

# 2015 Summer Camp Program and Leaders' Guide

www.campworkcoeman.org





# **Welcome to Camp Workcoeman 2015**



Dear Scoutmaster,

Welcome to the 2015 summer camp season of Camp Workcoeman! Founded in 1924, countless boys have experienced the benefits of the summer camp program at this special place with a long tradition of a fun-filled camp program on the shore of West Hill Pond. Camp Workcoeman is one of the longest running camps in the country to offer a summer camp experience to Scouts.

A summer camp experience at Camp Workcoeman will make your Scout troop grow. It is here that the Scouts advance and grow in confidence and skills.

In 2009, a camp study report evaluating the camping programs in Connecticut Rivers Council was compiled by "The Camp Doctor, Inc." The following are statements from the report:

"Good traditional Scout camping needs to survive, for this is where real Scout camping happens... The basic Boy Scout program at Camp Workcoeman was the best of the council's camps."

At Camp Workcoeman our task is to work side-by-side with you to tailor a program that best fits your troop. The staff is ready for this challenge. Once again, many of the old familiar staff veterans will be returning along with new, energetic characters. Many of which come from troops like yours!

Now is the time your troop should begin the process of planning for summer camp. Besides this program guide, the camp website <a href="www.campworkcoeman.org">www.campworkcoeman.org</a>, can assist you in finding information about programs, camp arrival procedures, staff contact email addresses and all related camp forms. Comments from leaders about the web site indicate that it is easy to navigate and provides a wealth of information.

This year's theme will be "Spies and Secret Agents." It will be a summer of mystery with puzzles and challenges for your Scouts to work together and accomplish Scouting tasks.

Please contact us if you have any questions or special requests with your summer camp plans. We are here to help you prepare for a summer camp experience second to none.

All the best for a great Scouting year.

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# **Camp Workcoeman Program Guide**

Camp Workcoeman is located on beautiful West Hill Lake in New Hartford. Connecticut. Established in 1924, it is one of the oldest continuously operated Scout camps in the country. For over 90 years, thousands of Scouts and Scouters have had unforgettable Scouting experiences at Camp Workcoeman. This fine tradition of Scouting continues today.



The Camp Workcoeman Staff is chosen by a Camp Director with over 35 years experience. The staff is highly skilled and trained with all key staff trained by the Boy Scouts of America at their National Camping Schools. Camp Workcoeman's veteran staff has an impact on a quality program.

# The Summer Camp Program at Camp Workcoeman

contains valuable opportunities of skill, advancement and FUN and is available to every troop and Scout. The quality of your troop's summer camp experience rests with you, the Scoutmaster, and your troop's junior leadership. Use this program guide to learn about camp procedures and policies. You will then be able to inform all Scouts and parents. You and your Scouts can collectively select from among the many program opportunities that meet the needs of your troop.

**Troop Leadership in Camp** The National Council of the Boy Scouts of America requires that each troop must have at least two adult Scouters in camp at all times. One of the Scouters must be 21 years of age or older while the second leader must be at least 18 years of age. All adults must have completed Youth Protection Training. These Scouters stay at camp free of charge. The cost of any additional adults is determined by the number of Scouts in your troop at camp. The following table indicates the cost of additional adults.

# of youth per program	# of free Scouters	Each additional adult
1 - 10 11 - 20	2	\$90 \$90
21 - 30 31 - 40	3 4	\$90 \$90





# **Pre-Camp Information**

# **Pre-Camp Program Planning**

Two pre-camp planning meetings are scheduled for your troop leadership to meet with key members of the camp staff and develop a program that meets your needs. **Your CAMP SCOUTMASTER and SENIOR PATROL LEADER are urged to attend ONE of these meetings.** You will also be given information regarding camp policies, medical form and related health information as well as procedures for your Sunday arrival and check-in. A visit to your campsite is possible with a Camp Commissioner.

Camp orientation meetings are scheduled for:

Saturday, May 2 or Saturday, May 16

both beginning at 1:30 PM in the Camp Workcoeman dining hall.



# **Pre-Camp Troop Activity and Merit Badge Sign-up**

Your troop should sign up for merit badges and troop activities prior to camp. This will be done online using a fillable Google Form for which the appropriate links will be emailed to troop contacts during May or June. Link information can also be found on the Camp Workcoeman website or by emailing the Program Director at tleisten@campworkcoeman.org.

Merit badge selections should be submitted online at least three weeks prior to your week at camp. The Program Director will be in contact to verify receipt of selections and work with you in regards to any necessary program changes. A list of merit badge offerings can be found on pages 10-17 of this guide.

**Troop Activity** requests should be submitted online at least Three weeks prior to your week at camp. We will develop a schedule for your troop from the requested activities. Please understand that we will make every effort to schedule your desired troop activities. Some activities are in high demand and we want to be fair to everyone. Suggested activities can be found on page 21 of this guide. A blank schedule to begin planning your troop's week can be found on page 29. Staff resources are allocated based on sign-ups done ahead of time. As a result, some programs might not be available without pre-camp sign-ups.

# **Camp Medical Form Information**

# **Who Needs a Completed Medical Form?**

\*\* All Scouts and adults <u>MUST</u> have a medical examination dated within the last 12 months prior to arrival at camp. The form must be signed AND DATED by a licensed physician.

Be sure to use the Medical Form, Medication Authorization Form and Allergy Treatment Plan found in the Forms Section of this guide or on the camp website.

Those adult leaders staying less than a cumulative 24 hours do not need to have a physical examination however sections A, C & D of the medical form must be completed. Leaders using this option are restricted from participating

# Check the following items BEFORE submitting all Medical Forms:

**IMMUNIZATION SECTION-** All Scouts must have history of all immunizations with dates not just tetanus. Leaders require tetanus date only.



- Be sure that all personal information, including emergency phone numbers and insurance information is current and accurate. If parents will be away while the Scout is at camp, be sure a person who can make decisions for the child is listed. Be sure to include a copy of both sides of your insurance card.
- ALL MEDICATIONS, INCLUDING OVER-THE-COUNTER, REQUIRE WRITTEN DOCTOR'S ORDERS Use the "Authorization for Medication" form for EACH medication required. This form is found in the Forms Section of this guide or download a form from www.campworkcoeman.org.

This form MUST be signed by BOTH the medical practitioner AND a parent. This is a State of Connecticut regulation for ALL participants.

- All medications must be in original pharmacy containers. They must be given to the Health Officer during your assigned medical check-in time. This includes any non-prescription medications such as supplements or vitamins. Be sure that Scouts bring only the quantity of medication required for the time they will be at camp. Inhalers and epi-pens used for emergency conditions may be carried by the camper with an appropriate order after they are logged in by the camp Health Officer. All inhalers and epinephrine auto injectors (epi-pens) must be in their original pharmacy containers and have a pharmacy label affixed to them. Make sure all medications have not expired!
  - \*\* No medications maybe kept by, or administered to Scouts by an adult leader unless the leader is the parent of the Scout. Otherwise, the Camp Health Officer is the only designated person to dispense medications.
- A school physical form is acceptable BUT a BSA form with Parts A, C & D must be completed and accompany the school form.

Upon arrival, all Scouts and adults must fill out a medical survey. The survey form is found in the "Camp Forms" section of this guide. These surveys are to be turned in to the Health Officers during your Sunday medical check-in. You will be given a time for your Sunday check-in with the Health Officers. Failure to follow this procedure will negtively effect the check-in schedule of all troops in camp.

All Medical Forms should be sent to camp at least 3 weeks prior to your week at camp. Please include a roster of those Scouts and Scouters attending camp when

sending medical forms. Our Health Officers will review them and contact you with any problems that are found. Please mail them at least 3 weeks prior to your week of camp to:

> Camp Workcoeman 169 Camp Workcoeman Rd. New Hartford, CT 06057 Att: Camp Nurse

Email questions to: nurse@campworkcoeman.org or call 860-379-1756

# **General Camp Information**

#### Mail

Mail is received at camp and distributed daily. Outgoing mail is brought to the post office on a daily basis too. Stamps are available in the Trading Post. Incoming mail should be addressed as follows:

Camp Workcoeman
169 Camp Workcoeman Rd.
New Hartford, CT 06057
Scout's Name\_\_\_\_\_ Troop # \_\_\_\_\_
Campsite



# Telephone

It is highly recommended that Scouts do not bring cell phones to camp. The cell service is very limited and charging is not available. Any important incoming messages can be made to the Camp Director's phone. Camp Office: 860-379-2207 Fax: 860-379-1311 Camp Health Lodge: 860-379-1756

# Parking/Automobile Use

No vehicles may be taken into campsites, program areas or on camp roads. Please see the Camp Director or Ranger if you must have any need for the use of a vehicle to your campsite. Parking will be in designated areas only. No passengers are ever to ride in the back of trucks.

All vehicles are required to have a parking permit displayed on the dash board while in camp. ALL leaders and visitors must display this permit. Parking Permits can be obtained in the camp office.

#### Wrist Bands

All campers, leaders, staff, and visitors must wear a wrist band. Visitors must check-in at the camp office to obtain a wrist band.

# Check-in/Check-out and Visitor Procedures

Anyone arriving or departing camp after Sunday check-in **MUST** sign in or out at the Camp Office. This includes any temporary leaders and *ALL VISITORS*. Visitor meal costs are: Breakfast-\$4.00, Lunch-\$5.00, Dinner-\$6.00. Meal tickets are available in the camp office before meals. Any Scout leaving camp during the week for any reason with someone other than their parent or guardian must complete a special permission form. See the "Camp Related Forms" section of this guide for a sample of this form. This form must be completed and submitted at the time of arrival.

\*If your troop leadership will change during the week, please submit a list of names and a day/ time schedule for leader rotation. Please submit this list to the camp office or at the Sunday scoutmaster meeting.

