit badge are offered to allow everyone the opportunity time on the climbing wall . Long pants are required for the Climbing Merit Badge and encouraged for free time climbing. Under no circumstances will participants be able to use personal climbing equipment.

Crafts

In the Craft Lodge you can carve a neckerchief slide, weave a basket, make leather projects or anything else you want to create. The craft center offers six merit badges, all of which are done by a walk-in policy. Some craft badges require the scout to purchase a kit and/or supplies from the Trading Post. Estimated costs are displayed under a pre-requisite.

Indian Lore

Through the Indian Lore program, scouts will have the opportunity to learn about the culture, language, beliefs, clothing styles and foods of Native American tribes. Scouts will have the option of going for the Indian Lore merit badge or participating in the area's open activities.

Island Venture

Island Venture is a unique program for older scouts. Scouts must be 14 or older in order to participate. The program will run in the afternoon from 1:30-3:30. On Monday, scouts will be broken up into patrols and will be given a "menu" of activities in which to choose from. The week's program will be decided on entirely by the scouts. There are three merit badges associated with the program, Citizenship in the Nation, Personal Fitness and Public Speaking. Scouts will have the option to choose **one** of these merit badges to work on during the week if the patrols choose to. Merit badge instruction will be handled as an independent study based on each scout's individual needs. Each patrol will also complete a major project goal during the week.

Some activities that will be available...

- Tomahawk Throwing
- Canoe / Kayak Trip Afloat
- Hiking Trip
- COPE initiative games
- Climbing
- Leave No Trace Campout
- Advanced Orienteering and Map Design
- Bridge Building Competition
- A day on the Beach
- A trip to the shotgun range*



TING THROUGH TIME 2010

Nature and Ecology

Our Nature and Ecology Center (NEC) offers fifteen merit badges. More than of any other program area. The NEC offers two conservation awards, the Baiting Hollow Naturalist and the Baiting Hollow Naturalist Troop. The NEC staff will also be available to offer nature hikes and provide fishing tips. The NEC staff in conjunction with the Scoutcraft staff will be offering a seminar on Leave No Trace. Those individuals who will be pursuing the Environmental Science merit badge are strongly recommended to download the Requirement 3 Workbook available on the camp's website. The workbook contains all of the available activities for Req. #3 of the merit badge.

Scoutcraft

Scoutcraft is full of things to do and outdoor skills to learn. At Scoutcraft you can earn Totin' Chip, Firem'n Chit, Paul Bunyan Woodsman, in addition to seven other merit badges. Some of the activities that Scoutcraft has to offer include: cooking demos, matchless fires, rope making, instructional knot tying and lashing, orienteering courses, wilderness survival tips, pioneering competitions, woodsman skills, signaling, and no utensil cooking.

Shooting Sports

In addition to Archery, Rifle and Shotgun Shooting (shooting sports camp only) merit badge, scouts can also participate in any of the open shoots. Individuals have the option of completing a variety of NRA awards at the Rifle Range and JOAD awards at the Archery Range. Any one can participate in the open shoots, but you must be 12 or older to take either the Archery or Rifle merit badge. For those interested in open Shotgun, you must be at least 13 years old and there is an additional fee of \$25.00 for the program. Open Shotgun is run on an as needed basis. Those people interested should speak with the shooting sports director on check in day.



Training

BSA Lifeguard (open to both youth and adults)(Weeklong)

This award is the highest award offered by the BSA for aquatic skills. Participants will be trained in all areas of aquatic safety and management, including both water and land rescues. Participants must attend the CPR course and pass a written exam. In order to be considered for certification, participants must have at least 30 hours under the direct supervision of the Aquatics Director.

Climb-on Safely (adults only)(Wednesday)

Climb-on Safely goes through the basic safety precautions and regulations involved with a climbing program in the Boy Scouts of America. Leaders wishing to develop a climbing program for their unit are required to attain this certification.

C.P.R. (open to both youth and adults)(Tuesday)

Open to both scouts and leaders, this course taught by an American Red Cross Instructor, will satisfy the CPR requirement associated with all Aquatics merit badges, the BSA Lifeguard award, the First Aid merit badge and the related rank advancements. Although this course is taught by a American Red Cross Instructor it is not an American Red Cross Certification. If you have older scouts or adult leaders who need this certification please see the program director at the beginning of the week.

Leave No Trace Awareness Certificate (open to both youth and adults)(Wednesday)

Leave No Trace as awarded by the BSA cannot be earned entirely at camp as participants are required to attend three separate camping experiences after completion of the original training. Our Scoutcraft and Nature/Ecology staffs team up to present the basics of the Outdoor Code and start you on your way to achieving the full award. Upon completion of the seminar, participants will receive a certificate.

This is Scouting (adults only)(Thursday)

This is intended as a quick start to the Boy Scout program for new leaders. It is a crash course into Scouting Policy and Program and is a good precursor to the Leader's Specific Training courses offered by council.



TRAINING THROUGH TIME 2010

Safe Swim Defense / Safety Afloat (adults only)(Monday)

As with Climb-on Safely, Safe Swim Defense and Safety Afloat are required of unit leaders before they can pursue an aquatics program for their unit out-of-camp. Both courses cover the basic safety principles set in place by the BSA for all swimming and watercraft activities.

Trek-on Safely (adults only)(Monday)

Trek-on Safely is designed to introduce leaders to the basic safety principles and procedures set forth by the BSA for all high adventure activities. This training is not yet required of unit leaders taking their unit on high adventure activities, but may be so in the future.

Youth Protection (adults only)(Tuesday)

An essential part of the Boy Scout program, youth protection training is required of all unit leaders. The training covers the philosophy of two-deep leadership and other necessary precautions for the protection of all youth. This training must be renewed every two years! Camp is a great time for a refresher course.

Days are subject to change before camp, please call the camp office at (631) 727-1614 in the beginning of the season to check for updates if you are planning to have any Leaders not staying at camp attend.

Unit Leader Activities

This is a list of activities, a schedule for these activities will be provided upon your arrival.

Scoutmaster Archery Competition
 Scoutmaster Rifle Competition
 Chili Cook-Off
 Horseshoes and Bocce Ball (By request)
 Guided Hike (Rounds with the Program Director)
 Scoutmaster Dinner and Brunch

Additionally, the Management Team will sponsor a daily “Mugs-up”, Monday thru Friday, with the adult leaders to check on the progress of each unit’s week of camp. The daily Mug-ups will take place on the Dining Hall Porch directly following Breakfast. The Mugs-up will be with the Program Director or other member of the Management team. Coffee will be available.



TING THROUGH TIME 2010

Sons of Daniel Boone Scouter’s Award

This award is open only to adult unit leaders. To qualify, adult leaders must meet the following requirements and turn in the completed form to the camp office no later than 12 noon on Friday.

1. Introduce yourself to the following people:

Camp Director:	_____	Program Director	_____
Camp Commissioner	_____	Health Officer	_____
Aquatics Director	_____	Browsea Director	_____
COPE/Climbing Director	_____	Crafts Director	_____
Head Cook	_____	Nature and Ecology Director	_____
Scoutcraft Director	_____	Shooting Sports Director	_____
Trading Post Manager	_____	Island Venture Director	_____
Scout Master from another troop	_____		

2. Attend one of the daily “Mug-ups” directly following breakfast and the Guided Hike

Program Director: _____ (“Mugs Ups”)

Program Director: _____ (Guided Hike)

3. Be **currently** certified in Youth Protection, Safe Swim Defense, Safety Afloat, Climb-on Safely, and Trek-on Safely

Camp Commissioner: _____

4. Discuss with your Camp Commissioner your unit’s year-round program.

Camp Commissioner: _____

5. Discuss with either, the Camp Director, the Program Director or Camp Commissioner improvements that you would like to see put in place for future years.

CD, PD, or CC : _____

6. Provide strong leadership to your troop by encouraging the patrol method and making use of your junior leaders in planning and carrying out troop activities while at camp.

Camp Commissioner: _____

7. Participate in both Scoutmasters’ Shoots.

Archery _____

Rifle _____

8. Perform a small camp improvement project

Camp Director: _____

Approved:

Camp Commissioner: _____



TING THROUGH TIME 2010

Youth Awards

BSA Lifeguard

This award is the highest aquatic award offered by the BSA. Participants will be trained in all areas of aquatic safety and management, including both water and land rescues. Participants must attend the CPR course and pass a written exam. In order to be considered for certification, participants must have at least 30 hours under the direct supervision of the Aquatics Director.

