

CAMP



CHAWANAKEE

BOY SCOUTS OF AMERICA

2010 LEADERS GUIDE

Introduction:

Camp Chawanakee offers an interactive, computerized leader's guide. This edition features several links to the various forms that are required to enjoy your stay at Camp Chawanakee. Use the links in blue for quick access to additional forms or helpful web pages that contain useful camp information. Any changes to these requirements will be communicated to you through our [Camp Website](#). **It is vital that you register your email address with this site so that communication is smooth and timely.**

[Chawanakee Website](#) Links you to the Chawanakee website where you will need to sign up for all merit badges and is another location for camp forms and merit badge information. Changes to our program will be communicated via this site. Be sure to register your email address on the site as soon as possible. Free email can be obtained at www.hotmail.com or www.yahoo.com if you do not have an email address. (Requires Internet connection)

[Sequoia Council Website](#) Links you to the Sequoia Council BSA website where you will find information about the council that owns and operates Camp Chawanakee. Also there is a wealth of knowledge regarding camp there as well. (Requires Internet connection)

[Camp Chawanakee Weather](#) Find out what the weather might be before you arrive. Weather reports are not 100% accurate, come prepared for all types of weather. (Requires Internet connection)

[Local Tour Permit](#) –A copy of the completed and approved local tour permit will be required of all troops upon check-in at the office. You will need to start this process at least one month prior to arrival at camp, in order to avoid delays.

[Medical Form](#) New for the summer of 2010, national has come out with a new medical form that replaces the class 1-3 Medical forms. This new medical form is used by both Scouts and Adults and is good for 12 months only. **Starting in 2010 only the new medical form will be accepted.**

[Authorization and Consent Form](#) which is required for **all participants 17 years of age and younger** and can be found on the Leader's Guide CD as well as on the web.

[Troop Roster](#) is required for check in at camp. The Chawanakee.com website will automatically generate this report. Go to Reports and print the Roster Report.

Camp Chawanakee

The Happiest Place in the Sierra

MAP KEYS

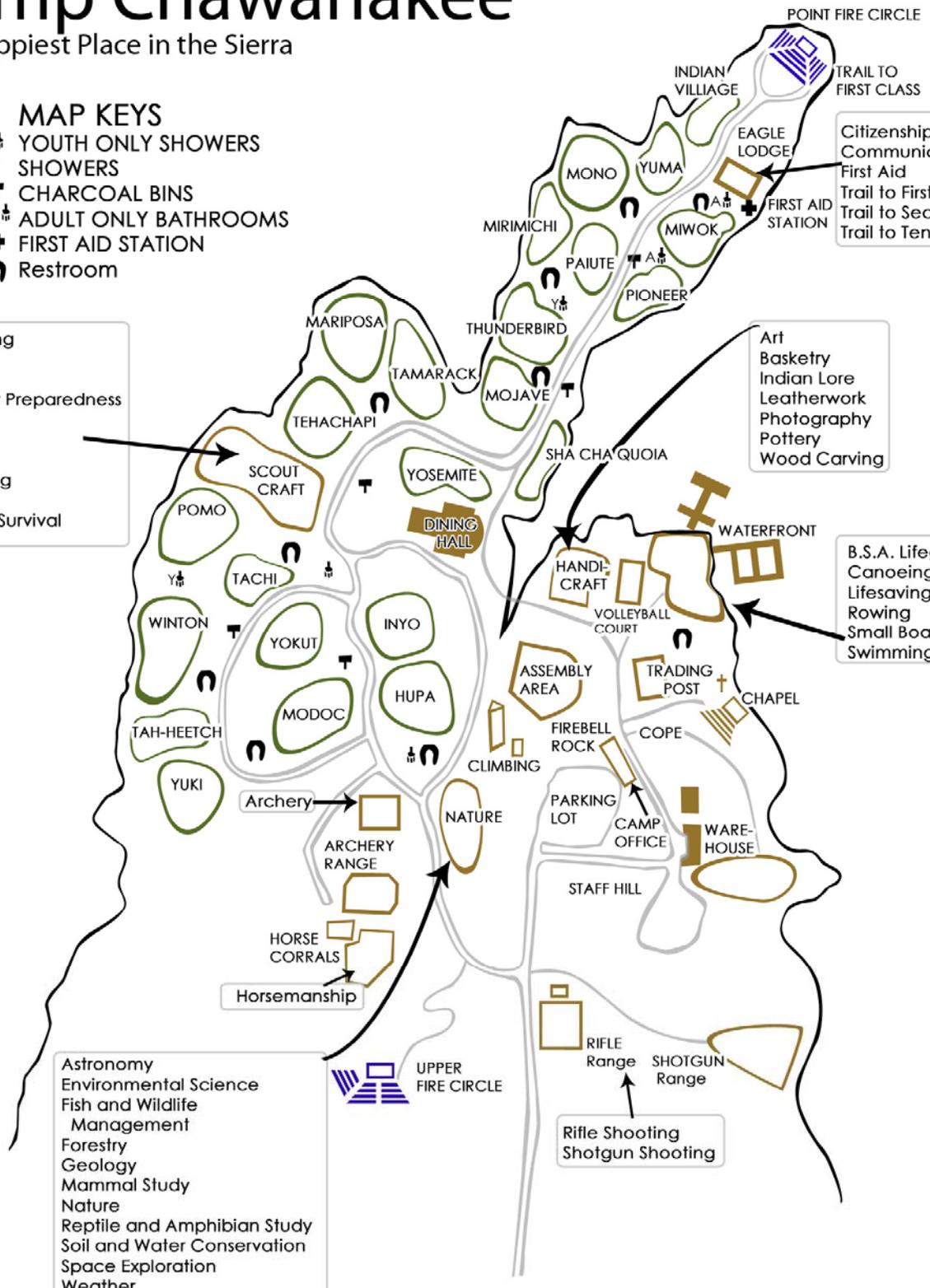
- Y♂ YOUTH ONLY SHOWERS
- ♂ SHOWERS
- T CHARCOAL BINS
- A♂ ADULT ONLY BATHROOMS
- ⊕ FIRST AID STATION
- U Restroom