# **Troop Photos**

Troop photos will be taken each week on Tuesday before and after lunch. A photo order form can be found in the "Camp Forms" section of this guide. Orders and money for photos are due in the Camp Office by Tuesday noon. Photos will be delivered to camp and distributed on Friday night. The cost of an 8x10 photo is \$10. Please be sure that all checks are made out to: *Connecticut Rivers Council, BSA*.

#### Lanterns, Stoves and Fuels

Stoves and lanterns using liquid and propane fuels are permitted provided they are used in compliance with BSA policy as detailed in the "Guide to Safe Scouting". The following are segments of the policy that must be followed:

- Scouts or youth visitors under the age of 18 may not fuel or refuel any stoves, lanterns or appliances on CRC property.
- A quantity of liquid fuel not to exceed 32 ounces per appliance may be kept in a "Sigg type" container, stored in accordance with National BSA Policies and never in tents or buildings. Any fuel in excess of this amount is to be turned over to the Camp Ranger for proper storage.

No candles, lanterns or other flames are permitted in tents at any time!

# Fire Safety

Campfires are permitted ONLY in the fire pit in your campsite and should never be left unattended. Proper methods to extinguish fires should be available at all times. When the fire is out cold, stack partially burnt wood near the pit for future use. Disposing of cold ash should be done regularly. This can be arranged through the Commissioners or the Scoutcraft staff. It is not necessary to bring wood from outside sources onto the camp property. \* Please do not cut down any trees. All necessary wood can be found on the ground. Firewood should not be brought to camp. This policy prevents the spread of threatening insects to the forest.

# Don't Bring Firewood To Camp

Invasive insects such as the Asian Longhorned Beetle and the Emerald Ash Borer are active in New England and New York. While the Emerald Ash Borer primarily attacks its namesake tree, the Asian Longhorned beetle poses a threat to almost any hardwood tree. Because of this risk, Western Connecticut is under a Federal quarantine and Connecticut State Law prohibits moving firewood across county lines. Help preserve our forests by not transporting any firewood. For more information about these and other pests, speak with the Scoutcraft Staff or the Nature Staff.

# **Dining Hall Conduct**

All meals are served family style and use the host system. Every table in the dining hall should have **at least one adult sitting with the Scouts.** Adults ensure proper table manners, safety and Scout-like behavior.

# Troop Leader Assistance

Troop leaders hold a wealth of information and are a great source of assistance to the staff. You are asked to share your talents in a particular program area. Please complete the *Adult Resource Form* in the *Camp Related Forms* section of this guide and return it to the Program Director.

# Commissioner Service - "Your Source For Help at Camp"

The Camp Workcoeman Commissioners are here for any assistance to your troop while at camp.

Program changes, campsite needs & repairs, as well as any special requirements are all ways that we can make your stay at camp as best it can be. Each morning before reveille, the Commissioners will visit your campsite to bring coffee and deliver your daily copy of the "Chief Tunxis Times."

## Daily Campsite Visitations

A Scout is Clean. While your boys are at morning merit badge sessions, the Commissioners will visit your campsite. A colored feather will be placed in the tent that is best arranged and tidiest. The top three scores will be announced during lunch in the dining hall. A sample visitation rating sheet will be distributed at the Sunday afternoon leaders meeting. The Commissioners will visit with leaders to address any health and safety concerns and will be looking for top notch, clean campsites.

#### Directions to Camp Workcoeman

Camp Workcoeman is located off West Hill Road in New Hartford. From the south (Middletown, Waterbury, etc.) take Route 8 North to the Pinewoods Road Exit 46. Take a right at the end of the exit ramp past the Cornucopia Banquet Hall to the intersection of Route 183. Go left on Route 183 and take the next right onto West Hill Road. Follow the signs to Camp Workcoeman from there.

From the Hartford area, follow Route 44 to Winsted. Go left onto Route 183 and take a left onto West Hill Road. Follow the signs to Camp Workcoeman from there.

# Damage to Camp Property and Equipment

The cost of camp equipment such as tents, mattresses, bunks, campsite tables is quite expensive. For any camp property that is deliberately damaged, lost, or stolen, the unit will be charged for the cost of repair or replacement.

#### Camp Disciplinary Policy

The Scout Oath and Law is the basis for the conduct of Scouts, leaders, and staff in camp. Scouts who display improper conduct will be asked to leave camp immediately with their parents. Troop leaders will be informed by the camp staff of any Scouts displaying misconduct. The following are examples of conduct that will result in the expulsion of an individual from camp: deliberate injury to another person, theft, vandalism, fighting, and the use of alcohol or drugs.

# Sunday Check-in Procedures Check-in Begins at 2:00 PM

# -Immediately Upon Arrival-

1. The Scoutmaster must check in with the Camp Director BEFORE going to your campsite. No Scouts will be allowed in the campsite until the Scoutmaster arrives and checks in with the Camp Director.

You will need to submit the following:

- An accurate roster of Scouts and leaders in camp. This list should include any leaders rotating during the week with names and times of arrival and departure.
- All payment balances due for Scouts and extra leaders should be paid prior to camp. Payments for last minute additional Scouts and extra leader fees must be paid upon arrival.
- All Scouts will be directed to their campsites to check-in with their leaders. Be sure to inform the camp administration if you plan to gather Scouts and parents in a location other than your campsite.

# You will receive an assigned time for your medical check-in with the nurse.

Please arrive at the parade ground pavillion at your assigned time with completed Medical Screening Forms for all Scouts and Adults. Any Scout with medications should check-in with the leader including those with orders to self-carry such as inhalers. It is best if a parent of a Scout who will have medication in camp attends check-in with the nurse.

\*If medical forms are incomplete or not submitted ahead of time, you will have to wait until the end of check in to see the nurse.

3. A Camp Staff Guide will be assigned to your troop to assist you and your Scouts with all check-in procedures.

# **Sunday After Check-in**

# 4:00 Scoutmaster Meeting in the Dining Hall

Here you will receive information from the Camp Commissioners, the number of waiters that you will need for meals and updates from the Program Director. At least one leader from each troop must attend this meeting.



- 5:40 Parade Ground for Camp-wide Retreat and Staff Introductions
- 6:00 Dinner

# AFTER DINNER....

- 7:30 Camp Orientation A review of Aquatic, Shooting Sports, COPE and General Camp Rules will be given at specific locations to be announced.

  A Merit Badge Sign-Up Session will be held at the Parade Ground pavilion for any last minute changes.
- 8:30 Opening Campfire hosted by the Camp Staff

# Saturday is Family Day at Camp Workcoeman

# COURT OF HONOR



**The Campwide Court of Honor** & Awards Presentation will be conducted in the council ring and begins at **10:15 AM**. Advancement and other awards, some goofy, as well as the *CLASS "A" TROOP* will be presented at this time.

# **FAMILY BAR-B-QUE**



Our *Family Bar-B-Que* will follow in the Dining Hall for all Scouts, Scouters, parents and visitors with reservations. **Serving time is approximately 11:15 AM.** Reservations are required for all visitors. Be sure to submit your "BAR-B-QUE RESERVATIONS FORM" (found in the back of this manual) by Tuesday. The cost for family and visitors is \$8 for adults and \$5 for children ten and under.

**Don't forget to visit the Trading Post** for all of the goodies that you've had your eyes on all week. Don't forget to get those Scout badges like Mile Swim, BSA Lifeguard as well as camp patches, shirts, hats and more.

# **CHECK-OUT PROCEDURE**

The Commissioners will distribute to all troops a Campsite Check-out form Please complete the form and return it to the office before the Court of Honor at 10:15 AM.

# PLEASE BE SURE THAT ALL TENT FLAPS ARE DOWN AND BUNKS ARE MOVED TO THE CENTER OF EACH TENT!

- Bring all trash to the dumpster near the Ranger's Shop
- Latrine is cleaned and ready for the next troop
- Medications may be picked up from the nurse Saturday morning after breakfast
- Bring to the camp office your evaluation forms and any other business forms or borrowed items
- Be sure that you have reserved a campsite for 2016 online before you depart.

# **Back Again in 2015** - Boy Scout Pistol Shooting Program

Camp Workcoeman has been chosen as one of twelve camps in the country to pilot a Boy Scout Summer Camp Pistol Shooting Program.

This program is open to Scouts who are thirteen years old and have completed the eighth grade.

There will be two options for Scouts to participate:



- A Five-Day Program consisting of an Winchester/NRA Marksmanship Qualification course Monday, 7:15-9:15 PM Orientation - Tuesday - Friday, 11:00-1:00 Range Sessions
- A One-Day Open Shoot consisting a safety review followed by an open shoot session Thursday, 1:30-3:00 PM or Friday, 1:30-3:00 PM

Participation forms signed by parents are requied. The form is available in the Forms Section in this guide. There is a strict instructor to shooter ratio of 1:2. The number of participants could be limited based on available instructors.

# BACK BY POPULAR DEMAND FOR 2015

# The Wednesday Night Campsite Cookout

# You Asked, We Listened!

Returning this year is the Wednesday evening Campsite Cook-out. This optional activity allows troops to cook their Wednesday evening meal in the campsite. Many troops use this as an opportunity to hold a troop committee meeting or to invite parents to camp. A basic menu for you to prepare in your campsite is provided for the Scouts and leaders in camp but you can surely add anything for your guests. Some items, like charcoal, will be available for purchase at camp. An order form will be provided for these items. If you don't want to cook in your campsite, your Scouts and leaders can opt to have dinner in the dining hall.



# **NEW FOR 2015**

Merit Badges:

- Energy
- Fingerprinting
- Digital Technology
- Citizenship in the Nation
   Signs, Signals & Codes
- Mining and Society Whitewater

# **Great New Fun Stuff!**



KnockerBall Get inside the ball and flip, roll or just have a blast!