Scuba BSA

We are excited to have the Scuba BSA award here at Baiting Hollow Scout camp. This course and award will teach scouts the proper and safe procedures for Scuba diving. It will be run by certified instructors. It is offered Monday Afternoon, expect to spend half a day at the beach.

C.P.R.

Open to both scouts and leaders, this course taught by an American Red Cross Instructor, will satisfy the C.P.R. requirement associated with all Aquatics merit badges, the BSA Lifeguard award, the First Aid merit badge and the related rank requirements.

Firem'n Chit

The Firem'n Chit award teaches basic fire safety and the importance of the Outdoor Code. Firem'n Chit can be earned at Scoutcraft.

Leave No Trace Awareness Certificate

Leave No Trace as awarded by the BSA cannot be earned entirely at camp as participants are required to attend three separate camping experiences after completion the original training. Our Scoutcraft and Nature/Ecology staffs team up to present the basics of the Outdoor Code and start you on your way to achieving the full award. Upon completion of the seminar, participants will receive a certificate.

Mile Swim BSA

The Mile Swim will be offered as part of the scheduled aquatics program during Period 2A at the Swimming Area. Scouts will have the opportunity to develop their distance swimming skills in preparation for swimming the full mile at the end of the week.

Paul Bunyan Woodsman

The Paul Bunyan Woodsman Award takes the Totin' Chip Award to the next level. Participants will be required to show proficiency in woodworking skills and will be required to carry out a small service project.



TING THROUGH TIME 2010

Snorkeling BSA

Designed to introduce scouts to the basic techniques of snorkeling, this course is offered alongside SCUBA BSA on Monday Afternoons.

Totin' Chip

The Totin' Chip award is required of all scouts before they are allowed to use any wood tools. The course is designed to introduce scouts to the basic woodworking skills in addition to the necessary safety precautions.

World Conservation Award

A scout can earn the World Conservation Award by earning, Environmental Science merit badge, either Soil and Water Conservation or Fish and Wildlife Management merit badge, and Citizenship in the World merit badge. Applications for the award are available at the Nature/Ecology Center.

Baiting Hollow Program Awards

Again this year Baiting Hollow is happy to offer four area awards. The Muskrat award in Aquatics, the Eagle eye Award in Shooting Sports, the Outdoor Skills Award in Scoutcraft, and the Baiting Hollow Naturalist in Nature. Each award takes extensive time and effort on part of the scout. These awards are designed for older scouts, although open for everyone. Talk to the respective area directors or Program Director by Monday afternoon.



Baden Powell Honor Patrol

In order to qualify for the award, a patrol must complete 8 of the possible 10 items and the approved form must be turned in to the Camp Office no later than 12 noon on Friday.

Patrol Name: _____

Troop #: _____

Completed

Patrol Name: To be decided upon by the patrol.

Patrol Yell: Original and related to the patrol.

Patrol Call: A few words or sounds that can be used by patrol members for recognition.

Spirit: Does the Patrol stick together? Does it use its call and yell?
Does it carry its flag?

Flag: Handmade by the patrol (Should be used at camp flag ceremonies and other camp wide events)

Slide: Handmade neckerchief slide made by the patrol (they must wear it thought out the week)

Cooperation: Does the patrol cooperate with Troop leadership, their Patrol Leader, and among themselves.

Advancement: Each member must either advance one rank or earn one merit badge.

Participation: Does the Patrol enter activities? Does it work with the staff and follow program.

Project: A small camp service project selected by the patrol and approved by the Nature and Ecology Director or Camp Commissioner.

Approved

Senior Patrol Leader: _____

Scoutmaster: _____

Camp Commissioner: _____



TING THROUGH TIME 2010

Ernest Thompson Seton Honor Troop

Qualifying as an "Honor Troop" is a high honor. It means that the Troop has proven itself to be a good camping unit. To qualify, a troop must consist of at least one patrol in camp and be under its own leadership. The troop must also meet the following requirements.

Have a short Meeting with-in the first 24 hours with the Camp Commissioner to discuss the Honor Troop Requirement. Camp Commissioner: _____

_____ **Advancement:** The unit sets its own objectives. Ninety percent of all objectives must be accomplished during the week.

_____ **Gateway:** Create a gateway that demonstrates skill in lashing and knot tying.

_____ **Patrol Areas:** Each Patrol must maintain the highest standards of conduct and maintain the cleanliness of their dining table. Each troop must also earn the outstanding campsite award.

_____ **Program:** A well-developed program planned in advance of camp at a Troop Leaders' Council meeting. A copy of this program must be posted on the campsite bulletin board by 12 noon on Monday. It should include the following:

1. Advancement Objectives
2. Program: Listing of what merit badges each scout is taking and the Troop activities they will be participating in.

_____ **Camp-wide Games:** The troop must participate in all camp-wide activities.

_____ **Honor Patrol:** The Baden Powell Honor Patrol award must be earned by all patrols present at camp. A patrol must include a minimum of four regular, registered scouts.

_____ **Health:** All cases of illness or injury are reported to the Health Officer immediately.

_____ **Promptness:** Anticipate the schedule and be on time for all meals, flags and activities.

_____ **Scout Spirit:** During each week, each troop member must live up to the high ideals of the Scout Oath, Law, Motto and Slogan. Each patrol must attend *both the interfaith service and a vespers service.*

_____ **Adults:** Each adult troop leader must be certified in Youth Protection and at least one adult must be certified in Safe Swim Defense, Safety Afloat, Climb-on Safely and Trek-on Safely.

_____ **Application:** To qualify, this completed application must be signed below and the Camp Commissioner must initial each requirement. The approved application is due in to the Camp Office *no later than 12 noon on Friday.*

Approved

Senior Patrol Leader: _____

Scoutmaster: _____

Camp Commissioner: _____



Outstanding Campsite Award

The Outstanding Campsite Award will be awarded to all troops that achieve the campsite inspection goals on each of their daily campsite inspections. The Outstanding Campsite Award is a requirement for the Ernest Thompson Seton Honor Troop Award.

Inspection Criteria

Your Camp Commissioner will be around to your campsite on a daily basis to check on the following:

- 1) Cleanliness of living areas
- 2) Cleanliness of assigned trail
- 3) Cleanliness of fire pit area
- 4) Proper safety precautions (i.e. filled fire buckets)
- 5) Proper postings on Bulletin Board (i.e. Fireguard Chart, Troop Roster, etc...)

Quality Standard Goals:

Monday	20 Quality Points
Tuesday	21 Quality Points
Wednesday	22 Quality Points
Thursday	24 Quality Points
Friday	25 Quality Points (100%)

Each day the campsite Quality Inspection standard increase. We want to encourage improvement and make goals attainable for all scouts.

A copy of the complete inspection sheet used by the commissioners will be made available to you upon your arrival.



TING THROUGH TIME 2010

Nature Scavenger Hunt

In order to win the nature scavenger hunt a troop must earn as many points as possible and have each item initialed by a nature / ecology staff member. **NO MAMMALS!!** A troop that **harms or injures an animal is disqualified.** The Troop with the highest number of points at the end of the week will win. In order to qualify, this form must be turned in by 12 noon on Friday.

Camp Site: _____

Troop #: _____

100 Pine Cone _____

100 Deer Tracks _____

100 An Ant _____

100 A Toad _____

100 Worm _____

100 A Pine Needle _____

100 Acorn _____

100 Grass _____

100 Berry _____

100 Caterpillar _____

100 Feather _____

100 Frog _____

100 Moss _____

100 10 Pieces of Litter _____

100 Clover _____

100 Smooth Rock _____

100 A flower _____

100 Animal Foot Print _____

100 A snail _____

200 A box turtle shell _____

100 A seed _____

400 A muskrat _____

100 A spider web _____

100 A mosquito _____

100 A mushroom or fungus _____

100 3 different kinds of rocks _____

TOTAL POINTS: _____

Approved

Nature and Ecology Director: _____

Program Director: _____

Baiting Hollow Naturalist

This award is for individual scouts. In order to qualify, a scout must satisfy the following requirements. A member of the Nature / Ecology staff must initial each requirement. The approved form must be turned into the Nature and Ecology Center by 12 noon on Friday.