- Backpacking
- Camping
- Cooking
- Emergency Preparedness
- Fire Safety
- Fishing
- Hiking
- Orienteering
- Pioneering
- Wilderness Survival

- Art
- Basketry
- Indian Lore
- Leatherwork
- Photography
- Pottery
- Wood Carving

- B.S.A. Lifeguard
- Canoeing
- Lifesaving
- Rowing
- Small Boat Sailing
- Swimming

- Astronomy
- Environmental Science
- Fish and Wildlife Management
- Forestry
- Geology
- Mammal Study
- Nature
- Reptile and Amphibian Study
- Soil and Water Conservation
- Space Exploration
- Weather



- Citizenship in the World
- Communications
- First Aid
- Trail to First Class
- Trail to Second Class
- Trail to Tenderfoot

Dear Scoutmaster,

We want to personally express our gratitude to you for choosing Camp Chawanakee. Your troop is about to experience one of the finest Boy Scout camps in the nation.

Your Scouts can join in the fun and adventures of camp by being a part of swimming, boating, hiking, field sports, and much more. The beauty and majesty of camp will act as a natural backdrop for an exceptional outdoor learning experience. Our Camp Chawanakee staff is eager to help make your summer experience a rewarding and meaningful one. Our program staff is well versed in the Scouting program. Serving your troop is our number one priority. This guide contains a wealth of information to help your troop receive the programs it expects at Camp Chawanakee. We are continuing to fine-tune our offerings at camp and this guide will help your troop to have a good experience at camp. Remember a Scout is prepared! This guide supersedes all other Camp Chawanakee Leader's guides issued by Camp Chawanakee, read it carefully and feel free to email [Camp Director-Pete Maskovich](mailto:CampDirector-Pete.Maskovich) if you have any questions.

Again, thank you for choosing Camp Chawanakee; we look forward to meeting all of you this summer.

Visit our Council Website at

<http://www.seqbsa.org>

Get Updated Information at

www.Chawanakee.com

In the Spirit of Scouting,

Pete Maskovich

Camp Director

CampDirector@Chawanakee.com

Quick Reference Guide

2010 Camp Calendar:

Session 1 June 13-19	Session 4 July 4-10	Session 7 July 25-July 31
Session 2 June 20-26	Session 5 July 11-17	Session 8 August 1-7
Session 3 June 27- July 3	Session 6 July 18-24	Session 9 August 8-14

2010 Camp Fees:

Scout Fee:	\$355.00 per Scout	Leader Fee: \$275.00 per adult
Brother Discount	\$330.00 for 2nd brother	First Unit Leader is free

All units are responsible for getting their final camp attendance numbers into the Fresno Scout Service Center (559) 320-2100 no later than 3 weeks before you come to camp. Planning ahead for camp is critical to the success of our camp. Your unit will be expected to pay for all scouts and adults reported to be attending camp prior to the turn in deadline.

Arrival Times: Saturday Arrivals: **No Earlier than 5:00 P.M.**
Sunday Arrivals: 12:30-1:00 P.M.
Monday Arrivals: **By 6:00 A.M.**
Departure Time -Everyone by 9:00 A.M. on Saturday

Check in Documents:

- Photocopy of your [tour permit](#) that is on file with your local service center (at Office)
- A roster of everyone staying at camp for the week. (at Office)
- Per the *Guide to Safe Scouting*.... “Two registered adult leaders or one registered leader and a parent of a participant, one of whom must be 21 years of age or older, are required on all trips and outings. **All youth must be registered members of the Boy Scouts**
- Medical forms-signed by a doctor and parents ([youth](#)) or the participant ([adults](#)) for each participant. (at Medical Checks)
- [Authorization and Consent](#) forms signed by the scout’s parents (At Medical Checks)

Checklist of important things to do prior to coming to Chawanakee

- Make a \$75.00 per Person deposit on January 15, 2010
- Make a \$75.00 per Person deposit on March 15, 2010
- Complete all remaining payments three weeks prior to your arrival at camp. No refund for cancellations after this date, you will owe money for scouts and adults even if they don’t come.
- Hold a pre-camp meeting with your scouts and parents to distribute camp information and develop your scout’s merit badge schedule
- Sign up for your scout’s merit badges online at the [Camp Chawanakee Website](#) starting March 16th.
- Turn in a tour permit to your local council office; retain a copy of the approved permit to be turned in at camp. Click to get the [Tour Permit Application](#).
- Make sure all participants have valid medical forms filled out and signed.** (Recommend you do this 4 weeks prior to your session.) [Class 1 and 2](#) (39 and younger.) [Class 3](#) (40 and older and High Adventure)
- Make sure all scouts have parent permission forms signed. [Authorization and Consent Form](#)
- Finalize travel plans with all drivers to and from camp.

General Guide to Camp Chawanakee

Before Arrival at Camp: Please hold a familiarization meeting with your Scouts and their parents. This is a good time to complete the necessary paperwork that needs to be signed by the parents. Make sure that each participant (including adults) has a B.S.A. physical form completely filled out and signed by a doctor.

Camp Chawanakee employs the patrol method of camping. Most activities will require that Scouts be organized into patrols of approximately eight boys each. It is also recommended that these patrols devise a name, yell, and flag. These patrols may be different from your regular patrol structure. Smaller troops may organize into smaller patrols, but may or may not receive one patrol site per patrol.

Arrival on the first day: **Check-in will begin at 1:00 P.M. on Sunday** at the camp office. The adult most familiar with the scouts and the troop's finances should check in. The rest of the troop will start their tour while this adult checks in. A camp staff guide will be assigned to each unit to provide an orientation of camp and act as your commissioner for the day. This mandatory orientation will include medical screening (**Scouts need to have their own medical and permission form in their possession, adults need their medical form only**), dining hall orientation to find out your eating session and table numbers, and a swim test (we recommend that participants wear their swim trunks under their uniform). While on the tour please ask questions, it is the best way to learn about Camp Chawanakee. Your guide will take you on a detailed tour of camp. A Scoutmaster and SPL meeting is scheduled Sunday afternoon at 4:00 p.m., at the Chapel to give you more important information about Camp Chawanakee. One car for every troop may be driven, at 5 mph, in to the campsites to transport **TROOP GEAR ONLY**. If your troop has more than 25 boys attending camp then you may use a second car, however only one in the campsite at a time please.