Bounce like Crazy on a water trampoline!

# **The Merit Badge Program**

Your troop can complete merit badge selections through a fillable Google form that will be emailed to troop contacts in May or June. Troop leadership will be able to complete merit badge registration for each Scout or Scouts will be able to complete the information themselves. Please make sure your merit badge selections are submitted at least three weeks prior to your arrival at camp. The Program Director will be in contact with any necessary information and program changes.

# **GENERAL GUIDELINES**

It is suggested that Scouts who have not attained the First Class rank utilize the "Tenderfoot's Compass Program." One part of this program will have younger Scouts take Swimming Merit Badge. Earning it opens the door to many challenging aquatic opportunities.

A limit of 3 merit badges is recommended for Scouts, especially if difficult badges are being considered. If the advancement load of a Scout is too heavy, an otherwise fun week becomes one of disappointment.

Advancement is one of eight methods of Scouting.

\*\*Don't overload advancement at the expense of patrol and troop activities.\*\*

# PRE-CAMP PREPARATIONS

Some merit badges offered at camp may have prerequisites while others require double time sessions for completion at camp. The information in the following pages details the times at which merit badges are offered as well as information that should be considered when making merit badge selections.

The merit badge counselors have identified activities appropriate for Scouts with different experience levels and listed necessary prerequisite merit badge requirements that cannot be completed at camp. Please be advised that the list of prerequisites may be incomplete as a result of requirements changing between the publication of this guide and the summer camp season. Scoutmasters and Scouts should review badge requirements ahead of time to make sure each Scout is signed up for ability appropriate merit badges and comes to camp with necessary materials.

Please see the appendix for merit badge specific prerequisite requirement sign-off sheets. These forms should be completed to ensure Scouts are given credit for work that must be done outside of camp.

We want Scouts to have an enjoyable time at camp and come away from the week with a feeling of accomplishment having earned merit badges towards which they have worked. The Workcoeman counselors encourage you to use your experience as a Scoutmaster to guide your unit towards a successful and fun week at camp!











# **2015 Merit Badge Time Schedule**

Merit badge instruction is held during morning periods and by special arrangement during Siesta and \* Denotes Double Session Bold Type- Eagle Required various other times.

	9:15	
Swimming	Kayaking	Rifle Shooting
Energy	Citizenship In the Nation	Lifesaving*
Archery	Digital Technology	Oceanography
Camping	Emergency Preparedness*	Textile
Canoeing	Wood Carving	Orienteering
Weather		
	10:15	
Wilderness Survival	Rowing	Personal Fitness
First Aid*	Small Boat Sailing*	Art
Geology	Swimming- (Tenderfoot Compa	ass) Basketry
<b>Enviornmental Science</b> 14+	Rifle Shooting	Mining in Society
<b>Environmental Science</b> 13*	Archery	Climbing
	11:15	
Cooking- 2 Sections	Whitewater	Metalwork
Orienteering	Swimming	Signs, Signals & Codes
Camping	Shotgun Shooting	Space Exploration
Fish & Wildlife Management	Archery (not week 1)	Climbing
Nature	Leatherwork	
	Siesta - 1:15-2:00/Others	
Fishing	Indian Lore	Snorkling BSA
Mammal Study	Fingerprinting	BSA Stand Up Paddleboardin
Reptile & Amphibian Study	Project COPE- (2:00-4:00)	Astronomy - (8:00-8:45)
Oth	ers and By Appointment	
Scouting Heritage	Citizenship in the World	Communication
Sustainability	Buguling	Insect Study
Geocaching	Plant Science	Forestry

the leader orientation meetings on May 2 and 16 and will be posted on the website.

For up-to-date information, contact Program Director: Tom Leisten at tleisten@campworkcoeman.org

# **Merit Badge Info Guide**

The following information suggests difficulty levels appropriate for a Scout's experience at camp. Prerequisites are requirements that **cannot** be met st camp. **Please see the Camp Workcoeman website for up-to-date prerequisite Information.** (E) Indicates an Eagle required merit Badge.

# **Ecology and Conservation**

Energy



Times: 9:15-10:00

Location: Henry Griffin Nature Center

Prerequisites: Requirement #4, #5- Preparation Work

Recommended for 3rd year campers or older

Environmental Science (E)



Times: 10:15 – 11:00 – Scouts 14+ years

10:15 - 12:00 - Scouts less than 13 years

Location: Henry Griffin Nature Center

Prerequisites: None

Recommended for 3rd year campers or older

Fish and Wildlife Management



Times: 11:15 - 12:00

Location: Henry Griffin Nature Center

Prerequisites: None

Recommended for 2nd year campers or older

Fishing



Times: Siesta or by Appointment Location: Henry Griffin Nature Center

Prerequisites: None

Recommended for 2nd year campers or older

Geology



Times: 10:15 - 11:00

Location: Henry Griffin Nature Center

Prerequisites: None

Recommended for 2nd year campers or older

Mammal Study



Times: Siesta or by appointment Location: Henry Griffin Nature Center

Prerequisites: None

Recommended for all Scouts

Nature	Times: 11:15 – 12:00 Location: Henry Griffin Nature Center Prerequisites: None Recommended for all Scouts
Oceanography	Times: 9:15 – 10:00 Location: Henry Griffin Nature Center Prerequisites: None Recommended for 3rd year campers or older
Reptile & Amphibian Study	Times: By appointment during Siesta Location: Henry Griffin Nature Center Prerequisites: #8 Recommended for 3rd year campers or older
Weather	Times: 9:15 – 10:00 Location: Henry Griffin Nature Center Prerequisites: None Recommended for all Scouts
	Scoutcraft
Camping (E)	Scoutcraft  Times: 9:15 – 10:00 Location: Sturge Shields Campcraft Area Prerequisites: #4b, #5e, #7b, #8d, #9a, #9b Recommended for a First Class Scout Note: Please see sign-off sheet in the Appendix
Camping (E)  Cooking (E)	Times: 9:15 – 10:00 Location: Sturge Shields Campcraft Area Prerequisites: #4b, #5e, #7b, #8d, #9a, #9b Recommended for a First Class Scout
	Times: 9:15 – 10:00 Location: Sturge Shields Campcraft Area Prerequisites: #4b, #5e, #7b, #8d, #9a, #9b Recommended for a First Class Scout Note: Please see sign-off sheet in the Appendix  Times: 11:15–1:00 -2 Sections with maximum of 8 Scouts in each section Location: Sturge Shields Campcraft Area Prerequisites: #5 and #7 Recommended for Scouts with significant cooking experience. Scouts will eat lunch in the Campcraft area on Wednesday, Thursday

Orienteering	Times: 9:15 – 10:00 Location: Sturge Shields Campcraft Area Prerequisites: None Recommended for a Scout who has complewted First Class requirements #1 & #2
Pioneering	Times: 9:15 – 10:00 Location: Sturge Shields Campcraft Area Prerequisites: Tenderfoot #4a & #4b and First Class #7a, 7b & 8a Recommended for Tenderfoot Scouts who hace completed the First Class requirements listed above
Wilderness Survival	Times: 9:15 – 10:00, 10:15 – 11:00 Location: Sturge Shields Campcraft Area Prerequisites: #5 Recommended for a Scout who has completed Camping Merit Badge
	Aquatics
Lifesaving (E)	Times: 9:15 – 11:00 Location: Waterfront Swimming Area Prerequisites: Successful completion of the BSA swimmer test Recommended for strong swimmers having already completed Swimming Merit Badge
Swimming (E)	Times: 9:15 – 10:00, 11:15 – 12:00 (The 10:15 session is reserved for the Tenderfoot's Compss Program only) Location: Waterfront Swimming Area Prerequisites: None Recommended for all Scouts
Canoeing	Times: 9:15 – 10:00 Location: Waterfront Boating Area Prerequisites: Successful completion of the BSA swimmer test (Blue tag) Recommended for 3rd year campers or older
Rowing	Times: 10:15 – 11:00 Location: Waterfront Boating Area Prerequisites: Successful completion of the BSA swimmer test (Blue tag) Recommended for 2nd year campers or older
Kayaking	Times: 9:15-10:00 Location: Waterfront Boating Area Prerequisites: Successful completion of the BSA swimmer test (Blue tag) Recommended for 3rd year campers or older. Class size limited to 8 Scouts.