1. _____ Earn or have earned the Environmental Science merit badge
2. _____ Earn or have earned either the Soil and Water Conservation merit badge or the Fish and Wildlife Management merit badge
3. _____ Know and recite the Outdoor Code from memory
4. _____ Share with another scout your understanding and knowledge of the Environmental Science merit badge pamphlet
5. _____ Talk to the Nature/Ecology Director about how you as a scout can help in conservation efforts.

Approved:

Scout's Name: _____

Troop: _____

Site: _____

Nature/Ecology Director: _____

Program Director: _____

Baiting Hollow Outdoor Skills Award

This award is for individual scouts. In order to qualify, a scout must satisfy the following requirements. A member of the Scoutcraft staff must initial each requirement. This form must be turned into the Scoutcraft Director by 12 noon on Friday.

Learn the following knots:

___ *Square Knot* ___ *Bowline* ___ *Sheet Bend*
___ *Timber Hitch* ___ *Clove Hitch*

Learn two of the following lashes:

___ *Square Lash* ___ *Diagonal Lash* ___ *Tripod Lash* ___ *Round Lash*

Learn two of the following:

___ *Eye Splice* ___ *Back Splice* ___ *Short Splice*

Complete the following:

___ *One Orienteering Course* ___ *CPR Training*
___ *Cook a meal over an open flame using the proper steps and procedures for cooking a meal over an open fire*

Explain the following:

___ *The difference between Inner and Outer Frame Packs*

Set up the following Tents:

___ *A-Frame* ___ *Dome* ___ *Wall Tent*

Teach:

___ *Assist the Scoutcraft staff in teaching a Totin' Chip or Firem'n Chit course*

Create:

___ *A pioneering project approved by the Scoutcraft Director*

Approved:

Scout's Name: _____

Troop: _____

Site: _____

Scoutcraft Director: _____

Program Director: _____

Baiting Hollow Muskrat Award

This award is for individual scouts. In order to qualify, a scout must satisfy the following requirements. A member of the Waterfront staff must initial each requirement. This form must be turned into the Waterfront Director by 12 noon on Friday.

Complete English Gates Course in one of the following:

Rowboat Canoe Kayak

Complete the Following:

Swimming Merit Badge CPR Course

Perform:

Dock Landing with Rowboat Use proper Mooring Hitch

Participate in the following:

Polar bear swim

With Snorkeling Equipment:

Show Proper fit of equipment

Explain use of snorkeling equipment in search and rescue

Demonstrate procedures

Do the following:

Build a "sweet" sand castle at the beach party to be judged by the Waterfront Director.

Successfully clear a target with a ring buoy keeping the rope taut before the buoy hits the water.

Approved:

Scout's Name: _____

Troop: _____

Site: _____

Waterfront Director: _____

Program Director: _____

Baiting Hollow Eagle Eye

This award is for individual scouts. In order to qualify, a scout must satisfy the following requirements. A member of the Shooting Sports Staff must initial each requirement. This form must be turned into the Shooting Sports Director by 12 noon on Friday.

Earn The Following Merit Badges:

___ *Rifle Merit Badge*

___ *Archery Merit Badge*

Earn one of the following:

___ *USA Jr. Team – Rifle*

___ *USA Jr. Team – Air Rifle*

Earn the following Awards:

___ *Sports Shooting Award Marksmen*

___ *Black Powder Award*

Earn the following:

___ *JOAD (Junior Olympic Archery Development)*

Approved:

Scout's Name: _____

Troop: _____

Site: _____

Shooting Sports Director: _____

Program Director: _____

Baiting Hollow Naturalist Troop

This award is for a troop. Qualifying for the award means that the Troop has proven itself to be a good camping unit while putting into practice the practices of environmental conservation. To

qualify, a troop must meet the following requirements. Each requirement must be initialed by a member of the Nature/Ecology staff. The completed form is due into the Nature/Ecology Center by 12 Noon on Friday

1. _____ Have at least **one** leader in camp that has earned the camp's **Leave No Trace Awareness Certificate**
2. _____ Each patrol must come up with **one** way in which the troop can better follow the Outdoor Code and present this idea to the adult and youth leaders. The ideas presented must be written down and handed into the Nature/Ecology Center
3. _____ Have at least **one** scout in the troop earn the **World Conservation Award**
4. _____ Participate in the Nature Scavenger Hunt
5. _____ Have the SPL and ASPL from your troop discuss with either the Nature/Ecology Director or the Program Director improvements that you would like to see put in place for future years at the Nature/Ecology Center.
6. _____ Participate in a **Conservation Project** approved by the Nature/Ecology Director
7. _____ Each Patrol Leader must show strong leadership to his patrol by encouraging the importance of Conservation and keeping the camp clean.
8. _____ Have at least **two** scouts earn any Nature/Ecology merit badge

Approved:

Nature/Ecology Director: _____

Program Director: _____

Troop: _____

Chili Cook-Off

Official Rules:

1. Contest is open to all Scoutmasters, Assistant Scoutmasters and Unit Leaders.
2. No more than 2 entries per troop will be allowed.
3. Troop is responsible for supplying the ingredients. Based on availability the camp may be able to provide you with certain utensils.
4. Chili will be judged on:
 - a. Presentation
 - b. Spiciness
 - c. Overall Taste
 - d. Originality
 - e. Name Given
5. Have your prize-winning chili ready at 4:30 Thursday Afternoon on the Dining Hall porch.



Egg Drop

Official Rules:

1. Participants must have fun.

2. Participants must design and build a device that will protect an egg from a drop off our 40-foot climbing tower.
3. The device must be built out of the materials that are provided. The camp will provide a kit full of materials for each patrol that is interested in participating. Each kit will be identical in composition. **Each troop may bring one item with them to contribute to their kit. This item will be approved by the Craft Director before being used in the construction of the kit.**
4. Devices will be judged on the following criteria:
 - a. Originality of design
 - b. Success of design
5. All decisions of the judges are final.
6. Have your device ready 4:30pm Thursday Afternoon.

Floating Time Machines

Official Rules:

1. Troops must design and construct a boat with a time travel theme or appearance.
2. All boat building must be done at camp.
3. Any material or item that may be considered hazardous cannot be used. Any questions if the material is hazardous please ask.
4. Troops may use any paddle they wish, homemade or store-bought.
5. Troops must be able to demonstrate that the ship can float and hold a minimum of one person inside while competing in a short regatta. No more than two participants will be allowed on each boat.
6. Camp equipment can not be used in the construction of your pirate ship. (Items such camp owed cots, tents, coolers etc. are not permissible)
7. Entries will be judged on the following criteria:
 - a. Originality of design
 - b. Use of materials
 - c. Ability to float and carry weight
 - d. Success in Regatta
8. **All decisions of the judges are final**

Merit Badge Offerings

Aquatics: Canoeing, Rowing, Lifesaving, Motorboating, Small Boat Sailing and Swimming

Climbing: Climbing

Crafts: Art, Basketry, Leatherwork, Pottery, Sculpture, Woodcarving and Indian Lore

Island Venture: Citizenship in the Nation, Personal Fitness and Public Speaking

Nature and Ecology: Astronomy, Bird Study, Energy, Environmental Science, Fish and Wildlife Management, Fishing, Forestry, Geology, Mammal Study, Nature, Oceanography, Reptile and Amphibian Study, Soil and Water Conservation, Space Exploration, and Weather

Scoutcraft: Camping, Cooking, Cycling (only during Bike Camp), Emergency Preparedness, First Aid, Orienteering, Pioneering and Wilderness Survival

Shooting Sports: Archery and Rifle (Shotgun during Shooting Sports Camp)

Misc: Golf and American Heritage

Merit Badge Notes

Merit Badge Cards

Units will be responsible for providing their own blue cards. Please try to have all merit badge cards completed, including unit leader signatures, before coming to camp. Blue cards must be presented to the counselor during the first session of a merit badge. The Provisional Scoutmaster may sign blue cards for scouts in the Provisional Unit. Most Merit Badge cards will be returned Friday night before dinner. The remainder of the cards are available at 7:00am in the Training Center. At this time Scout Masters can also iron out any problems with blue cards. All area directors and the program director will be available at this time.