All cars must be returned to the camp parking lot by 6:45 on Sunday evening.

Troops arriving on Saturday will be charged an additional fee \$10 per person. Saturday arriving troops must have vehicles removed from the campsite, by **7:00 p.m. Saturday night**.

Departure on the last day: A camp staff guide will help you check your unit out of your campsite. The head commissioner will send staff guides to your patrol site(s) between 7:30-9:30 a.m. If you require an earlier check out, you may schedule it at the 10:00 a.m. Friday leader's meeting, held in the chapel. Check out procedures (detailed at camp.) must be completed by 9:30 a.m. on Saturday.

Transportation: Each troop is responsible for arranging transportation for their Scouts to and from Chawanakee. Cars may be parked in the Camp parking lot, **PLEASE BACK THEM IN.** Due to limited parking space, car-pooling is highly recommended. Those arriving by bus should advise their driver to turn right at the top of the parking lot and proceed to the front of the warehouse. There is more than ample space for several busses to turn around and unload in that location without blocking the main road or parking area. Arrival at camp is advised to be between 12:30 and 1:00 p.m. on Sunday. Camp closes at 9:30 a.m. on Saturday. Troops may arrive on Saturday, **after 5:00 p.m.**, by indicating their intentions on their troop fee settlement form. There is a nominal fee for this privilege. Dining hall services are **NOT** available for early arriving troops. B.S.A. policy requires that no passengers be transported in truck beds or trailers. **Motorcycles, ATV's, Jet skis are not permitted at camp. Personal boats may not be docked at campsites.**

Please note that except for check-in and checkout, only camp approved medical and maintenance vehicles are allowed in patrol site areas.

Tour Permits: A tour permit giving travel plans must be filed at your local Scout Service Center at least two weeks before your troop leaves for Chawanakee. You will be asked to show your approved tour permit at check in.

Troop Rosters: You will need three copies of your final troop roster when you check in to camp. One copy will stay on file in the camp office, one will be kept with your troops medical forms in the medical-lodge and the other should be posted on your campsite bulletin board.

Merit Badge Sign Ups: Sign up for merit badges at the [Camp Chawanakee Website](#). If you do not have a user name and password, contact the Fresno Service Center as soon as possible. After you sign up, don't forget to print a final list of your scouts' merit badge schedule.

Medical Forms: Medical forms from prior years **ARE NOT** kept on file. Participants must bring the appropriate, valid form, with them to camp.

A check of this form is a mandatory part of check in, no one may participate in any camp activity until his or her medical form is completed and turned in.

Dining Services: Camp will serve meals "family style" for breakfast and dinner in two shifts each. You will be assigned to a shift and table(s) when you go through dining hall orientation during your camp tour. To properly use the dining hall, troops need to send one "Table Steward" per assigned table to the dining hall at least 15 minutes before their shift begins. The steward will be responsible for preparing the troops eating accommodations. The

steward will stay after everyone is dismissed to do clean up. The dining hall steward will give directions for each step. Scouts will be required to listen for and follow all instructions.

Lunch Meals: Lunch is eaten in your campsite. Each troop should send at least 2 stewards per patrol to the **back loading dock** of the dining hall to pick up lunch. Should there be a shortage of food or too much, please send a runner to the dining hall with that information. Three lunches will need to be **cooked** in the campsite. Charcoal will be provided for these meals, but charcoal lighter is not permitted, please plan on lighting your charcoal with a “stack” or other method. **Make sure to bring your Patrol Cooking Gear.** To clean up, simply put any trash and excess non-storable food in the provided trashcans and wash out the bus tub and pitcher. The bus tub must be returned to the dining hall loading dock immediately after lunch. Pitchers should be returned after lunch on Friday. **Scouts need to bring their own eating equipment for lunch and the Friday Barbeque.** Any storable food (PB&J, bread, condiments, cookies, etc.) may be kept in your campsite for later use. FYI wildlife will enjoy your snacks if not properly stored.

Friday Barbecue: Camp Chawanakee ends each session with a Barbecue on Friday night. For this meal only, there will be one shift of eating (right after flags.) Guests may pay at the door or buy a meal ticket from the Trading Post. Everyone **MUST** bring their own eating utensils, including cup, plate, fork, spoon, and, knife. Guests will get a meal packet, which includes eating utensils and their dinner for \$7.00 adults, \$5.00 kids 3-10, 3 and under eat free.

Special meals: Campers requiring special dietary meals need to bring those already prepared (heat and serve) meals to the dining hall at check-in. These meals must be labeled with the camper’s name, troop number, shift number, and the meal it is replacing. Please indicate whether microwave or oven warming is required. Have your table steward ask for the meal when setup begins. Limited refrigerator and freezer space is available.

Fires: A Scout is careful with fire in the woods. Please follow all fire safety guidelines closely:

- Use only the designated campfire circle in the traditional campsites to build fires
- Fire control tools may be checked out from the head commissioner

- Smoking is prohibited in any area of camp where Scouts are present. Smoking is also prohibited in any building or tent.
- **NO OPEN FLAMES IN ANY TENT NO EXCEPTIONS**
- Both state and county agencies prohibit the use of fireworks in camp. Fireworks are not to be brought to camp for any reason. Violators of this policy will be sent home and the appropriate law enforcement agencies will be contacted.
- Personal firearms of any caliber and ammunition are not to be brought to camp. (This includes archery equipment; BB; pellet; air soft and paintball guns!)
- New fire pits may not be constructed in the patrol sites. U.S. Forest Service guidelines will be followed for any fire built in camp.
- Campsite fires must be kept small. Flames should be no higher than **two** feet.