Whitewater	Times: 11:15 – 12:00 Location: Waterfront Boating Area Prerequisites: Must be at least 13 years old, must participate in end of week river kayak trip, and must have Kayaking MB. Recommended for 3rd year campers or older
	Shooting Sports
	Times: 9:15 – 10:00, 10:15 – 11:00, 11:15 – 12:00 Location: Archery Range Prerequisites: None Recommended for 2nd year campers or older
Rifle Shooting	Times: 9:15 – 10:00, 10:15 – 11:00 Location: Shooting Range Prerequisites: None Recommended for 3rd year campers or older
Shotgun Shooting	Times: 11:15 – 12:00 Location: Shooting Range Prerequisites: Must be age 13
	Handicraft
Art	Times: 10:15-11:00 Location: Handicrafts Chapel Prerequisites: #4 Recommended for all Scouts
Basketry	Times: 10:15 - 11:00 Location: Handicraft Chapel Prerequisites: None Additional material costs at the Trading Post -\$11-\$22 depending on project kit Recommended for all Scouts
Fingerprinting	Times: Arranged during troop/patrol activity time Location: Handicraft Chapel Prerequisites: None Recommended for all Scouts

Leatherwork	Times: 11:15 - 12:00 Location: Handicraft Chapel Prerequisites: None Additional material costs at the Trading Post (\$4-\$8 kit cost) Recommended for all Scouts
Wood Carving	Times: 9:15 – 10:00 Location: Handicraft Chapel Prerequisites: Totin' Chip Card Additional material costs at the Trading Post (about \$3 kit cost) Recommended for 2nd year campers and older
Indian Lore	Time: Siesta Location: Handicraft Chapel Prerequisites: None Recommended for 2nd year campers and older
Metalwork	Times: 11:15 – 12:00 Location: Handicraft Chapel Prerequisites: None Additional material costs at the Trading Post (about \$15 kit cost) Recommended Scouts must be 13 years old
Textile	Times: 9:15-10:00 Loaction: Handicraft Chapel Prerequisites: #2a Recommended for second year campers and older
	Field Sports
Personal Fitness (E)	Times: 10:15 – 11:00 Location: Sports Field Prerequisites: #1, #7, #8 Scouts must be prepared with proper footwear and clothing Please see sign-off sheet in the Appendix Section Recommended for 2nd year campers and older
Athletics	Times: 11:15 – 12:00 Location: Sports Field Prerequisites: #3, #5 Scouts must be prepared with proper footwear and clothing Recommended for all Scouts

# **Sports**



Times: 9:15 – 10:00 Location: Sports Field Prerequisites: #4, #5

Scouts must be prepared with proper footwear and clothing

Recommended for all Scouts

# **Others**

### Climbing



Times: 10:15 – 11:00, 11:15-12:00

Location: Climbing Tower on Sports Field

Prerequisites: None

Scouts must be at least 13 years of age

# Citizenship in the Nation



Times: 9:15 – 10:00

Location: Dining Hall Conference Room

Prerequisites: #2, #8

# Scuba Diving



A PADI scuba certification course is scheduled for week 4 and requires a special fee. This program includes completion of

Scuba Diving merit badge.

Additional information is available at campworkcoeman.org

# **Merit Badges By Appointment**

# Bird Study



Location: Henry Griffin Nature Center

Prerequisites: None

Recommended for 3rd year campers +

# Insect Study



Location: Henry Griffin Nature Center

Prerequisites: None

Recommended for 3rd year campers +

# Geocaching



Location: Sturge Shields Campcraft Area

Prerequisites: #7 and signed Off-Camp Permission Slip Recommended Scouts who have completed Orienteering

MB or participated in the GeoScouting Program

# Sustainability (E)



Location: TBD

Prerequisites: #1 & #2

Note: Please see sign-off sheet in the Appendix Recommended for 3rd year campers and older

# Forestry



Location: Henry Griffin Nature Center

Prerequisites: None

Recommended for 2nd year campers +

# Plant Science



Location: Henry Griffin Nature Center

Prerequisites: None

Recommended for 3rd year campers +

# Soil & Water Conservation



Location: Henry Griffin Nature Center

Prerequisites: None

Recommended for 2nd year campers +

# Scouting Heritage



Location: Parade Ground Pavilion

Prerequisites: #4, #6

Recommended for 2nd year campers +

STEM Scien	ıce • Technology • Eı	ngineering • <mark>M</mark> ath
Astronomy	Location: STEM Exploration Prerequisites: None Recommended for 3rd year Scouts must complete a three hor	d other times for observations ons Center ar campers or older. Please remember that our observation lasting from 9pm-12am on one quirements also depend upon the weather.
Chess	Times: 11:15-12:00 Location: STEM Exploration Prerequisites: None Recommended for 2nd year	
Digital Technology	Times: 9:15-10:00 Location: STEM Exploration Prerequisites: Current up-to Recommended for 2nd year	o-date Cyber Chip
Mining in Society	Times: 11:15-12:00 Location: STEM Exploration Prerequisites: None Recommended for 3rd year	
Signs, Signals and Codes	Times: 10:15-11:00 Location: STEM Exploration Prerequisites: None Recommended for 3rd year	
Space Exploration	Times: 9:15-10:00 Location: STEM Exploration Prerequisites: None Additional material costs at the Tecommended for 2nd year	rading Post (about \$11 kit cost)
M	erit Badge Program Loca	tions
Scoutcraft	Shooting Sports	Ecology/Conservation

ScoutcraftShooting SportsEcology/ConservationSturge ShieldsShooting RangesHenry Griffin Nature LodgeCamp Craft Area

AquaticsField SportsSTEMHandicraftWaterfrontActivities FieldSTEM Experience CenterChapel

# **Achievement Awards & Recognitions**

# **BSA Lifeguard**



This aquatics certification is available to both Scouts and leaders. Candidates must spend 3 morning merit badge sessions and additional time in the afternoon. CPR certification is required and it is recommended to come to camp with this requirement completed. Participants must be at least 15 years old per BSA requirement and have strong swimming ability and watercraft proficency.

# Mile Swim & Snorkling BSA





These National Awards are available to Scouts and Scouters. Qualifications and actual times for practice and instruction will be announced at camp.

# Polar Bear Swimmer



Imagine waking from a restful night's sleep to "plunge" into beautiful West Hill Lake before reveille. Your troop is welcome every morning to do just that! You'll be surprised how many other Scouts and leaders will be there too! You'll receive a special Polar Bear patch if you attend 4 out of 5 days during the week!

# Paul Bunyan Woodsman Award



This award recognizes advanced axemanship and is offered by the Scoutcraft staff by appointment.

A minimum of 2 hour commitment is required for this award, in addition to troop instructional time.

Contact anyone in the Scoutcraft area to arrange a time.

# Iron Man Challenge



A great test of a Scouts strength and endurance is the Iron Man Challenge. Scouts must swim one mile, run 2 miles, and canoe 2 miles. The tests are conducted at various times during the week and a special patch is awarded at the Saturday Court of Honor to all "Iron Men!"

# BSA Stand Up Paddleboarding Award



The BSA Stand Up Paddleboarding Award introduces Scouts to the basics of stand up paddleboarding (SUP) on calm water, including skills, equipment, self rescue, and safety precautions. This award also encourages Scouts to develop paddling skills that promote fitness and safe aquatics recreation8

# The Tenderfoot's Compass Program

# -Introducing young Scouts to what Scouting is all about-



The Tenderfoot's Compass program is designed for first year and all young Scouts new to the summer camp experience. By participating in the program, Scouts are introduced to camping at Workcoeman, have the opportunity to learn cooperatively using the patrol method, learn about the history of Scouting, and can even complete Swimming Merit Badge.

# **Program Highlights**

· Patrol based activities

Show the Scouts what they have to look forward to in years ahead

· Cooperative patrol learning

Scouts develop and reinforce skills with their friends

· Scout skills instruction

learn how to be a true Boy Scout

Swimming Merit Badge

Multiple counselors providing individualized instruction

· Rank requirements

Skill development so Scouts can work towards Tenderfoot, 2<sup>nd</sup> Class, and 1<sup>st</sup> Class ranks

Scouts will complete a 5 mile hike from 11am-2pm on Thursday





Scouts spending their week in Tenderfoot's Compass will meet for all three periods of the morning merit badge sessions. The program is divided into three portions:

- 9:15-10:00 Scouts learn about camp and essential skills necessary for rank advancement
- 10:15-11:00 Participants meet at the waterfront for Swimming Merit Badge this swimming class is only open to Scouts in the Tenderfoot's Compass program
- 11:15-12:00 Scouts meet in the program area for skill instruction and patrol competition

The patrol method is an integral component of Scouting. During the week, Scouts will be learning and practicing skills within patrols composed of Scouts of their own and other troops. The teamwork and cooperative spirit will be an experience that Scouts can bring back to their own troops.



All Scouts participating in the Tenderfoot's Compass Program will reeive a special patch!

Enroll your new Scouts into Tenderfoot's Compass. It will be an adventure that defines their Scouting experience for years! •

# **Program Area Highlights**

**Waterfront....** The waterfront at Camp Workcoeman is the finest in the council! It has all the facilities for the best aquatic programs. The camp's fleet of boats and canoes includes many varieties of sail boats for beginners and experts. West Hill Pond is also a great place to try your hand at sailing and kayaking. The swimming opportunities are superb, offering a world of water fun and knowledge always under the utmost safety. Mile Swim, Snorkeling BSA, and Lifeguard BSA are among the special awards instructed by our trained aquatics staff.





**Ecology/Conservation....** Camp Workcoeman is the location of the Henry Griffin Nature Lodge. It is the center of the outdoor laboratory for all of it's programs, an excellent demonstration area and example of wilderness management. Many displays and activities let Scouts experience the need for nature and conservation. Come see all of the live exhibits in the Nature Lodge.

**Shooting and Field Sports....** This is the camp's center for fitness development. Activities are inter-troop, patrol and individually centered. Our basketball court is a real hit. Rifle shooting, shotgun shooting and archery are always popular activities. Muzzle loading rifle shooting is a great part of the Shawtown Wilderness Trek for older Scouts.





**Scoutcraft....** The Sturge Shields Scoutcraft area offers patrols and troops a wide variety of outdoor activities. These programs encourage self-reliance and foster an appreciation of the enviornment, all while having fun. Many of these activities include demonstrations that show Scouts the techniques of camping, ranging from basic cooking to advanced survival. The Scoutcraft Staff offers training for both youth leaders and scouters, with a special emphesis on Leave No Trace. Most Scoutcraft activities occur at the Stuge B. Shields Campcraft Area located at the beginning of the Red Trail; however, many activities can be conducted in your campsite.

**Handicraft....** The Handicraft Area offers a choice of formal or informal programs for those Scouts who would like to try their hand at a specific craft. The Trading Post carries a large variety of craft supplies in addition to materials on hand in the Handicraft Pavilion. You are always welcome to bring your own supplies and finished work to show others.



**Climbing and Rappelling....** This 3 sided, 32' tall rock climbing wall is for Scouts who want to test their strength and ability. "The Wall" is located at the Activities Field where Scouts are shown the proper use of technical climbing equipment, including climbing harnesses, ropes and belay devices.