Merit Badge Counselors

All merit badge counselors are qualified members of the camp staff under direct supervision of the Program Director. Recognized merit badge counselors at camp may not necessarily be recognized counselors in the community, but all are fully qualified instructors in their fields and are approved by the Council Advancement Committee.

Merit Badge Requirements

At no time will any member of the camp staff waive a requirement. Camp conditions may require the limitation of optional requirements. In order to receive a successful completion, a scout must complete all the requirements published in the most updated version of each merit badge pamphlet. Requirements cannot be waived or grandfathered.

Partial Completions

If a scout has completed only part of the requirements for a merit badge, he will be given a "Partial." A partial completion on a blue card states which requirements have been completed. This form will be valid until the scout's eighteenth birthday and will be honored at camp and at home. However, it is important to note that any counselor has the right to re-test or ask for proof that the scout has indeed successfully completed the requirements for which he was signed off.

"By Appointment"

If a badge is offered, "By Appointment" it is the responsibility of the scout to make contact with the merit badge counselor. In essence, the badges will be treated as an independent study.

Progressive Programming

What is Progressive Programming?

Progressive programming is a philosophy that asserts that scouting programs should be age appropriate. Progressive programming also tells us that we should have “something for everyone.” Only when programs are age appropriate can scouts reap the full benefits of what the program has to offer.

How does it fit into Baiting Hollow’s Program?

In incorporating the ideas of progressive programming, there will be certain merit badges and activities that will have an age requirement. We ask for your assistance in enforcing the following age requirements.

Progressive Programs

<u>Age Requirement</u>	<u>Program</u>
12 years old	Archery*, Climbing*, Environmental Science, Lifesaving, Rifle*, Wilderness Survival
13 years old	Shotgun (during shooting sports camp)
14 years old	BSA Lifeguard, Island Venture Program, C.I.T. Corps
15 years old	Eligible for a staff position
16 years old	Motorboating (or have Safe Boater’s License)

** Individuals who do not meet the age requirement can participate in Troop and Open Activities in that program but they cannot enroll in the merit badge class.*

Merit Badge Pre-Requisites

The camp staff takes pride in the fact that any merit badge awarded at camp was fulfilled as intended. *No merit badge requirements will be waived or changed due to the camp setting.* In other words, every requirement must be met, including those that cannot be done at camp.

Some requirements are simply impossible to accomplish at camp, while others are difficult and time consuming and a few are better off done before coming to camp. Requirements listed as pre-requisites will *not* be covered during the weekly merit badge sessions. However, the camp staff will be more than happy to assist scouts with these requirements during available times.

No scout should come to camp without knowing beforehand what merit badges he plans to take, what the requirements are and which requirements should be prepared before coming to camp. ***BE PREPARED!***

To satisfy that a pre-requisite has been successfully completed, the scout must demonstrate evidence of such or provide the counselor with a signed note from his Scoutmaster. The note *must* include: the name of the merit badge, the requirements completed, a description of how the scout satisfied the requirements and the scout's name.

Scouts that turn in a merit badge card and satisfy some, but not all, of the merit badge's requirements will receive a partial completion from the counselor. Partial completions are valid until the scout's eighteenth birthday and will be honored both at camp and at home.

Merit Badge Difficulty:

Make sure that your scouts do not take merit badges that may be too difficult for them. Please refer to the suggested levels of difficulty for each badge on the following pages when assisting scouts plan out their program.

Aquatics

Badge	Pre-Requisites & Notes	Difficulty
Swimming	Blue Swimmer Bring long sleeve shirt and pair of pants for inflation	Medium
Lifesaving	Blue Swimmer, Swimming MB highly recommended. Age Requirement: Must be 12 or older	Medium
Canoeing	Blue Swimmer	Medium
Rowing	Blue Swimmer	Medium
Small Boat Sailing	Blue Swimmer	Medium
Motorboating	Blue Swimmer, Must be 16 or older OR have a Safe Boater's License Availability may be affected by the weather and water conditions.	Medium

COPE & Climbing

Badge	Pre-Requisites & Notes	Difficulty
Climbing	Age Requirement: Must be 12 or older	Medium

****The Challenge Course is open any time that program is running. An adult leader must supervise the activity. The camp will not provide supervision****

Crafts

Badge	Pre-Requisites & Notes	Difficulty
Art	NONE	Easy
Basketry	\$20.00 for supplies (prices as of the printing, may vary)	Easy
Leatherwork	\$18.00 for supplies (pricing as of this printing, may vary)	Medium
Pottery	NONE	Medium
Sculpture	NONE	Easy
Woodcarving	\$10.00 for supplies, Must have Totin' Chip (prices as of this printing)	Medium

Indian Lore

Badge	Pre-Requisites & Notes	Difficulty
Indian Lore	NONE	Medium

Island Venture

Badge	Pre-Requisites & Notes	Difficulty
Citizenship in the Nation	Req. #4 Must be enrolled in Island Venture Program	Medium
Personal Fitness	Req. #1a, 1b, 6, 7, 8 Must be enrolled in Island Venture Program	Medium
Public Speaking	NONE Must be enrolled in Island Venture Program	Medium

**These merit badges are only offered through Island Venture.*

*** Island Venture scouts should have a COPE wavier signed*

Nature and Ecology Center

Badge	Pre-Requisites & Notes	Difficulty
Astronomy	Req. # 6, & 7	Hard
Bird Study	Req. # 5, 6, 7	Hard
Energy	Req. # 4, &6	Medium
Environmental Science	Very Time Consuming, Req. # 3c, 3f Age Requirement: Must be 12 or older	Very Hard
Fish and Wildlife Management	Req. # 5, 7	Medium
Fishing	Req. # 7, Must have own gear, Must have earned Totin' Chip to fillet a fish.	Medium
Forestry	Req. # 5, 7	Medium
Geology	NONE	Medium
Mammal Study	NONE	Easy
Nature	NONE	Medium
Oceanography	Requests that req. #7	Medium
Reptile and Amphibian Study	Req. #8 & 9	Easy
Soil and Water Conservation	NONE	Easy
Space Exploration	\$10.00 for supplies (May be cheaper depending on purveyor)	Medium
Weather	NONE	Medium

Scoutcraft

Badge	Pre-Requisites & Notes	Difficulty
Camping	Req. # 1b5, 5e, 7, 8c, 9a, 9b	Medium
Cooking	Good idea to start menus ahead of time, Req. # 3, 4, 7	Medium
Cycling	Available upon request, Req. # 6, 8, 9	Hard
Emergency Preparedness	Req. # 8	Medium
First Aid	Req. #2b	Easy
Orienteering	Bring compass if you have one, Req. # 7	Medium
Pioneering	Req. # 6, 7	Medium
Wilderness Survival	Req. #5, camping experience helpful. Age Requirement: Must be 12 or older	Medium

Shooting Sports

Badge	Pre-Requisites & Notes	Difficulty
Archery	Time Consuming No more than 8 will be allowed to sign-up for any given time slot Age Requirement: Must be 12 or older	Hard
Rifle Shooting	Time Consuming No more than 8 will be allowed to sign-up for any given time slot Age Requirement: Must be 12 or older	Medium

Master Schedule

The Time a merit badge is offered is marked with an "X"

Merit Badge	Period 1 9:00-9:50	Period 2 10:00-10:50	Period 3 11:00-11:50	Period 4 1:30-2:20	Period 5 2:30-3:20
Archery	X		X	X	
Art	Crafts Center is Open	Crafts Center is Open	Crafts Center is Open	Crafts Center is Open	Crafts Center is Open
Astronomy	Available During Period B, 8:30-9:30				
American Heritage	Available During Period B, 8:30-9:30				
Basic Kayaking <i>Not a merit badge</i>			X		
Basketry	Available Any Time Crafts Center is Open				
Black Powder Class				X	
Bird Study	By Appointment				
Camping	X	X			X
Canoeing			X		X
Citizenship in the Nation	Available only through Island Venture Program				
Climbing	X	X	X	X	X
Cooking			X	X	
Cycling	Available only during Bike Camp				
Emergency Preparedness		X		X	
Energy	By Appointment				
Environmental Science	X		X		
Firem'n Chit <i>Not a merit badge</i>	By Appointment				
First Aid	X				X
Fish and Wildlife Management	X				X
Fishing	By Appointment				
Forestry	By Appointment				
Geology		X			