Your Patrol Site: Patrol site equipment consists of four tents, eight cots, eight mattresses, one stand alone BBQ and one picnic table. It is recommended that troops bring their own dining canopies. Garbage cans will be strategically placed for easy access by patrol sites. Full garbage cans should be placed next to the road by 5:00 p.m. each evening for pick up. Do not put charcoal or campfire ashes in the trashcans.

Commissioner Service: Commissioners are one of the key ingredients for the unit to have an outstanding week. Any needs, concerns and /or suggestions should be directed to your commissioner. Campsites will be inspected by your commissioner daily in accordance with a schedule set up between the commissioner and your Senior Patrol Leader. Campsite inspection scores are a key component to determining who wins the coveted “thumb-stick” award.

Participants: All leaders and scouts must be registered members of the B.S.A. A copy of your council roster or individual registration card is acceptable proof of this. Acceptance in this program is the same for everyone without regard for race, color, national origin, sex, age, or handicap.

Senior Patrol Leaders: The SPL is the leader of the troop. It is essential for each troop to have one elected. The SPL will attend daily meetings with the Head Commissioner. Meetings are held daily, at the water front pavilion, at 1:15 p.m. These daily meetings are designed to be an opportunity for the troops to receive updates on events or to the schedule. It is also the time sign up for the canoe outpost and cracker-barrel. During these meetings you can bring up questions or concerns your troop may have.

Scoutmaster Meetings: A joint Scoutmaster and SPL meeting is scheduled for Sunday afternoon at 5:00 p.m., at the Chapel. Scoutmaster meetings are held Monday through Thursday at 9:00 am on the Dining Hall veranda. A scoutmaster social is scheduled for 1:00

p.m. on Tuesday at the Dining Hall, where we will provide you with lunch and an opportunity to talk with the Council Executive Staff. On Friday the Scoutmaster meeting will take place at 10:00 am at the Trading Post.

Adult Leadership: Every troop is required to have a minimum of two adults supervising their unit at all times through the entire week. One adult must be 21 or older, the second adult must be at least 18 years of age. Troops who rotate adult leadership must make sure that this requirement is met the entire time they are at camp. Units not meeting this standard will not be allowed to participate in any Camp Chawanakee activity. All visitors and late arrivals must check in at the camp office upon arrival at camp.

Adult Features: Designated shower and rest room facilities on the point are reserved for adult leaders only. A fully refundable \$20.00 deposit **must be made** to obtain a key to these restrooms. Adults will stay in strategically placed tenting near their patrols, which will house from two to four adults of the same gender. At camp we offer a variety of activities and training for your adult leaders such as:

- **Safe Swim Defense**
- **Safety Afloat**
- **Climb on Safely**
- **Leave No Trace**
- **Trek Safely**
- **Golf tournament**
- **Intramural sports**
- **Introduction to Outdoor Leader Skills**

Trading Post: the Trading Post carries camping supplies, camp souvenirs, snacks and drinks, for the needs of Scouts during their week at camp. Remember that certain merit badges do require the purchase of supplies (See merit badge listings.) Merit badge advancement items are available including pamphlets, handbooks, kits, and targets. It is suggested that \$50.00 to \$60.00 should meet the needs of most scouts, but be prepared to bring more for a thrilling horse ride and a camp T-shirt and hat. Special Chawanakee merchandise will be available for sale at the Trading Post.

Mail: Mail is delivered into camp once a day. Letters or postcards can take anywhere from one to three extra days to get to camp. Scouts are encouraged to write home at least once during their stay. Address your mail in the following manner (be sure to include troop number, session, and campsite also be sure parents are aware of this information so they can write their Scouts at camp:.) **It is suggested that you print a copy of this page and distribute it to all parents prior to leaving for camp.)**

Your Name
Your Address
Your City, State, Zip

Place Stamp Here

Scout's Name, Troop Number, Session, and Campsite
C/O Camp Chawanakee
Shaver Lake, CA 93664

Telephones: Adult leaders may make outgoing calls from the Trading Post using the pay phone. Scouts are not allowed to use the pay phone unless their unit leader is present.

CAMP PHONE NUMBERS-FOR BUSINESS USE ONLY	
CAMP FAX	(559) 841-8181
CAMP OFFICE	(559) 841-2117
COUNCIL OFFICE	(559) 320-2100
DINING HALL (Special Meal Requests)	(559) 841-5354

Messages and faxes may be left for individual unit leaders and scouts, but **must include** the **person's name, campsite, and unit number**. Messages are placed in the unit's box, unless described as an emergency, in which case every effort will be made to contact the unit leader or scout as soon as possible. Mobile phones may be used from camp, but leaders must provide their own mobile phones and phone service agreements. Verizon and AT&T currently service Shaver Lake.

Medical Support: A first aid person is present at camp at all times to treat medical emergencies and handle **minor problems.** Arrangements have been made with a local doctor and hospital for treatment of emergency cases. In accordance with B.S.A. National Policy medication must be kept in a locked container. For your convenience, a locked container will be provided for each Troop along with a log sheet.

Adult leaders are responsible for making sure Scouts receive the proper medication at the proper times.

Uniforms: Have your Scouts in full uniform for morning and evening flag ceremonies each day, as well as the closing campfire. Through the day, encourage them to wear Scout shorts and either a unit T-Shirt, camp T-shirt, or other Scout related shirt. The Boy Scout uniform is an important part of the B.S.A. A scout should wear it proudly and properly. Scouts should arrive and leave camp in full scout uniform.

What to Bring to Camp

Each troop, patrol, and Scout should “Be Prepared” to bring certain items to camp in order to have a successful camping experience. The following is a suggested list of what to bring.

Troop/Patrol Gear:

Troop flag, US flag, Patrol flag, Patrol cook kit (pot or kettle, spatula, tongs, frying pan, ice chest, charcoal chimney) and a small shovel.