# **Troop Activity Suggestions**

The following is a list of fun program activities that your troop can consider when planning your afternoon and evening camp program. They are listed by program and are simply a list of suggestions. Please don't hesitate to ask for any assistance with any other programs not listed here.

# WATERFRONT

Farmington River Tubing (out of camp) \*additional charge

Swimming Instruction Under Water Nature Hike Team Canoe Hike

Watermelon Polo Funyaking Kayak Hike

"Moby Dick"

Water Polo

Troop Swim
Troop Sailing
Paddleboarding
Troop Canoeing
"THE MAT"



# SHOOTING SPORTS

Rifle Shoot Shotgun Shoot Target Archery

BSA Pistol Shooting Program Back Again in 2015!

\*must meet eligibility requireents

# FIELD SPORTS

Basketball Softball Ultimate Frisbee Volleyball Whiffle ball Capture the Flag

Soccer Earth Ball Gaga Dodge Ball

# **CLIMBING & RAPPELLING**

Evenings 7:00-8:00 only

# **HANDICRAFT**

(May require items available in the Trading Post)

Woodcarving & Whittling

Leatherworking

**Troop Plaque Painting** 

**Neckerchief Slides** 

**Scout Staves** 

Fingerprinting Merit Badge

**Duct Tape Crafts** 

# ECOLOGY/CONSERVATION

Underwater Nature Hike Edible Plant Hike and Bite

Nature Trail Hike Conservation Projects
Star Gazing Nature Games

Night Hike Troop Fishing

Island Ecology - Double session

# Scoutcraft

Cooking

Backpacking meals
Box Oven basics
Camp stove baking

Dutch oven essentials

Fundamentals of foil Iron Chef Challenge

Kabobery

Menu planning Pocket knife cookery

Stove safety Wok cookery

Firecraft

Advance fire starting Campfire Basics

Primitive fire starting

Hiking and Backpacking

Five Mile Hike Overlook hike

Packing

Ultralight cooking

Water Treatment on the Trail

**Navigation** 

Compass Challenge

Cross-country orienteering course First Class Orienteering Course

GeoScouting Score-O course Map Reading

Navigation without a map or compass

Trail briefing

Ropework

Advanced Pioneering

Basic Knots Monkey's Fist

Rope Making

Rudiments of Splicing
Turks Head Kerchief Slides

dditional December

Additional Programs

Campsite Selection

Sweat Lodge

Leave No Trace orientation

Survival techniques Tomahawk Throw Camp Sanitation Packing a Backpack



Many Scoutcraft activities can

be conducted in your troop's site. Arrangements for this can

be made with the Scoutcraft

Director

# **Project COPE**



**Project COPE** is a national program of the Boy Scouts of America. COPE stands for "Challenging Outdoor Personal Experience."

The program is comprised of group initiative games, trust events, low-course events, and high-course events. Some activities involve group challenge while others develop individual skills and agility. Participants climb, swing, balance, jump, rappel, and devise solutions to a variety of problems. Most participants achieve much more than they imagined they could.

As a non-competitive program, Project COPE permits every participant to achieve their personal best!

Group activities are ideal for enhancing the leadership and teamwork of Scout units. Activities challenging individuals can also be used to bolster self-esteem and promote personal growth.

# Project COPE emphasizes eight major goals:

- Communication
- Planning
- Teamwork
- · Problem Solving

- Decision Making
- Leadership
- Trust
- Self- Esteem

# **Project COPE Schedule**

Monday thru Thursday from 2:00-4:00 pm.

Participants must be 13 years of age. It is highly recommended that participants be in a leadership position within their individual units.

# **Program Outline:**

Monday- Initiative games that challenge communication, develop teamwork and trust
Tuesday and Wednesday- Low-course elements
Thursday- High-course elements



Open Climbs: 4:00 Monday & Wednesday

# **Weekly Contests**

**Camp Workcoeman Fishing Derby** - Each week a camp-wide fishing derby will be held. Scouts should have their fish measured at the waterfront. We encourage catch and release. The Scout that catches the biggest fish will be presented a prize.

**Sailing Regatta** - This will take place on beautiful West Hill Pond during each week of the camp season. Each troop is eligible to enter one (2 man) team on a first come, first serve basis. A special award will be presented at the Saturday Court of Honor to the winning skipper and first mate.



**Water Polo Tournament** - Held Friday during the Campwide Activities session, all troops are invited to assemble a team to compete in this action-packed competition.

**Shooting Tournaments** - Archery and rifle shooting tournaments are scheduled for all the camp "Sharp Shooters." Events will be held Friday during the camp wide activities session.

**Scavenger Hunt-** You never know what you can find at Camp Workcoeman! The hunt runs all week and is coordinated by the Nature Lodge. A special ribbon is presented to the winner.

# Become a Workcoeman CLASS "A" TROOP!

This is a weeklong opportunity for all troops to work toward earning Class "A" status. Being recognized as a Workcoeman Class "A" Troop is a mark of full participation in nearly all camp programs from those listed below. All troops completing the requirements will earn this distinction and will be listed on a special "Class A Honor Board". Troops will also be recognized at the Court of Honor where they will receive a ribbon and plaque and each Scout receives a shoulder patch.

During the week, any troop that meets a minimum standard of points in various camp-wide activities will have the distinction of being named a Camp Workcoeman Class "A" Troop

Those camp wide activities are as follows:

- 1. Daily Campsite Visitation results
- 2. Flag Ceremony Appearance
- 3. Veteran Camper Awards
- 4. Nature Scavenger Hunt
- 5. Camp-wide Game
- 6. Program Area Challenges
- 7. Patrol Competition
- 8. Religious Service Attendance

# T

# Order of the Arrow...

OA members are encouraged to bring their sashes with them to camp and wear them on OA day. An OA service project will be conducted and all members are asked to participate. This can be used for credit on the Veteran Camper Award. Brotherhood Ceremonies will also be conducted some weeks for those Ordeal members wishing to advance their OA membership. A special crackerbarrell is planned for Order of the Arrow members on Wednesday at 9 PM in the campfire circle. This is a great time to share lodge and chapter customs or otherwise socialize with OA members.



# **2015 Camp Theme**



This summer's camp theme is **Spies and Secret Agents.** It will be a summer of mystery with puzzles and challenges for your Scouts to work together and accomplish Scouting tasks.

Your week of camp will see songs and skits in the dining hall and at campfires as well as other events to energize and excite your troop.

Troops can pick their favorite spy or secret agent movie to decorate their campsite and take on the roles of international superspy of super villan! The *Sky(fall)'s* the limit and there is no *Mission Impossible* for your troop to overcome. It's time to *Get Smart* and have your Scouts figure out their *(Austin) Powers!* 





# What to Bring to Camp

# **CLOTHING AND BEDDING** complete Class A Scout uniform

comfortable hiking shoes
extra shorts or pants and shirts
daily change of underwear
daily change of socks
sleeping bag or 3 warm blankets
handkerchiefs
swim suit
rain suit
pajamas
sweater and/or jacket
sneakers
pillow

sheet or mattress cover

#### PERSONAL EQUIPMENT

tooth brush and paste hand towels beach towels wash cloth comb, brush, mirror soap and shampoo water bottle

Please avoid open toed shoes!

# TROOP EQUIPMENT

woods tools US and troop flags

#### NOT TO FORGET!

flashlight with extra batteries Scout Handbook merit badge pamphlets pen, pencil, pad, money

# **OPTIONAL**

camera insect repellent (non-aerosol) mess kit fishing tackle sewing kit

**PLEASE LEAVE HOME:** sheath knives, SWAT knives, iPods, radios, tvs, cell phones, and any clothing with inappropriate messages or images.

Troop leaders are encouraged to keep spending money, cameras and other valuables locked and secured while at camp.

# **Special Programs and Events**

# "The Spirit Stick"

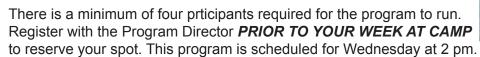
The Spirit Stick is awarded every evening to the troop that shows the most spirit in camp. Winners of the Spirit Stick earn a right and a responsibility for the troop. The "right" is to be the first troop dismissed out of the dining hall after meals. The "responsibility" is that the troop must affix a small totem to the Spirit Stick which indicates they earned the stick for the day.

# Shawtown Wilderness Trek

A challenging opportunity for older Scouts. It all happens in the back woods of Camp Workcoeman where Scouts will complete special tasks that test their skills in survival, pioneering and teamwork. The trek leads to the Shawtown Wilderness Area where all will spend the night learning about the Shawtown folklore. While there, Scouts will also try their hand at muzzle loading rifles. All Scouts who successfully complete the program will be awarded a special Wilderness Trek patch reserved only for them. Scouts depart Wednesday after lunch and return Thursday before Polar Bear swim.

# Discover Scuba

Camp Workcoeman is entering new waters. Every Wednesday PADI certified instructors from Enfield SCUBA will come to camp and offer a full Discover Scuba course. The weekly experience is open to Scouts age 13 and over. Leaders are also welcome to participate. This programand requires an extra fee of \$50 per-participant.





# Farmington River Tubing

Your troop can arrange for a tubing trip down the Farmington River through Satan's Kingdom; a great way to spend a hot summer afternoon! Reservations must be made two weeks in advance by contacting the Program Director. Transportation to and from the river is up to the troop. An additional fee and a completed parental permission form is required for all youth participants. This form can be obtained by going to the following web site - www.farmingtonrivertubing.com. As this is considered an individual troop activity, a Tour Permit must be submitted. This can be done at the Camp Office.