Golf				X	X
Indian Lore		X	X	X	
Leatherwork	Crafts Center is Open	Crafts Center is Open	Crafts Center is Open	Crafts Center is Open	Crafts Center is Open
Lifesaving	X		X		
Mammal Study				X	
Mountain Man <i>Not a Merit Badge</i>					X
Mile Swim BSA <i>Not a merit badge</i>			X		
Nature	X				
Motor boating	X				
Oceanography					X
Orienteering	X		X		
P.B. Woodsman <i>Not a merit badge</i>	By Appointment				
Personal Fitness	Available only through Island Venture Program				
Pioneering		X	X		
Pottery	Crafts Center is Open	Crafts Center is Open	Crafts Center is Open	Crafts Center is Open	Crafts Center is Open
Public Speaking	Available only through Island Venture Program				
Reptile and Amphibian Study					X
Rifle Shooting		X	X		
Rowing	X				X
Scuba BSA					X
Sculpture	Crafts Center is Open	Crafts Center is Open	Crafts Center is Open	Crafts Center is Open	Crafts Center is Open
Shotgun Shooting	Shooting Sports Camp Only				
Small Boat Sailing	X		X		
Snorkeling BSA <i>Not a merit badge</i>					X
Soil and Water Conservation		X	X		
Space Exploration			X		X

Swimming	X				X
Totin' Chip <i>Not a merit badge</i>	By Appointment				
Weather		X			
Wilderness Survival				X	X
Woodcarving	Crafts Center is Open	Crafts Center is Open	Crafts Center is Open	Crafts Center is Open	Crafts Center is Open

Schedule by Area

Aquatics: Swimming

Time	Monday	Tuesday	Wednesday	Thursday	Friday
Period 1A 9:00-10:20	Swimming Lifesaving	Swimming Lifesaving	Swimming Lifesaving	Swimming Lifesaving	Swimming Lifesaving
Period 2A 10:30-11:50	Lifesaving Mile Swim BSA	Lifesaving Mile Swim BSA	Lifesaving Mile Swim BSA	Lifesaving Mile Swim BSA	Lifesaving Mile Swim BSA
Period 3A 2:00-3:20	Swimming Swimming	Swimming Swimming	Swimming Swimming	Swimming Swimming	Lunch in-site <i>12:15-2:00</i> Camp Wide Game <i>2:00-5:30</i>
Open Time 3:30-4:30	Open Time	Open Time	Beach Party at 4:00	Open Time	
Troop Time 4:30-5:30	Open Time	Open Time	Closed Due to Beach Party	Open Time	

Aquatics: Boating

Time	Monday	Tuesday	Wednesday	Thursday	Friday
Period 1A 9:00-10:20	S.B. Sailing Rowing	S.B. Sailing Rowing	S.B. Sailing Rowing	S.B. Sailing Rowing	S.B. Sailing Rowing
Period 2A 10:30-11:50	S.B. Sailing Canoeing Basic Kayaking	S.B. Sailing Canoeing Basic Kayaking	S.B. Sailing Canoeing Basic Kayaking	S.B. Sailing Canoeing Basic Kayaking	S.B. Sailing Canoeing Basic Kayaking
Period 3A 2:00-3:20	Canoeing Rowing	Canoeing Rowing	Canoeing Rowing	Canoeing Rowing	Lunch in-site <i>12:15-2:00</i> Camp Wide Game <i>2:00-5:30</i>
Open Time 3:30-4:30	Open Time	Open Time	Beach Party at 4:00	Open Time	
Open Time 4:30-5:30	Open Time	Open Time	Closed Due to Beach Party	Open Time	

Aquatics: Beach*

Time	Monday	Tuesday	Wednesday	Thursday	Friday
Period 1A 9:00-10:20	Motorboating	Motorboating	Motorboating	Motorboating	Motorboating
Period 2A 10:30-11:50	N/A	N/A	N/A	N/A	N/A
Period 3A 2:00-3:20	N/A	N/A	N/A	N/A	Lunch in-site <i>12:15-2:00</i> Camp Wide Game <i>2:00-5:30</i>
Open Time 3:30-4:30	Open Time	Open Time	Beach Party at 4:00	Open Time	
Troop Time 4:30-5:30	Open Time	Open Time	You'll already be at the Beach Party!	Open Time	

*- Location may change at the discretion of the Waterfront or Program Director. If you wish to use the beach during open time please inform the Waterfront Director

Monday Afternoon Scuba BSA and Snorkeling BSA will be offered. Note that there is a \$30 charge for this program and it will take up the entire afternoon.

Brownsea Island

Time	Monday	Tuesday	Wednesday	Thursday	Friday
Session #1 9:00-11:50	3 Hour Program	3 Hour Program	3 Hour Program	3 Hour Program	3 Hour Program
Session #2 1:00-3:20	To be filled with Scout's chosen program	To be filled with Scout's chosen program	To be filled with Scout's chosen program	To be filled with Scout's chosen program	Lunch in-site <i>12:15-2:00</i> Camp Wide Game <i>2:00-5:30</i>

Optional Overnighter: Thursday into Friday

- Depart Brownsea Island at 4:00 pm. Thursday Afternoon
- Return to Campsite by 7:00 Wednesday Morning

Climbing

Time	Monday	Tuesday	Wednesday	Thursday	Friday
Period 1 9:00-9:50	Climbing	Climbing	Climbing	Climbing	Climbing
Period 2 10:00-10:50	Climbing	Climbing	Climbing	Climbing	Climbing
Period 3 11:00-11:50	Open Time	Open Time	Open Time	Open Time	Open Time
Period 4 1:30-2:20	Climbing	Climbing	Climbing	Climbing	Lunch in-site <i>12:15-2:00</i> Camp Wide Game <i>2:00-5:30</i>
Period 5 2:30-3:20	Climbing Practice	Climbing Practice	Climbing Practice	Climbing Practice	
Open Time 3:30-4:30	Open Time	Open Time	Beach Party at 4:00	Open Time	
Troop Time 4:30-5:30	Troop Time	Troop Time	Closed Due to Beach Party	Troop Time	

Crafts

Time	Monday	Tuesday	Wednesday	Thursday	Friday
Period 1 9:00-9:50	Open Crafts	Open Crafts	Open Crafts	Open Crafts	Open Crafts
Period 2 10:00-10:50	Open Crafts	Open Crafts	Open Crafts	Open Crafts	Open Crafts
Period 3 11:00-11:50	Open Crafts	Open Crafts	Open Crafts	Open Crafts	Open Crafts
Period 4 1:30-2:20	Open Crafts	Open Crafts	Open Crafts	Open Crafts	Lunch in-site <i>12:15-2:00</i>
Period 5 2:30-3:20	Open Crafts	Open Crafts	Open Crafts	Open Crafts	Camp Wide Game <i>2:00-5:30</i>
Open Time 3:30-4:30	Open Time	Open Time	Beach Party at 4:00	Open Time	
Troop Time 4:30-5:30	Troop Time	Troop Time	Closed Due to Beach Party	Troop Time	

Indian Lore

Time	Monday	Tuesday	Wednesday	Thursday	Friday
Period 1 9:00-9:50	Closed	Closed	Closed	Closed	Closed
Period 2 10:00-10:50	Indian Lore	Indian Lore	Indian Lore	Indian Lore	Indian Lore
Period 3 11:00-11:50	Indian Lore	Indian Lore	Indian Lore	Indian Lore	Indian Lore
Period 4 1:30-2:20	Indian Lore	Indian Lore	Indian Lore	Indian Lore	Lunch in-site <i>12:15-2:00</i>
Period 5 2:30-3:20	Closed	Closed	Closed	Closed	Camp Wide Game <i>2:00-5:30</i>
Open Time 3:30-4:30	Open Time	Open Time	Beach Party at 4:00	Open Time	
Troop Time 4:30-5:30	Troop Time	Troop Time	Closed Due to Beach Party	Troop Time	

Island Venture

Time	Monday	Tuesday	Wednesday	Thursday	Friday
Period 1 9:00-9:50					
Period 2 10:00-10:50					
Period 3 11:00-11:50					
Period 4 1:30-2:20	Island Venture Program	Island Venture Program	Island Venture Program	Island Venture Program	Lunch in-site <i>12:15-2:00</i>
Period 5 2:30-3:20	Island Venture Program	Island Venture Program	Island Venture Program	Island Venture Program	Camp Wide Game <i>2:00-5:30</i>