Personal Gear:

The weather at Camp Chawanakee for most of the summer is sunny and warm. It can be cooler in the early morning and evenings so **Be Prepared** for all kinds of weather including cold and rain. Pack appropriate clothing for the season, Scout outdoor essentials, extra shoes/boots (closed toed recommended), a pack (a frame pack is suggested, you do have to hike to your campsite), sleeping bag, pillow, foam pad or air mattress (we do provide a mattress), ground cloth, eating kit (spoon, fork, knife, plate, bowl, and a cup) must haves for lunches and the Friday night BBQ, toiletries (soap, toothbrush, toothpaste, dental floss, comb/brush, wash cloth, towel), full Scout uniform (Field and Activity).

Personal Extras:

Watch, camera with film, insect repellent, sunglasses, binoculars, OA sash, fishing pole and tackle, swim suit, water socks and of course extra money for souvenirs and other extras at the Trading Post.

What Not To Bring:

These are items that are prohibited at Camp Chawanakee. NO EXCEPTIONS.

Personal firearms (any caliber, BB guns, pellet guns, paint ball guns), ammunition, personal archery equipment (bows, arrows, crossbows), liquid fuels (white gas, lighter fluid, butane), slingshots, wrist-rockets, sheath knives/fixed blade knives, fireworks, alcohol, illegal drugs, ATVs, dirt bikes, personal watercraft, bicycles, and pets!

2010 Schedules

Sunday

1:00 p.m.- 4:00 p.m.	Check In
5:00 p.m.- 5:30 p.m.	S.M./S.P.L. Meeting @ Chapel
6:00 p.m.-6:45 p.m.	Dinner Shift 1
6:45 p.m.-7:00 p.m.	Evening Flags
7:00 p.m.-7:45 p.m.	Dinner Shift 2
8:45 p.m.- 9:45p.m.	Opening Campfire
10:15 p.m.-6:15 p.m.	Quiet Time

Monday-Friday

6:45 a.m.-7:15 a.m.	Breakfast Shift 1
7:30 a.m.-7:45 a.m.	Flag Raising
7:45 a.m.-8:15 a.m.	Breakfast Shift 2
9:00 a.m.-9:30 am	Scoutmaster Meeting @ Dining Hall Veranda
8:30 a.m.-9:20 a.m.	Merit Badge Period 1
9:30 a.m.-10:20 a.m.	Merit Badge Period 2
10:30 a.m.-11:20 a.m.	Merit Badge Period 3
11:30 a.m.-12:20 p.m.	Merit Badge Period 4
12:30 p.m.-2:00 p.m.	Lunch and Patrol Time
1:15 p.m.-2:00 p.m.	SPL Meeting at the Waterfront Pavilion
2:15 p.m.-3:00 p.m.	Merit Badge Period 5
3:00 p.m.-4:45 p.m.	Free Time
5:00 p.m.-5:45 p.m.	Dinner Shift 1
5:45 p.m.-6:00 p.m.	Evening Flags
6:00 p.m.-6:45 p.m.	Dinner Shift 2
7:00 p.m.-8:00 p.m.	Open Time
8:45 p.m.-9:45 p.m.	Evening Activities
10:15 p.m.-6:15 p.m.	Quiet Time

Friday Schedule

10:00 am-10:30 am	Scoutmaster Meeting @ Trading Post
2:15 pm-4:15 pm	Blue Card Pick up @ Camp Office
5:00 p.m.-5:15 p.m.	Evening Flags
5:15 p.m.	Dinner - Camp wide BBQ
7:00 pm-8:00 pm	Blue Card Q&A @ Dining Hall Veranda
8:45 p.m.- 9:45p.m.	Closing Campfire

Saturday

6:45 a.m.-7:15 a.m.	Breakfast Shift 1
7:30 a.m.-7:45 a.m.	Flag Raising
7:45 a.m.-8:15 a.m.	Breakfast Shift 2
7:30 a.m.-9:30 a.m.	Check Out

Schedules are subject to change upon arrival in camp. Changes will be submitted in writing as you check in.

Camp Program

Camp Chawanakee is proud of its diversified and exciting programs. The following pages will walk you through our program. Take some time to review it in detail so you can be informed as to what is going on and of new activities.

Things you should know about our Merit Badge Program:

The following is information you need to know about the Chawanakee Merit Badge Program. Details of this program are covered at the [Camp Chawanakee Website](#). Due to late merit badge requirement changes from the National Office to some merit badges, check the website frequently for updates. Those who register their email address at this site will receive an email when updates occur.

Difficulty Rating: This is a Ten Point scale that is used to reference which merit badges are appropriate for younger Scouts. It is our recommendation that younger Scouts take merit badges whose difficulty ratings do not exceed 5 nor take more than 3 merit badges. Younger Scouts are encouraged to participate in the Trail to First Class Program.

Pre-Requisites: These are items that need to be given attention to before arriving at camp. Pre-requisites **MUST** be completed by the scout (and signed off on a blue card by a merit badge counselor) before camp in order to complete the merit badge at camp. These are items that either cannot be satisfactorily completed at camp or are otherwise inappropriate in the camp setting. Requirements do not have to be completed in order to attend the merit badge class, however, scouts who have not completed pre-requisite requirements will be issued a partial at the end of the week.

Recommended Requirements: These are requirements that may prove extremely difficult to complete at camp due to time constraints or weather related issues. You may want your Scouts to complete these requirements prior to camp to ensure completion of the merit badge.

Cost: Certain merit badges have a cost or costs that are over and above those covered by the basic camp fee. Make sure Scouts are prepared to cover any costs of their desired merit badges. Costs listed are maximum amounts, some merit badges can be completed for less than the listed cost.

Period Taught: This refers to the period during the day that a merit badge is taught. The [Camp Chawanakee Website](#) will not allow you to sign up for a period in which the merit badge is not taught. (Note, some merit badges require more than one period to complete.)

Location: This is the area in camp where the merit badge is taught. Some classes may move locations during the week due to activities. Make sure your scouts pay attention to all announcements concerning their classes.

Merit Badge Sign up: To help ensure your scouts get the program they want and to promote fairness to all, all merit badges must be signed up for at www.chawanakee.com. Due to equipment and quality concerns, many classes have a cap on the number of scouts each period will hold, please sign up early, all sign ups are on a first come, first serve basis.