# Farmington River Kayak Trip

This trip on the Farmington River is a fun activity, especially for those working on Kayaking BSA. It's a great way to use your kayaking skills. Scouts must be 13 years old and a blue tag swimmer. Scouts depart Thursday after lunch and return prior to dinner.

# **Camp Wide Games**

Wednesday evenings from 7:00-9:00 pm are set for inter-troop patrol competition. Each program area will host an activity to challenge your Scouts to work together as well as compete against the rest of the camp. The winner will be recognized at Saturday's Court of Honor.

# Buckskin Tomahawk Throw

Located in the Sturge Shield Campcraft Area, this fun activity tests your ability to learn a special buckskin skill. This activity is offered by the Scoutcraft Staff during troop activity periods and during the 4 o'clock free period.

# This Page "FOR LEADERS ONLY"

# "Lou's Lounge"

This is a special place for leaders to enjoy a break from all of the action. It is located in the conference room area below the dining hall. The newspaper is delivered daily. Leaders are also welcome to relax and put your feet up or just use the rest rooms. Occasionally a "snoring contest" occurs! This special place is off limits to Scouts.

**WiFi Internet Service** is available as a courtesy for all leaders. The signal is available anywhere around the parade ground area. "Leaders Only!' Please request the password at the camp office.

# Leader's Roundtables

Held twice during the week, at 8:00 PM on Monday night in "Lou's Lounge" and Thursday at 10:30 AM at a location to be announced. This open forum is an opportunity for troop leaders and key staff to gather and answer questions, solve problems, and discuss concerns as well as sharing your suggestions and camping experiences. As always, the Commissioner Staff is available to assist with anything during the week.

# **Activites & Awards for Leaders**

Scoutmasters should have fun too!

# "Camp Workcoeman Rusty Man" -

A great opportunity for leaders who would like to earn the *Iron Man Award* but can't because time has began to make the iron "rust." This event is designed especially for them. The leaders must complete a 1/2 mile run, 1/4 mile swim, and a 1/2 mile canoe, to be dubbed a "Camp Workcoeman Rusty Man."

# Scoutmaster Shoot-Off / Horseshoe Competition

These events are held during the Friday Camp-Wide Game and related activities. Leaders can demonstrate their ability in a rifle and archery shoot-off competition. Another leader event offered at this time is a horseshoe tournament. Special presentations will be made during the Saturday morning Court-of-Honor.



# CAST IRON CHEF

Try your hand at this Scoutmaster Dessert Cook-off! This competition is held on Wednesday during the campsite dinner program. Your dish will be judged on creativity, taste and originality by a panel of staff dessert experts! The winning dish will be announced at the Saturday Court of Honor with the winning chef receiving a special prize.

# Scoutmaster Merit Badge -

Any leader can earn the Scoutmaster Merit Badge patch by completing the following requirements:

- Assist with 3 free swims throughout the week.
- Participate in 3 polar bear swims as a swimmer or lifeguard
- Help out in a program area at least 2 days
- Participate in one of two Scoutmaster competitions:
   the Scoutmaster Shoot-off or the Scoutmaster Horseshoe Competition
- Explain in 50 word or less what "Scout Spirit" means to you
- Read Grace at 1 meal

If you have previously earned the SM Merit Badge patch, you can complete additional requirements for a second, third, fourth and beyond. You will be presented a rocker that can be placed around your SM Merit Badge Patch.



# **Scout Leader Training Sessions**

A series of leader training opportunities will again be offered this summer. We invite any of your troop leaders who are not in camp to attend these sessions. Pocket certificates will be presented to all that complete these sessions.

# Training Opportunities for BSA Aquatics Supervisor......

# Swimming & Water Rescue

This national program provides leaders with information and in-the-water skills to prevent, recognize, and respond to swimming emergencies during unit swimming activities. This training will replace Safe Swim Defense as the certification required on the Unit Tour Permit.

Participants must be at least 16 years old and must be a blue swimmer. **Daily at 11:15** 

# Paddle Craft Safety

This is the companion course that expands on Safety Afloat training to include the basic skills and knowledge needed for a unit leader to supervise most float trips using canoes. This training will replace Safety Afloat as the certification required on the Unit Tour Permit. Development of personal canoeing skills is emphasized. Those taking the course must be 16 years old and be able to pass the BSA Swimmer test. **Daily at 3:15** 

Both Swimming & Water Rescue and Paddle Craft Safety are required for certification as BSA Aquatics Supervisor.

# "Trek Safely"

Learn the proper planning and safety procedures for conducting a trek expedition. With the increase in troop treks, the BSA has developed this training to ensure that your Scouts will get the most out of this great program.

This training can be arranged by request in the Sturge Shields Campcraft Area



# "Leave No Trace"

Leave No Trace is dedicated to promoting and inspiring responsible outdoor behavior through education research partnerships. Leave No Trace reminds us to respect the rights of other users of the outdoors as well as future generations. Appreciation of our natural environment and knowledge of the interrelationships of nature bolster our respect and reverence towards the environment and nature. An introductory discussion will occur during Trek Safely Training or request a presentation for your unit.

This training can be arranged by request in the Sturge Shields Campcraft Area

# IOLS - Introduction to Outdoor Leader Skills

This training provides scouters with the basic camping abilities needed to manage a boy – led program. Please review the course schedule on the next following pages to ensure that you can provide the time necessary to participate while still fulfilling your units needs.

Interested paticipants MUST register IN ADVANCE with the program director. Use the Special Activity Sign-up Form found in this guide.

A minimum number of participants is necessary for the course to be conducted.



# **Veteran Camper Award**

\*Each Scout is responsible for securing staff signatures \*Completed forms due to the camp office by 5 pm, Friday



Scout's Name:Camps	ıte:	
*See Program Director for acceptable substitutions		
1 <sup>st</sup> Week – Hiker		
Complete at least 10 requirements for TF, 2 <sup>nd</sup> , or 1 <sup>st</sup> Class ranks	Troop Leader:	
Classify as a red tag swimmer	Aquatics Staff:	
Complete 1-hour in camp service/conservation projects	Project Leader:	
Be an active member of your troop and patrol	Senior Patrol Leader:	
2 <sup>nd</sup> Week – Camper		
Complete at least 20 requirements for TF, 2 <sup>nd</sup> , or 1 <sup>st</sup> Class ranks	Troop Leader:	
Classify as a blue tag swimmer	Aquatics Staff:	
Complete 2 additional hours of in camp service/conservation projects beyond 1 <sup>st</sup> week requirements	Project Leader:	
Earn 1 Handicraft merit badge	Troop Leader:	
3 <sup>rd</sup> Week – Pioneer		
Complete the First Class rank	Troop Leader:	
Earn Swimming and 1 Handicraft merit badge beyond 2 <sup>nd</sup> week requirements	Troop Leader:	
Complete 2 additional hours of in camp service/conservation projects beyond 2 <sup>nd</sup> week requirements	Project Leader:	
Hold a troop leadership position during camp	Senior Patrol Leader:	
4 <sup>th</sup> Week – Frontiersman		
Earn Camping and one additional Scoutcraft merit badge	Troop Leader:	
Earn Environmental Science and one additional Nature merit badge	Troop Leader:	
Complete 3 additional hours of in camp service/conservation projects beyond 3 <sup>rd</sup> week requirements	Project Leader:	
Participate in an older Scout camp program (Discover SCUBA, Shawtown Trek, Pistol Shooting, Kayak Trip)*	Program Leader:	
5 <sup>th</sup> Week – Workcoeman Chief		
Complete the Star Scout Rank	Troop Leader:	
Assist staff with instruction for 5 merit badge sessions	Staff Instructor:	
Participate in one camp training program (COPE, Lifeguard BSA, CIT Week)*	Course Instructor:	
Lead Grace before a meal in the Dining Hall	Dining Manager:	
Mystery task – See the Program Director early in the week	Program Director:	
6 <sup>th</sup> Week – Workcoeman Legacy		
Only for those Scouts that have truly stood the test of time. See the Pr	ogram Director for detail	ls!

Scouts that successfully complete the program receive a personalized framed certificate recognizing their achievements.



# **Program Schedule**



All Periods 45 min	Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday	Set Times
9:15	Time Off For Staff		Merit I	Scoute Roun Revirt Badge Instruction	Scoutmaster Roundtable		Campwide	le ng Colors ast
10:15	Staff		Merit I	Merit Badge Instruction	ction		Honor 10:15 AM	
	Meeting			(				Waiters: 7:45, 12:15
11:15	12:00		Merit I	Merit Badge Instruction	ction		Bar-B-Q 11:00 Noon	Health Corp, Campsite Clean-up 8:30
								Siesta 1:15 -2:00
2:15	Check-In: Health Check Swim Test					Camp- wide		COPE MonThur. 2:00-4:00
3:15	SM Meeting 4 p.m. (in the Dining Hall)					Game	al la	4:00 Daily General Swim & Boating Open Rifle & Archery Shoot Tomahawk Throw
	Camp					7:00 PM Religious Service	S.	Open Climbing Wall
7:00	Orientation			Campwide		Camp		(Mon & Wed only)
	MB Sign-up			Activities		wide		Flag Retreat 5:45
8:00	Opening Campfire	Scoutmaster Roundtable		Night		Campfire		Taps 9:30