****Individual programs and merit badges will be based on the scouts' needs that enroll into Island Venture. The program will be designed, planned and carried out by the scouts under the advisement of the staff. Island Venture is a majority rules program.****

Nature and Ecology

Time	Monday	Tuesday	Wednesday	Thursday	Friday
Period 1 9:00-9:50	Environ. Science Fish & Wildlife Nature	Environ. Science Fish & Wildlife Nature	Environ. Science Fish & Wildlife Nature	Environ. Science Fish & Wildlife Nature	Environ. Science Fish & Wildlife Nature
Period 2 10:00-10:50	Weather Soil & Water Geology	Weather Soil & Water Geology	Weather Soil & Water Geology	Weather Soil & Water Geology	Weather Soil & Water Geology
Period 3 11:00-11:50	Space Explo. Environ Science Soil & Water	Space Explo. Environ Science Soil & Water	Space Explo. Environ Science Soil & Water	Space Explo. Environ Science Soil & Water	Space Explo. Environ Science Soil & Water
Period 4 1:30-2:20	Reptile & Amphi Space Explo. Mammal Study	Reptile & Amphi Space Explo. Mammal Study	Reptile & Amphi Space Explo. Mammal Study	Reptile & Amphi Space Explo. Mammal Study	Lunch in-site <i>12:15-2:00</i>
Period 5 2:30-3:20	Fish & Wildlife Oceanography	Fish & Wildlife Oceanography	Fish & Wildlife Oceanography	Fish & Wildlife Oceanography	Camp Wide Game <i>2:00-5:30</i>
Open Time 3:30-4:30	Open Time	Open Time	Beach Party at 4:00	Open Time	
Troop Time 4:30-5:30	Troop Time	Troop Time	Closed Due to Beach Party	Troop Time	

****Astronomy is offered during 8:30-9:30pm****

Bird Study, Energy, Fishing and Forestry are by appointment*

Scoutcraft

Time	Monday	Tuesday	Wednesday	Thursday	Friday
Period 1 9:00-9:50	Camping First Aid Orienteering	Camping First Aid Orienteering	Camping First Aid Orienteering	Camping First Aid Orienteering	Camping First Aid Orienteering
Period 2 10:00-10:50	Camping Emergency Prep Pioneering	Camping Emergency Prep Pioneering	Camping Emergency Prep Pioneering	Camping Emergency Prep Pioneering	Camping Emergency Prep Pioneering
Period 3 11:00-11:50	Cooking Orienteering Pioneering	Cooking Orienteering Pioneering	Cooking Orienteering Pioneering	Cooking Orienteering Pioneering	Cooking Orienteering Pioneering
Period 4 1:30-2:20	Cooking Emergency Prep Wilderness Surv.	Cooking Emergency Prep Wilderness Surv.	Cooking Emergency Prep Wilderness Surv.	Cooking Emergency Prep Wilderness Surv.	Lunch in-site <i>12:15-2:00</i>
Period 5 2:30-3:20	Camping First Aid Wilderness Surv.	Camping First Aid Wilderness Surv.	Camping First Aid Wilderness Surv.	Camping First Aid Wilderness Surv.	Camp Wide Game <i>2:00-5:30</i>
Open Time 3:30-4:30	Open Time	Open Time	Beach Party at 4:00	Open Time	
Troop Time 4:30-5:30	Troop Time	Troop Time	Closed Due to Beach Party	Troop Time	

Wilderness Survival Overnighter: Thursday into Friday

- Depart Scoutcraft at 3:30 Thursday Afternoon
- Return to Campsite by 7:00 Friday Morning

Totin' Chip, Firem'n Chit, and Paul Bunyan Woodsman are by appointment

Shooting Sports: Archery

Time	Monday	Tuesday	Wednesday	Thursday	Friday
Period 1 9:00-9:50	Archery	Archery	Archery	Archery	Archery
Period 2 10:00-10:50	Open Time	Open Time	Open Time	Open Time	Open Time
Period 3 11:00-11:50	Archery	Archery	Archery	Archery	Archery
Period 4 1:30-2:20	Archery	Archery	Archery	Archery	Lunch in-site <i>12:15-2:00</i>

Period 5 2:30-3:20	Mountain Man Program	Mountain Man Program	Mountain Man Program	Mountain Man Program	Camp Wide Game <i>2:00-5:30</i>
Open Time 3:30-4:30	Open Time	Open Time	Beach Party at 4:00	Open Time	
Troop Time 4:30-5:30	Troop Time	Troop Time	Closed Due to Beach Party	Troop Time	

Shooting Sports: Rifle Range

Time	Monday	Tuesday	Wednesday	Thursday	Friday
Period 1 9:00-9:50	Open Time	Open Time	Open Time	Open Time	Open Time
Period 2 10:00-10:50	Rifle	Rifle	Rifle	Rifle	Rifle
Period 3 11:00-11:50	Rifle	Rifle	Rifle	Rifle	Rifle
Period 4 1:30-2:20	Black Powder Class	Black Powder Class	Black Powder Class	Black Powder Class	Lunch in-site <i>12:15-2:00</i> Camp Wide Game <i>2:00-5:30</i>
Period 5 2:30-3:20	Open Time	Open Time	Open Time	Open Time	
Open Time 3:30-4:30	Open Time	Open Time	Beach Party at 4:00	Open Time	
Troop Time 4:30-5:30	Troop Time	Troop Time	Closed Due to Beach Party	Troop Time	

Early Morning Program

6:30-7:20am

Early morning program will be offered Monday thru Thursday. Each morning, a few activities will be offered. An award will be given out during the closing ceremonies for any patrol or troop that attends at least one activity each morning.

Activities

Program Area	Monday	Tuesday	Wednesday	Thursday
Aquatics		Polar Bear at the Lake		Polar Bear at the Sound
Climbing	Open Climb	Open Climb		
Crafts	Open Crafts		Kite Building	
Nature		Morning Nature Hike		Rowboat Fishing
Scoutcraft			Creative Breakfast	Morning Bike Ride
Shooting Sports	Morning Archery		Sample Mountain Man Activities	
Vespers		Morning Interfaith Service		

Evening Programs

Evening programs run during the period A time slot after dinner. The After Dinner period will focus on activities that are Scouting through Time themed.

Monday: Scouting through Time Trivia, held in the Dining Hall

Tuesday: CPR Class

Wednesday: Beach Bash: Dinner and activities on the Beach

Thursday: Dinner is a “*Traveler's Feast*” - **Come in Costume for dinner!** After dinner will be the Time Machine floats at the Lake

Friday: Religious services followed by the Closing campfire

Campfires

The Baiting Hollow Staff puts on two campfires, an opening campfire and a closing campfire. Both are held in the Campfire Arena and start at 8:30pm. Parents, visitors, and guests are welcome to see either of the shows. Visitors must check-in at the Camp Office and pick-up a visitor's bracelet.

Opening Campfire

An introductory show of songs, skits and cheers. A great way to kick off the week!

Sunday Evening

Closing Campfire

A weekly highlight! A combination of traditional Baiting Hollow skits, songs and cheers, and much, much more.

Friday Evening

Staff Opportunities

Baiting Hollow Scout Camp is currently looking for energetic, hardworking and dedicated individuals to fill staff positions for the summer camping season of 2007. You must be at least 15 years old in order to qualify. Interested individuals can pickup an application at the Council Service Center. The camp has a variety of positions to fill including some leadership positions (i.e. Area Directors) that require you to be 21 or older. For more information please call the Council Service Center at 924-7000.

Counselor-In-Training Corps

The Counselor-In-Training (CIT) program is an intense three-week training program designed to see if you have what it takes to become a camp staff member. You must be 14 years old by June 1, 2007 in order to qualify for a position in the program. Training topics include teambuilding, merit badge instruction, camp operations, song leading and campfires. Individuals enrolled in the program will spend half of the day on their own personal advancement. Each scout is required to complete at least **one** merit badge a week. The second half of the day, the CITs will be working side-by-side experienced staff members learning the trade hands-on. After the three-week program is over, the CIT Director and the Camp Management Team evaluate each CIT. Those that are successful in the program are invited to stay for the remainder of the summer.