Age Requirements: National Camp Standards requires each camp to have programs for older boys. In order to meet this requirement, we have chosen programs that boys ages 14 and up would benefit from. These programs were chosen based on the size, ability and experience of this age group. We have taken into account the safety of all of our scouts.

Please do not ask for waivers on age requirements.

Changes to schedule may be made at camp, but cannot be guaranteed.

Name	Area	Difficulty	Cap	Cost	Periods Taught	Pre-Reqs
Archery	Shooting Sports	10	25	None	1,2,3,4	
Art	Handicrafts	4	None	None	2,3,4	4
Astronomy	Nature	6	None	None	3,4	6
B.S.A. Lifeguard	Waterfront	10	10	None	3 4 5	
Basketry	Handicrafts	2	None	None	1,2,4,5	Purchase kits at the Trading Post
C.O.P.E. Adult	High Adventure	10	12	None	5	
Camping	Scout Craft	5	40	None	1, 2	5e, 7a, 7b, 8c, 8d, 9a, 9b, 9c
Canoeing	Waterfront	7	None	None	1, 2, 3, 4	
Citizenship in the World	Eagle Point	8	30	None	2, 3	3,4b,5c,7
Climb On Safely	Adult Trainings	5	None	None		
Climbing	High Adventure	10	12	None	1 2, 3 4	

Name	Area	Difficulty	Cap	Cost	Periods Taught	Pre-Reqs
Communication	Eagle Point	8	30	None	1, 2, 3, 4	4, 5, 8
Cooking	Scout Craft	8	None	None	2, 3, 4	
Emergency Preparedness	Scout Craft	10	25	None	1, 2, 3, 4	1, 2c, 6b, 8a, 8b
Environmental Science	Nature	7	25	None	1, 2, 3, 4, 5	
Fire Safety	Scout Craft	5	None	None	4, 5	11, 6a
First Aid	Eagle Point	10	20	None	1 2, 3 4	2b
Fish and Wildlife Management	Nature	6	None	None	3	5, 5a, 5b, 5c, 5d
Fishing	Scout Craft	3	None	None	1, 2, 3, 5	
Forestry	Nature	6	None	None	1	5a, 7
Geology	Nature	7	None	None	1	
Hiking	Scout Craft	9	20	None	5	5, 6, 7
Horsemanship	Horse Corral	10	20	\$30	2 3 4	Trail ride must be arranged separately
Indian Lore	Handicrafts	7	None	None	4, 5	Purchase kits at the Trading Post
Leatherwork	Handicrafts	2	None	None	1, 2, 3, 5	Purchase kits at the Trading Post
Lifesaving	Waterfront	10	20	None	1 2, 3 4	1a, 1b
Mammal Study	Nature	4	None	None	4, 5	5
Nature	Nature	5	None	None	2	
Orienteering	Scout Craft	6	None	None	1, 2	7a, 7b, 8, 9
Photography	Handicrafts	7	None	None	1, 2, 4	4, recommended bring a digital camera.
Pioneering	Scout Craft	6	None	None	1, 3, 4	2a
Pottery	Handicrafts	3	None	None	1, 3, 4, 5	7
Reptile and Amphibian Study	Nature	6	None	None	3, 5	8, 9, 9a, 9b, 9c
Rifle Shooting	Shooting Sports	10	32	\$8	1, 2, 3, 4	
Rowing	Waterfront	6	25	None	2, 3, 4	
Safe Swim Defense Safety Afloat	Adult Trainings	5	None	None		

Name	Area	Difficulty	Cap	Cost	Periods Taught	Pre-Reqs
Shotgun Shooting	Shooting Sports	10	18	\$35	2, 3, 4, 5	
Small Boat Sailing	Waterfront	10	14	None	3, 4, 5	
Soil and Water Conservation	Nature	7	None	None	4	
Swimming	Waterfront	5	20	None	1, 2, 3, 4, 5	
Trail to First Class	Eagle Point	4	None	None	3	
Trail to Second Class	Eagle Point	4	None	None	2, 5	
Trail to Tenderfoot	Eagle Point	4	None	None	1, 4	
Trek Safely	Adult Trainings	5	None	None		
Weather	Nature	6	None	None	1	8, 9
Wilderness Survival	Scout Craft	6	25	None	2, 3, 4	5
Wood Carving	Handicrafts	5	None	None	1, 2, 3	Purchase kits at the Trading Post

Campfires

Opening Campfire: Start your week off right on **SUNDAY** night when our staff puts on the opening campfire for your entertainment and enjoyment. Troop guides will lead troops to the campfire at 8:30 pm.

Commissioner Inter-troop Campfire: On Wednesday night, Commissioners will host an inter-troop campfire in a pre-designated campfire bowl. Each troop should have a skit, song, or cheer to perform at the campfire. The best songs and skits will be chosen to perform for Friday night's campfire. Sign-ups will be taken at the SPL meeting on Wednesday. All skits, songs, or cheers must be Scout appropriate.

Tribe of Chawanakee Campfire: On Thursday night the spirit of the Native Americans who inhabited this land when Camp Chawanakee was just a dream will come out to induct new members into the tribe and to advance in rank those who have returned. The highlight of this campfire is the reading of the legend followed by an induction

ceremony for the Tribe Honor you are advancing to. The evening ends with all of the Tribe members listening to the sage advice of the mighty Sachem. Scouts must either have completed their service hours prior to this campfire, or promise on their honor as a scout that they will have them done before they leave camp. Adults are encouraged to participate too!

Closing Campfire: Friday evening at the Point Campfire Bowl there will be a variety show second to none and you provide the songs and skits. That's right, the troops are the main attraction here so plan to participate. The highlight of the campfire is a Flag Retirement Ceremony so wear your cleanest scout uniform.