# Weekly Program & Training Schedule Use this as a guide to develop your troop's week at camp.



	8:00	7:00	3:15	2:15	11:15	10:15	9:15	All Periods 45 min
	• Opening Campfire	• Camp Orientation • MB Sign-up	SM Meeting 4 p.m. (in the Dining Hall)	Check-In: Health Check Swim Test		Staff Meeting 12:30	Time Off For Staff	Sunday
	8:00 SM Roundtable in Lou's Lounge	Pistol Shooting Orientation 7:00-9:00	3:15 Paddle Craft Safety Daily		Swimming & Water Rescue- Daily  11:15 AM- Swimming & Water Rescue- Daily  11:00-1:00 - Pistol Range Sessions  11:40-1:00 - Pistol Range Sessions  11:40-1:00 - Pistol Range Sessions  5 Mile			Monday
				Troop Photos begin at noon	Merit B 11:00-1:	Merit B	Merit B	Tuesday
Gra Cumorung.	Scoutmaster Shoot-Off 9:00 PM OA Cathering	Campwide Games 7:00 PM		Siesta: • Iron Man Canoe	erit Badge Instruction 11:00-1:00 - Pistol Range Sessions - Tues- Fri	Merit Badge Instruction	Merit Badge Instruction	Wednesday
Survival Overnight	9:00 PM Camping MB & Wildrness		Siesta: • Sailing Regata Intro Pistol Shoot 1:30-3:00	Departing After Lunch • Farmington River Kayak Trip • Shawtown Wildeness Trek	Sessions - Tues- F1  11 AM-2 PM: 5 Mile Hike	10:30 AM Scoutmaster Roundtable Ction	6:30 AM Iron Man Run Ction	Thursday
	Campfire	7:00 PM Religious Service Camp Wide	Intro Pistol Shoot 1:30-3:00	SM Horseshoe Tournament Open Program 2:15-5:00	<u> </u>			Friday
			RI		A mini, but become	10:15 Court of Honor 11:00 Family Rarborne		Saturday
	Taps	<ul> <li>Open Rifle &amp; Archer</li> <li>Tomahawk Throw</li> <li>Open Climbing Wall         (Mon &amp; Wed only)     </li> </ul>	Open Program 4:00-5:00  General Swim & Boating	Siesta	Waiters: 7:45, 12:15 & 5	Breakfast Lunch Evening Colors Dinner	Polar Bear Swim 6:00 Reveille 7:15 Morning Colors 7:45	Set Times
	9:30	<ul> <li>Open Rifle &amp; Archery Shoot</li> <li>Tomahawk Throw</li> <li>Open Climbing Wall (Mon &amp; Wed only)</li> </ul>	m. 2:00-4:00 1 4:00-5:00 m & Boating	1:15 -2:00	Waiters: 7:45, 12:15 & 5:45	8:00 12:30 rs 5:50 6:00	D	imes

# **Camp Related Forms**



- Summer Camp Prep Form
- Special Activity Sign-up Form
- Bar-B-Que Sign-up Form
- Medical Form
- Medication Administration Form
- Medical Screening Questionnaire
- Off Camp Activity Permission Form
- Picture & Name Badge Order Form
- Camper Release Form
- Scouter Resource Form
- Merit Badge Participation Forms for Camping, Cooking, Personal Fitness and Sustainability
- Pistol Program Participant Form

# **Summer Camp Prep Form**



# Use this form to prepare for your week at summer

Send the fo	llowing items at least 3 weeks prior to your week of camp.
	Medical Forms - and related Medication Authorization Forms (Send copies of Medical Forms as they are not returned)
	Troop Activity Sign-up Form
	Troop Roster
	Adult Resource Form
	Troop Leader Name Tag Order Form
	Special Activity Form

Additional items requiring payment at camp:				
Saturday Barbecue	# of Youth age 10 and under x \$5.00 =			
	# of Adults x \$8.00 =			
Troop Photographs	# of Photos x \$10.00 =			
We strongly sugges	e strongly suggest that you bring at least 3 troop checks to cover the costs at camp.			

# **Contact Information**

# **Camp Workcoeman**

169 Camp Workcoeman Road
New Hartford, CT 06057
Office-860-379-2207
Fax- 860-379-1311
For information regarding
Camp Administration, Programs, Schedules contact:
Lou Seiser, Camp Director
860-806-0751
Iseiser@campworkcoeman.org

# **Connecticut Rivers Council, BSA**

60 Darlin Street

East Hartford, CT 06128

For information regarding
payments & reservations contact:

Kelly Dolnack, Executive Secretary
860-913-2752
kelly.dolnack@scouting.org

Jim Waters, Support Services Director
860-913-2750
jwaters@bsamail.org

# Camp Workcoeman Bar-B-Que Sign-up Sheet

поор #	Gampsite	Callip Le	auei	
#	_ Scouts & Leaders attending (no C	harge)		
#	Family members 11 years and olde	er @ \$8.00 each		\$
#	Family members 10 years and you	nger @ \$5.00 each		\$
#	_ Total Attending Bar-B-Que		<b>T</b> . ( - 1	•
#	Scouts & Leaders departing early	Iotai	\$	
Please m	ake all checks payable to CT RIVER	S COUNCIL		
Tuesday.	ive all Bar-B-Q reservations submitt Tickets will be issued for all Scouts hat the number attending above is a	, Leaders and Guests		
Cash	Check	Received by		
	returned to Troop Leader		••••••	
•	·			
Camp lea	Campsiteder			
#	Scouts & Leaders attending (no ch	narge)		
# Family members 11 years and older @ \$8.00 each				\$
# Family members 10 years and younger @ \$5.00 each				\$
#	_ Total Attending Bar-B-Que		<b>T</b> -1-!	<b>.</b>
	Scouts & Leaders departing early		iotal	\$
#	_Scouts & Leaders departing early			

# Special Activity Sign-up Form

the list is possible. Please indicate if participant is a Scout or adult. for each activity. Please submit this form along with your Merit Badge Sign-up Form and troop activity requests. Additions or changes to Please list the names of Scouts and leaders that would like to participate in the programs listed below. This will enable adequate planning

ımer

							_	 <u> </u>	 	 	
					<b>Discover SCUBA</b> Must be 13 years old & Additional fee						Must beat least 13 years old
		•	-			-				 ·	
				ויומפר מכן מר ובמפר דם אבמו א סומ	BSA Lifeguard						Wilderness Trek
								 <u> </u>			
					IOLS Training  Pre-Registration Required						River Kayaking Trip  Must be 13 years old & blue tag swim

#### **Annual Health and Medical Record**

#### **Information and FAQs**

#### **Personal Health and the Annual Health and Medical Record**



Find the current Annual Health and Medical Record by using this QR code or by visiting <a href="http://www.scouting.org/">http://www.scouting.org/</a> HealthandSafety/ahmr.aspx.

The Scouting adventure, camping trips, highadventure excursions, and having fun are important

to everyone in Scouting-and so are your safety and well-being. Completing the Annual Health and Medical Record is the first step in making sure you have a great Scouting experience. So what do

All Scouting Events. All participants in all Scouting activities complete Part A and Part B. Give the completed forms to your unit leader. This applies to all activities, day camps, local tours, and weekend camping trips less than 72 hours. Update at least annually.

Part A is an informed consent, release agreement, and authorization that needs to be signed by every participant (or a parent and/or legal guardian for all youth under 18).

Part B is general information and a health history.

Going to Camp? A pre-participation physical is needed for resident, tour, or trek camps or for a Scouting event of more than 72 hours, such as Wood Badge and NYLT. The exam needs to be completed by a certified and licensed physician (MD, DO), nurse practitioner, or physician assistant. If your camp has provided you with any supplemental risk information, or if your plans include attending one of the four national high-adventure bases, share the venue's risk advisory with your medical provider when you are having your physical exam.

Part C is your pre-participation physical certification.

Planning a High-Adventure Trip? Each of the four national high-adventure bases has provided a supplemental risk advisory that explains in greater detail some of the risks inherent in that program. All high-adventure participants must read and share this information with their medical providers during their pre-participation physicals. Additional information regarding highadventure activities may be obtained directly from the venue or your local council.

**Prescription Medication.** Taking 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 the BSA does not mandate or necessarily encourage the leader to do so. Standards and policies regarding administration of medication may be in place at BSA camps. If state laws are more limiting than camp policies, they must be followed. The AHMR also allows for a parent or quardian to authorize the administration of nonprescription medication to a youth by a camp health officer or unit leader, including any noted exceptions.

Risk Factors. Scouting activities can be physically and mentally demanding. Listed below are some of the risk factors that have been known to become issues during outdoor adventures.

- Exessive body weight (obesity)
- · Sleep apnea Cardiac or cardiovascular disease Allergies or anaphylaxsis
- Hypertension (high blood pressure)
  - Musculoskeletal injuries
- Diabetes mellitus
- Seizures
- Asthma

Psychological and emotional difficulties



More in-depth information about risk factors can be found by using this QR code or by visiting <a href="http://www.scouting.org/">http://www.scouting.org/</a> HealthandSafety/risk\_factors.aspx

#### **Questions?**

#### Q. Why does the BSA require all participants to have an Annual **Health and Medical Record?**

A. The AHMR serves many purposes. Completing a health history promotes health awareness, collects necessary data, and provides medical professionals critical information needed to treat a patient in the event of an illness or injury. It also provides emergency contact information.

Poor health and/or lack of awareness of risk factors have led to disabling injuries, illnesses, and even fatalities. Because we care about our participants' health and safety, the Boy Scouts of America has produced and required the use of standardized health and medical information since at least the 1930s.

The medical record is used to prepare for high-adventure activities and increased physical activity. In some cases, it is used to review participants' readiness for gatherings like the national Scout jamboree and other specialized activities.

Because many states regulate the camping industry, this Annual Health and Medical Record also serves as a tool that enables councils to operate day and resident camps and adhere to state and BSA requirements. The Boy Scouts of America Annual Health and Medical Record provides a standardized mechanism that can be used by members in all 50 states.



For answers to more questions, use this QR code or visit the FAQ page at www.scouting.org/HealthandSafety/ Resources/MedicalFormFAQs.aspx.

Download a free QR reader for your smartphone at scan.mobi.