It is not necessary to have been a CIT prior to working on staff

Questions?? Want to Join?? Contact either Jim Grimaldi, or Joshua Green

Jim Grimaldi, Camp Director

jgrimald@bsamail.org

Joshua Green, Program Director

jgreen4@binghamton.edu

Blank Camper Schedule

Time	Monday	Tuesday	Wednesday	Thursday	Friday
Period 1 9:00-9:50					
Period 2 10:00-10:50					
Period 3 11:00-11:50					
12:15	LUNCH				Lunch in-site <i>12:15-2:00</i>
1:00-1:30	SIESTA				
Period 4 1:30-2:20					Camp Wide Game <i>2:00-5:30</i>
Period 5 2:20-3:30					
Open Period 3:30-4:30			Beach Party at 4:00		
Troop Time 4:30-5:30			Beach Party		
Period A 7:30 – 8:45					

Waiter Duty Roster

Table #: _____ Troop #: _____ Patrol Name: _____

SUNDAY	MONDAY
	Breakfast:
	Lunch:
Dinner: <i>Family Day, No Waiters are needed</i>	Dinner:
TUESDAY	WEDNESDAY
Breakfast:	Breakfast:
Lunch:	Lunch:
Dinner:	Dinner: <i>Beach Party, No Waiters are needed.</i>
THURSDAY	FRIDAY
Breakfast:	Breakfast:
Lunch:	Lunch: <i>Meal in-site, No Waiters are needed</i>
Dinner:	Dinner:
SATURDAY	NOTES
Breakfast:	<i>Please plan on 8 people to a table, including the waiter and one staff member. *However camp management may adjust the number of people seated at a table as necessary depending on camp enrollment.*</i>

Waiters are to report to the Dining Hall 15 minutes before the start of each meal!

Slide Show CD Order Form

Troop Number: _____
Campsite: _____

Date: _____
Week of Camp: _____

Name: _____

Address:

Phone: _____

Please reserve _____ copies of the slide show CD for me. I will owe you a total of _____ (\$5 each)

CDs will be available for pick up on Saturday Morning. Only a limited number of CDs will be made so be sure to reserve your copy ahead of time.

The CDs have all the necessary software for you to run the program on your home computer.

This completed form is to be handed in to your Scoutmaster who will hand it in to the Camp Office on Sunday. No money is necessary then. The balance can be paid when the CDs are picked up on Saturday morning. The camp will accept cash, check (made payable to Suffolk County Council, BSA) or charge card. Please do not include you payment in the check for camp fees. We ask that you write out a separate check.

Annual Health and Medical Record

(Valid for 12 calendar months)

Medical Information

The Boy Scouts of America recommends that all youth and adult members have annual medical evaluations by a certified and licensed health-care provider. In an effort to provide better care to those who may become ill or injured and to provide youth members and adult leaders a better understanding of their own physical capabilities, the Boy Scouts of America has established minimum standards for providing medical information prior to participating in various activities. Those standards are offered below in one three-part medical form. Note that unit leaders must always protect the privacy of unit participants by protecting their medical information.

Parts A and C are to be completed annually by all BSA unit members. Both parts are required for all events that do not exceed 72 consecutive hours, where the level of activity is similar to that normally expended at home or at school, such as day camp, day hikes, swimming parties, or an overnight camp, and where medical care is readily available. Medical information required includes a current health history and list of medications. Part C also includes the parental informed consent and hold harmless/release agreement (with an area for notarization if required by your state) as well as a talent release statement. Adult unit leaders should review participants' health histories and become knowledgeable about the medical needs of the youth members in their unit. This form is to be filled out by participants and parents or guardians and kept on file for easy reference.

Part B is required with parts A and C for any event that exceeds 72 consecutive hours, or when the nature of the activity is strenuous and demanding, such as a high-adventure trek. Service projects or work weekends may also fit this description. It is to be completed and signed by a certified and licensed health-care provider—physician (MD, DO), nurse practitioner, or physician's assistant as appropriate for your state. The level of activity ranges from what is normally expended at home or at school to strenuous activity such as hiking and backpacking. Other examples include tour camping, jamborees, and Wood Badge training courses. It is important to note that the height/weight limits must be strictly adhered to if the event will take the unit beyond a radius wherein emergency evacuation is more than 30 minutes by ground transportation, such as backpacking trips, high-adventure activities, and conservation projects in remote areas.

Risk Factors

Based on the vast experience of the medical community, the BSA has identified that the following risk factors may define your participation in various outdoor adventures.

- Excessive body weight
- Heart disease
- Hypertension (high blood pressure)
- Diabetes
- Seizures
- Lack of appropriate immunizations
- Asthma
- Sleep disorders
- Allergies/anaphylaxis
- Muscular/skeletal injuries
- Psychiatric/psychological and emotional difficulties

For more information on medical risk factors, visit Scouting Safely on www.scouting.org.

Prescriptions

The taking of prescription medication is the responsibility of the individual taking the medication and/or that individual's parent or guardian. A leader, after obtaining all the necessary information, can agree to accept the responsibility of making sure a youth takes the necessary medication at the appropriate time, but BSA does not mandate or necessarily encourage the leader to do so. Also, if state laws are more limiting, they must be followed.

For frequently asked questions about this Annual Health and Medical Record, see Scouting Safely online at <http://www.scouting.org/scoutsources/HealthandSafety.aspx>. Information about the Health Insurance Portability and Accountability Act (HIPAA) may be found at <http://www.hipaa.org>.



BOY SCOUTS OF AMERICA.

Annual BSA Health and Medical Record

Part A

GENERAL INFORMATION

Name _____ Date of birth _____ Age _____ Male Female
 Address _____ Grade completed (youth only) _____
 City _____ State _____ Zip _____ Phone No. _____
 Unit leader _____ Council name/No. _____ Unit No. _____
 Social Security No. (optional; may be required by medical facilities for treatment) _____ Religious preference _____
 Health/accident insurance company _____ Policy No. _____

ATTACH A PHOTOCOPY OF BOTH SIDES OF INSURANCE CARD (SEE PART C). IF FAMILY HAS NO MEDICAL INSURANCE, STATE "NONE."
In case of emergency, notify:

Name _____ Relationship _____
 Address _____
 Home phone _____ Business phone _____ Cell phone _____
 Alternate contact _____ Alternate's phone _____

MEDICAL HISTORY

Are you now, or have you ever been treated for any of the following:

Yes	No	Condition	Explain
		Asthma	
		Diabetes	
		Hypertension (high blood pressure)	
		Heart disease (i.e., CHF, CAD, MI)	
		Stroke/TIA	
		COPD	
		Ear/sinus problems	
		Muscular/skeletal condition	
		Menstrual problems (women only)	
		Psychiatric/psychological and emotional difficulties	
		Learning disorders (i.e., ADHD, ADD)	
		Bleeding disorders	
		Fainting spells	
		Thyroid disease	
		Kidney disease	
		Sickle cell disease	
		Seizures	
		Sleep disorders (i.e., sleep apnea)	
		GI problems (i.e., abdominal, digestive)	
		Surgery	
		Serious injury	
		Other	

Allergies or Reaction to:

Medication _____
 Food, Plants, or Insect Bites _____

Immunizations:

The following are recommended by the BSA. Tetanus immunization must have been received within the last 10 years. If had disease, put "D" and the year. If immunized, check the box and the year received.

Yes	No	Date
<input type="checkbox"/>	<input type="checkbox"/>	Tetanus _____
<input type="checkbox"/>	<input type="checkbox"/>	Pertussis _____
<input type="checkbox"/>	<input type="checkbox"/>	Diphtheria _____
<input type="checkbox"/>	<input type="checkbox"/>	Measles _____
<input type="checkbox"/>	<input type="checkbox"/>	Mumps _____
<input type="checkbox"/>	<input type="checkbox"/>	Rubella _____
<input type="checkbox"/>	<input type="checkbox"/>	Polio _____
<input type="checkbox"/>	<input type="checkbox"/>	Chicken pox _____
<input type="checkbox"/>	<input type="checkbox"/>	Hepatitis A _____
<input type="checkbox"/>	<input type="checkbox"/>	Hepatitis B _____
<input type="checkbox"/>	<input type="checkbox"/>	Influenza _____
<input type="checkbox"/>	<input type="checkbox"/>	Other (i.e., HIB) _____

Exemption to immunizations claimed.