Camp Program Continued

Chawanakee Open: Two and a half! If you think all of the activities at camp are for the Scouts then you haven't played in the Chawanakee Open. Tee off with the rest of the adult leaders on Thursday with your own hand made club(s), we provide the ball (tennis ball.) Proclaimed by many leaders as the most fun they've had at camp we hope you join us for the Eleventh annual Chawanakee Open.

Bocce Ball: Test your lawn bowling skills Tuesday afternoon at 3:00 pm at the volleyball courts.

Horseshoes: Come on out on Wednesday afternoon at 3:00 pm for a good time and some great laughs. Adult leaders can just show up, horseshoes are provided free of kicks.

Aloha Friday: Wrap up the week Hawaiian style with Aloha Friday. Make sure to bring plenty of items to decorate yourself and your campsite in the true Aloha spirit! The afternoon wraps up with our famous luau style Barbecue.

Chawanadayze: Chawanadayze is our exciting fast paced camp wide games. After our opening ceremonies at the waterfront, the troops will break up into their patrols and compete in competitions that will test the leadership of your patrol leaders and the skills of your scouts. Awards will be presented, on a Patrol basis, for 1st, 2nd, and 3rd in individual events and one overall prize. Leaders are invited to the rifle range to try their hand at Black Powder Shooting or you may want to find your way to the climbing wall to test your intestinal fortitude against 52 feet of vertical fun.

Special Events and Activities

C.O.P.E.:

Difficulty Level: 10

Pre-requisite: 13 Years Old or older

Cost: None

Merit Badge Period Held: 1&2, 3&4

Adult C.O.P.E. held period 5

Location: Fire Bell Rock

C.O.P.E. (Challenging Outdoor Personal Experience) is a course for older boys who want to learn about themselves and teamwork. Through games and physical challenges the boys learn the importance of working together while at the same time learning of their potential. Many boys don't know how much they can do until they face a 40-foot drop and slide down our zip-line, one of the longest and fastest in the Western Region.

Climbing Wall:

Difficulty Level: 10

Pre-requisite: 13 Years Old or older

Cost: None

Merit Badge Period Held: 1&2, 3&4

Location: Climbing Wall

Our 52-foot climbing tower is for older boys who want to learn about themselves and teamwork. The boys learn the importance of working together while at the same time learning how well they can climb. Our climbing tower has two "faces" to choose from, each with its own unique challenges.

Trail to First Class:

Difficulty Level: 4

Pre-requisite: None

Cost: None

Merit Badge Period Held:

Period 1- Tenderfoot

Period 2- Second Class

Period 3- First Class

Period 4- Tenderfoot

Period 5- Second Class

Location: Eagle Lodge

Adults are strongly encouraged to accompany their Scouts to this program area. New or younger Scouts along with their adult leaders will receive an opportunity to learn the skills

needed to achieve the rank of First Class. They will work together on a variety of activities and skills including: nature, hiking, orienteering, pioneering, first aid, and more. A final progress report will be given back to you on Friday with the rest of your Blue Cards.

Kayaking: Difficulty Level: 2
Pre-requisite: Pass Swimmer Test
Cost: None
Held: Free Time & Open Time
Location: Waterfront

One of the most popular waterfront activities at Camp Chawanakee is kayaking. With our numerous kayaks, Scouts and Scouters alike will have the opportunity to enjoy beautiful Shaver Lake.

Mile Swim: Difficulty Level: 8
Pre-requisite: Pass Swimmer Test, Endurance
Cost: \$3.00 (optional for patch)
Merit Badge Period Held: Early Morning,
Afternoon Open Time
Location: Waterfront

This test of strength and endurance is a four-day event. To adjust to the altitude of Chawanakee scouts will be required to swim 200 yards, then ¼ of a mile, ½ mile and then the full mile. Scouts must be successful on each preceding leg to advance to the next. Each leg MUST be swum on different days. Each swimmer will be required to provide a skilled rower and spotter to ensure their safety and success. Only one swimmer per boat is allowed.

B.S.A. Lifeguard: Difficulty Level: 10
Pre-requisite: Pass Swimmer Test, Swimming
Merit Badge, First Aid Merit Badge, Proof
of C.P.R. Certification, 15 years old or older
**Adults must have equivalent skills to merit
Badges.**
Cost: \$3.00 (optional for patch)
Merit Badge Period Held: 3 & 4 & 5, plus
Open Time.
Location: Waterfront

A B.S.A. Lifeguard can be a vital part for Troop outings. Our staff will help show your future lifeguards the proper techniques on how to keep a safe waterfront. Strong and responsible swimmers age 14 and older are required. Adults are welcome to participate. In order to complete this program, you **MUST be CPR trained** by a recognized national agency i.e. American Heart or Red Cross. Training may be held at camp, but we cannot guarantee a trainer will be available at this time. [B.S.A. Lifeguard is a three-year certification.](#)

Snorkeling B.S.A.:

Difficulty Level: 7

Pre-requisite: Pass Swimmer Test

Cost: \$3.00 (Optional for Patch)

Merit Badge Period Held: 5th Session

Location: Waterfront

Learn how to snorkel at Camp Chawanakee and see the underwater world of Shaver Lake. After learning the basics at camp you will be able to take your newly learned skills with you anywhere.

Polar Bear Swim:

Difficulty Level: 1

Pre-requisite: Getting Up Early and cold Tolerance!

Cost: \$3.00 for patch

Merit Badge Period Held: 6:00 a.m.

Location: Waterfront

As you and the birds awaken in the early morning you will see the steam rising off of Shaver Lake. All of the brave souls in camp will meet at the waterfront and swim in sub-arctic waters. Don't worry we won't let such bravery go un-rewarded.

Trails of Chawanakee:

Difficulty Level: 10+

Pre-requisite: None

Cost: \$3.00 for the patch (optional)

Held: Anytime you can!

Location: Mile Swim- Waterfront, All other

Trails- On the Scout symbol on the Dining Hall side of the bridge.

Cat Eye Trail:

This night trail allows you to follow the path of the cat. The eyes you see guide you to the end of the trail where your super adventure ends.