MEDICATIONS

List all medications currently used. (If additional space is needed, please photocopy this part of the health form.) Inhalers and EpiPen information must be included, even if they are for occasional or emergency use only.

(For more information about immunizations, as well as the immunization exemption form, see [Scouting Safely on Scouting.org](http://Scouting.org).)

Medication _____ Strength _____ Frequency _____ Approximate date started _____ Reason for medication _____ Distribution approved by: Parent signature _____ MD/DO, NP, or PA Signature Temporary <input type="checkbox"/> Permanent <input type="checkbox"/>	Medication _____ Strength _____ Frequency _____ Approximate date started _____ Reason for medication _____ Distribution approved by: Parent signature _____ MD/DO, NP, or PA Signature Temporary <input type="checkbox"/> Permanent <input type="checkbox"/>	Medication _____ Strength _____ Frequency _____ Approximate date started _____ Reason for medication _____ Distribution approved by: Parent signature _____ MD/DO, NP, or PA Signature Temporary <input type="checkbox"/> Permanent <input type="checkbox"/>
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NOTE: Be sure to bring medications in the appropriate containers, and make sure that they are NOT expired, including inhalers and EpiPens. You SHOULD NOT STOP taking any maintenance medication.

Emergency contact No.:

Allergies:

DOB:

Last name:

Part B

PHYSICAL EXAMINATION

Height _____ Weight _____ % body fat _____ Meets height/weight limits Yes No
 Blood pressure _____ Pulse _____

Individuals desiring to participate in any high-adventure activity or event in which emergency evacuation would take longer than 30 minutes by ground transportation will not be permitted to do so if they exceed the height/weight limits as documented in the table at the bottom of this page or if during a physical exam their health care provider determines that body fat percentage is outside the range of 10 to 31 percent for a woman or 2 to 25 percent for a man. Enforcing this limit is strongly encouraged for all other events, but it is not mandatory. (For healthy height/weight guidelines, visit www.cdc.gov.)

	Normal	Abnormal	Explain Any Abnormalities	Range of Mobility	Normal	Abnormal	Explain Any Abnormalities
Eyes				Knees (both)			
Ears				Ankles (both)			
Nose				Spine			
Throat							
Lungs				Other	Yes	No	
Heart				Contacts			
Abdomen				Dentures			
Genitalia				Braces			
Skin				Inguinal hernia			Explain
Emotional adjustment				Medical equipment (i.e., CPAP, oxygen)			
Tuberculosis (TB) skin test (if required by your state for BSA camp staff)				<input type="checkbox"/> Negative <input type="checkbox"/> Positive			

Allergies (to what agent, type of reaction, treatment): _____

I certify that I have, today, reviewed the health history, examined this person, and approve this individual for participation in:

- Hiking and camping
- Competitive activities
- Backpacking
- Swimming/water activities
- Climbing/rappelling
- Sports
- Horseback riding
- Scuba diving
- Mountain biking
- Challenge ("ropes") course
- Cold-weather activity (<10°F)
- Wilderness/backcountry treks

Specify restrictions (if none, so state) _____

Certified and licensed health-care providers recognized by the BSA to perform this exam include physicians (MD, DO), nurse practitioners, and physician's assistants.

To Health Care Provider: Restricted approval includes:

- Uncontrolled heart disease, asthma, or hypertension.
- Uncontrolled psychiatric disorders.
- Poorly controlled diabetes.
- Orthopedic injuries not cleared by a physician.
- Newly diagnosed seizure events (within 6 months).
- For scuba, use of medications to control diabetes, asthma, or seizures.

Provider printed name _____

Signature _____

Address _____

City, state, zip _____

Office phone _____

Date _____

Height (inches)	Recommended Weight (lbs)	Allowable Exception	Maximum Acceptance
60	97-138	139-166	166
61	101-143	144-172	172
62	104-148	149-178	178
63	107-152	153-183	183
64	111-157	158-189	189
65	114-162	163-195	195
66	118-167	168-201	201
67	121-172	173-207	207
68	125-178	179-214	214
69	129-185	186-220	220

Height (inches)	Recommended Weight (lbs)	Allowable Exception	Maximum Acceptance
70	132-188	189-226	226
71	136-194	195-233	233
72	140-199	200-239	239
73	144-205	206-246	246
74	148-210	211-252	252
75	152-216	217-260	260
76	156-222	223-267	267
77	160-228	229-274	274
78	164-234	235-281	281
79 & over	170-240	241-295	295

This table is based on the revised Dietary Guidelines for Americans from the U.S. Dept. of Agriculture and the Dept. of Health & Human Services.

Part B Last name: _____ DOB: _____

Part C

Informed Consent and Hold Harmless/Release Agreement

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

I approve the sharing of the information on this form with BSA volunteers and professionals who need to know of medical situations that might require special consideration for the safe conducting of Scouting activities.

In case of an emergency involving me or my child, I understand that every effort will be made to contact the individual listed as the emergency contact person. In the event that this person cannot be reached, permission is hereby given to the medical provider selected by the adult leader in charge to secure proper treatment, including hospitalization, anesthesia, surgery, or injections of medication for me or my child. Medical providers are authorized to disclose to the adult in charge Protected Health Information/ Confidential Health Information (PHI/CHI) under the Standards for Privacy of Individually Identifiable Health Information, 45 C.F.R. §§160.103, 164.501, etc. seq., as amended from time to time, including examination findings, test results, and treatment provided for purposes of medical evaluation of the participant, follow-up and communication with the participant's parents or guardian, and/or determination of the participant's ability to continue in the program activities.

- Without restrictions.
- With special considerations or restrictions (list) _____

I hereby assign and grant to the local council and the Boy Scouts of America the right and permission to use and publish the photographs/ film/videotapes/electronic representations and/or sound recordings made of me or my child at all Scouting activities, and I hereby release the Boy Scouts of America, the local council, the activity coordinators, and all employees, volunteers, related parties, or other organizations associated with the activity from any and all liability from such use and publication.

I hereby authorize the reproduction, sale, copyright, exhibit, broadcast, electronic storage, and/or distribution of said photographs/ film/videotapes/electronic representations and/or sound recordings without limitation at the discretion of the Boy Scouts of America, and I specifically waive any right to any compensation I may have for any of the foregoing.

- Yes No

Adults authorized to take youth to and from the event: (You must designate at least one adult. Please include a telephone number.)

Adults NOT authorized to take youth to and from the event:

1. _____
2. _____
3. _____

1. _____
2. _____
3. _____

I understand that, if any information I/we have provided is found to be inaccurate, it may limit and/or eliminate the opportunity for participation in any event or activity.

Participant's name _____

Participant's signature _____

Parent/guardian's signature _____ (if under the age of 18)

Date _____

Attach copy of insurance card (front and back) here. If required by your state, use the space provided here for notarization.


BOY SCOUTS OF AMERICA
 1325 West Walnut Hill Lane
 P.O. Box 152079
 Irving, Texas 75015-2079
<http://www.scouting.org>

SKU 34605

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Part C Last name: _____ DOB: _____

**PARENTAL INFORMED CONSENT AND
HOLD HARMLESS/RELEASE AGREEMENT**

C.O.P.E./Climbing Release

I understand that participation in the C.O.P.E. or Climbing Program (activity) offered through the Suffolk County Council, BSA on _____ (Date) involves a certain degree of risk that could result in injury or death. In consideration of the benefits to be derived and after carefully considering the risk involved and in view of the fact that the Boy Scouts of America is an organization in which membership is voluntary, and having full confidence that precautions will be taken to ensure the safety and well-being of my (son/daughter), I have considered the risk involved and have given _____ (name of son/daughter) my consent to participate in C.O.P.E. or Climbing (activity) and waive all claims that I may have against the Boy Scouts of America, Suffolk County Council, activity coordinator(s), all employees, volunteers, or sponsors associated with C.O.P.E. or Climbing program.

In case of emergency, I understand every effort will be made to contact me. In the event I cannot be reached, I hereby give my permission to the physician selected by the adult leader in charge to secure proper treatment, including hospitalization, anesthesia, surgery, or injections of medication for my child.

This form must have signatures of both parents or guardians.

(Signature)

(Signature)

(Date)

(Date)

HAPPY CAMPING!



Baiting Hollow Scout Camp 2010

**Suffolk County Council
Boy Scouts of America**