Nature Trail: This self-guided tour takes you through the beautiful meadow of Chawanakee. Along the trail you will find signs that will explain the flora and fauna that can be seen throughout camp. If you have any questions, the trail goes through the nature area.

Warrior Trail: This trail calls for your knowledge of orienteering. Pick up the bearings at the Scoutcraft Area and set out with your buddy to find out where the warriors went.

Adventure Trail: Scouts and Scouters must navigate the wilds with a GPS and a topo map. Waypoints are identified with a log on which a special saying has been carved. Follow the supplied coordinates to find the waypoints. Collect all the sayings to become one of the pioneers of this wonderful event! Scouts and Scouters must supply their own GPS equipment.

Chieftain Run: The Chieftain Run is the latest trail to be added to the Trails of Chawanakee. Scouts and Scouters will wake early to take an early morning jog to the entrance of Family Camp. Show your strength and ambition and join us for the Chieftain Run!

An award is given at the closing campfire for any Scout or Scouter who successfully completes all five trails and the mile swim. A scorecard is available in the Scoutcraft area and must be completed and turned in by the 10:00 a.m. Scoutmaster meeting on Friday.

Paul Bunyon Award: Difficulty Level: 5
Pre-requisite: Earned Tot’N’Chit
Cost: None
Held: Open Time
Location: Scoutcraft

Follow the spirit of Paul Bunyan, Scouts will learn the proper care of and safety with wood cutting tools. Those who complete the experience earn the right to wear the Paul Bunyan patch on his uniform.

Horse Trail Rides: Difficulty Level: 3
Pre-requisite: None
Cost: \$28.00
Held: 1:30 p.m., 3:00 p.m.
Mon-Thurs.
Location: Shaver Stables (10 Min. drive)

PARTICIPANTS ARE RESPONSIBLE FOR TRANSPORTATION

Take a horse ride through the forests of Shaver Lake and observe the flora and fauna. On your 90-minute ride perhaps you will see a coyote or a herd of deer. The number of riders is limited to 20 per trail ride. Shaver Stables is a short 10-minute drive from Camp Chawanakee.

Canoe Outpost:

Difficulty Level: 1

Sign up with Commissioner at SPL meeting

Pre-requisite: For Canoe- Pass Swimmer Test

For Rowboat- Arrange with Commissioner

Cost: \$3.00 for optional patch purchased at the Trading Post

Launch Times: First Shift Dinner- Begin 6:15 p.m.

Second Shift Dinner- Begin 7:00 p.m.

Deadline for all Canoe outpost launches is 7:30pm – no one will be allowed out past this time

Location: Waterfront

The Canoe Outpost is a chance to get out of camp and see what is on the other side of beautiful Shaver Lake. Troops have the opportunity to paddle or row across the lake and camp under the stars. A cracker barrel will be provided for your troop's enjoyment. While on the other side, troops can spend their evening enjoying leisure activities such as fishing, exploring, practicing your Scout skills or just have a good ol' campfire. Two Deep Leadership is required for the Canoe Outpost. Canoe Outpost is subject to weather conditions. Sorry, swimming is not allowed.

Special Awards and Recognition

Pioneer Hiker: This honor is bestowed upon a scout in your troop that has exemplified the Scout Oath and Law. The Pioneer hike takes place after Friday's campfire. Pioneer hikers spend the evening under the stars and will write a short essay. Each troop is allowed to send ONLY ONE scout. Turn in the Scout's name to the Program Director at the 10:00 a.m. Friday Leader's meeting.

Honor Troop: An honor troop is one that adheres to the Scout Oath and Law in all their dealings. Honor troops show scout spirit, have high inspection scores, use the patrol method, and participate in programs and meetings. All honor troops will be recognized at the closing campfire. Turn in Honor Troop paper work to the Head Commissioner at the Friday 1:15 SPL meeting.

Spirited Arrow Award: The purpose of the Spirited Arrow award is to encourage Scout Spirit. The troop with the most enthusiasm and always doing their best will be given this award. Judgment will be based on Patrols having flags, patrol yells, doing good turns, wearing the proper uniform at proper times, and Scouts simply doing their best to take pride in Scouting, but most of all, HAVING FUN!

Thumbstick: Each evening, the commissioner will each give out a special award known as a thumbstick. Thumbstick winners will keep and add to the thumbstick until the next evening's flags, where it will be returned to the commissioner. At the end of the week, the troop with the highest average inspection score gets to take the thumbstick home with them.

Mountain Boarding: 3pm to 5 pm outside of the camp office. No age requirement.

Fishing Spinner: Purchase a ticket at the TP for \$2.00 and make the spinner at Scoutcraft.

Tribe of Chawanakee

The Tribe of Chawanakee is Camp Chawanakee's honor service organization. This program is designed to recognize Scouts and Scouters who exemplify the Boy Scout and Chawanakee's ideals of Scout helpfulness. All Scouts and Scouters who attend camp are eligible for membership. On Thursday night, all of the hard work from the week will culminate in a ceremony and campfire that will strengthen the bonds of brotherhood and Scout Spirit. The circular patch for the Tribe of Chawanakee must be purchased at the Trading Post. The segments that go around the patch are given to you at checkout of camp. If you want to receive your segments you must turn in your tribe roster by Friday to allow time to sort out all the patches. The ranks and corresponding requirements are:

- Hunter:
- 1) One summer at Camp Chawanakee
 - 2) One hour of work on a service project
- Warrior:
- 1) Earned Hunter
 - 2) Two summers at Camp Chawanakee
 - 3) Two hours of work on a service project
- Chief:
- 1) Earned Warrior
 - 2) Three summers at Camp Chawanakee
 - 3) Three hours of work on a service project
- Medicine Man:
- 1) Earned Chief
 - 2) Four summers at Camp Chawanakee
 - 3) Four hours of work on a service project
- Sachem:
- 1) Earned Medicine Man
 - 2) Five summers at Camp Chawanakee
 - 3) Plan, organize, and complete an approved service project, of at least 5 hours. (Please contact the Camp commissioner for assistance.)

All ranks require Scouts to show Scout Spirit
the entire time they are at camp.