#### **Part A: Informed Consent, Release Agreement, and Authorization**

Full name:	High-adventure base participants:
	Expedition/crew No.: or staff position:
DOB:	
Informed Consent, Release Agreement, and Authorization  I understand that participation in Scouting activities involves the risk of personal injury, including death, due to the physical, mental, and emotional challenges in the activities offered. Information about those activities may be obtained from the venue, activity coordinators, or your local council. I also understand that participation in these activities is entirely voluntary and requires participants to follow instructions and abide by all applicable rules and the standards of conduct.  In case of an emergency involving me or my child, I understand that efforts will be made to contact the individual listed as the emergency contact person by the medical provider and/or adult leader. 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 protected health information to the adult in charge, camp medical staff, camp management, and/or any physician or health-care provider involved in providing medical care to the participant. 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, includes 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.  (If applicable) I have carefully considered the risk involved and hereby give my informed consent for my child to participate in all activities offered in the program. I further authorize the sharing of the information on this form with any BSA volunteers or professionals who need to kn	or the Summit Bechtel Reserve, I have also read and understand the supplemental and that the participant will not be allowed to participate in applicable high-adventure in all high-adventure activities described, except as specifically noted by me or the
Participant's signature:	Date:
Parent/guardian signature for youth:	Date:
(If participant is under	
Second parent/guardian signature for youth:	Date:
(If required; for exam	
Complete this section for youth participants Adults Authorized to Take to and From Events:	s only:
You must designate at least one adult. Please include a telephone number. Name:	Name:
Telephone:	Telephone:
Adults NOT Authorized to Take Youth To and From Events:	
Name:	Name:
Telephone:	Telephone:

Full Name:



#### **Part B: General Information/Health History**

Fu	ull nan	ne:	High-adventure base participants:  Expedition/crew No.:					
D	ОВ:			or staff position:				
		Condor	Height (inches):	Weight (lbs.):				
			o ( ,	veignt (ibs.):	_			
					_			
_				code: Telephone:				
<u> </u>				Mobile phone:				
5 Col				Unit No.:				
	alth/Accide	ent Insurance Company:		Policy No.:	_			
Emergency	1	Please attach a photocopy of both sides of enter "none" above.	of the insurance	e card. If you do not have medical insurance,	1			
Ĕ ШIn	case of	emergency, notify the person below:		_				
			ı	Relationship:				
1					_			
				: Other phone:				
1				Alternate's phone:	_			
H	ealth	<b>1 History</b> ntly have or have you ever been treated for any of the followin	ng?					
			·9 :	Postato				
Y	es No	Condition  Diabetes	Last HbA1c perce	Explain				
		Hypertension (high blood pressure)						
		Adult or congenital heart disease/heart attack/chest pain (angina)/heart murmur/coronary artery disease. Any heart surgery or procedure. Explain all "yes" answers.						
ن ا —		Family history of heart disease or any sudden heart-related death of a family member before age 50.						
Allergies:		Stroke/TIA						
		Asthma	Last attack date:					
`. 🗌		Lung/respiratory disease						
		COPD						
		Ear/eyes/nose/sinus problems						
		Muscular/skeletal condition/muscle or bone issues						
		Head injury/concussion						
 m' —		Altitude sickness						
		Psychiatric/psychological or emotional difficulties						
_, _		Behavioral/neurological disorders						
		Blood disorders/sickle cell disease						
		Fainting spells and dizziness						
		Kidney disease						
		Seizures	Last seizure date	:				
		Abdominal/stomach/digestive problems						
		Thyroid disease						
		Excessive fatigue						
		Obstructive sleep apnea/sleep disorders	CPAP: Yes □ No					
		List all surgeries and hospitalizations	Last surgery date	:				
ще. -		List any other medical conditions not covered above						
Full Name:			Prepared.	For Life.® 2014 Pr	0-001 rinting			

Yes	No	Had Disease	Immunization	Date(s)	about your medical history:
			Tetanus		about your moulour motory.
			Pertussis		
			Diphtheria		
			Measles/mumps/rubella		
			Polio		
			Chicken Pox		DO NOT WRITE IN THIS BOX Review for camp or special activity.
			Hepatitis A		Reviewed by:
			Hepatitis B		Date:
			Meningitis		Further approval required: Yes No
			Influenza		Reason:
			Other (i.e., HIB)		Approved by:
			Exemption to immunizations (form required)		Date:



#### **Part C: Pre-Participation Physical**

This part must be completed by certified and licensed physicians (MD, DO), nurse practitioners, or physician assistants.

Contact No.:	Full name:  DOB:  You are being asked to certify that this individual has no Scouting experience. For individuals who will be attending of the national high-adventure bases, please refer to the pages or the form provided by your patient.										ling a high-adventure program, including one					
onta	Examiner: Please fill in the following information:															
	Yes					No						Explain				
Emergency	Medic	cal restri	ctions	to participa	te											
erg	Yes	No	Allei	rgies or R	eactions		Ехр	lain		Yes	No	Allergies or Reaction	ons Exp	lain		
ЕШ			Medi	cation								Plants				
			Food	I								Insect bites/stings				
	Haiak	ht (inch	es).		Wain	nt (lbs.):_		BMI:			Slood I	Pressure:	/ Puls	se·		
	rieigi	it (iiiciii	csj		Weigi	it (ibs.)		DIVII								
	Eyes			Normal	Abnormal	EX	olain Abno	rmanties	I certify	that I traindi	have re	for participation in a Sco	y and examined this perso outing experience. This par			
	Ears/nose/									F	alse		Explain			
	throat											Meets height/weight rec	uirements.			
	Lungs	Lungs								$\perp$		Does not have uncontro	lled heart disease, asthma	, or hypertension.		
::												orthopedic surgery in th	dic injury, musculoskeletal e last six months or posse r orthopedic surgeon or tr	sses a letter of		
Allergies	Heart											Has no uncontrolled psy	chiatric disorders.			
ler												Has had no seizures in t	he last year.			
⋖	Abdor	men							Does not have poorly controlled diabetes.							
	Genita	Genitalia/hernia										diabetes, asthma, or sei				
												•	articipants, I have reviev tal risk advisory provide			
	Musc	uloskele	tal				Examir				Signat	ure:	Date	e:		
DOB:	Neuro	ological								•		ame:				
	Other								City:				State: 2	ZIP code:		
	If you e	exceed th	he max					following chart a to participate.	and your	plann	ed high	n-adventure activity will ta	ake you more than 30 minu	utes away from an		
	Maxim	um we	ight fo	or height:												
	Heig	ht (incl	nes)	Max. W	eight /	Heigh	t (inches)	Max. Weig	ht	Heig	ht (inc	hes) Max. Weight	Height (inches)	Max. Weight		
		60		166	6		65	195			70	226	75	260		
		61		172			66	201			71	233	76	267		
		62		178			68	207			72 73	239	77 	274 281		

Full Name:

79 and over

#### Part D: Connecticut Rivers Council Addendum

Full Name:			Dates Attending:
Campsite:			Unit:
	$\square$ Scout	$\square$ Scouter	□ Staff

This addendum to the Annual BSA Health and Medical Records is for youths and adults who are participating in a CRC camp program. This is required to meet Connecticut Department of Public Health requirements. Please read and sign the form at the bottom of the page.

If you disagree with any statements here, please cross out that section and initial it. Explain your wishes in the comment section, attaching an additional sheet if necessary.

- This medical form is correct so far as I know, and the person named in Part A has permission to participate in all camp activities except as noted on the form by me or by the doctor in Part C.
- I hereby request that the camp's Health Officer administer the prescription and/or over-thecounter medication(s) ordered by my child's doctor/dentist. I understand that I must supply the camp with the prescribed medication in the original container as dispensed and properly labeled by a doctor or a pharmacist and will provide no more than is appropriate for my child's camp stay. I understand that this medication will be destroyed if not picked up within one week after my child leaves camp.
- I also give permission for my child to participate in trips sponsored by the camp and approved by the adult/unit leader in charge. Examples of these trips are whitewater merit badge, orienteering merit badges, or trips for rock climbing or mountain biking.
- I give my permission for the Camp Health Officer to administer over-the-counter medications as directed for conditions as directed by the Camp Physician. Over-the-counter medications may include WOUNDS: Hydrogen Peroxide, Neosporin, Bacitracin POISON IVY: Tecnu, Benadryl cream CANKER SORES: Benzocaine cream PAIN: Tylenol, Ibuprofen DYSMENORRHEA: Ibuprofen ABDOMINAL DISCOMFORT: Tums, Maalox HEADACHE: Tylenol, Ibuprofen HYPOGLYCEMIA: Glucose Gel, Glucagon ALLERGIC REACTION: Benadryl or generic, Epipen ATHLETE'S FOOT: Tinactin INSECT STING/BITE: Benadryl Cream, Hydrocortisone cream, Caladryl or Calagel, Epipen TICK BITES: Alcohol or Hydrogen Peroxide 1st DEGREE BURNS: Burn Jel, Aloe Spray EMERGENCIES: Oxygen. Generics may be substituted.

This section must be signed to indicate acceptance of conditions above.

Signature:(Adults over 18 sign here. Parent/Guardian signs for camper.)	Date:	
Name (print):	Relationship:	
Comments:		

#### Authorization for the Administration of Medication by School, Child Care, and Youth Camp Personnel

In Connecticut schools, licensed Child Day Care Centers and Group Day Care Homes, licensed Family Day Care Homes, and licensed Youth Camps administering medications to children shall comply with all requirements regarding the Administration of Medications described in the State Statutes and Regulations. Parents/guardians requesting medication administration to their child shall provide the program with appropriate written authorization(s) and the medication before any medications are administered. Medications must be in the original container and labeled with child's name, name of medication, directions for medication's administration, and date of the prescription.

Authorized Prescriber's Order (Physician, Dentist, Optometrist, Physician Assistant, Advanced Practice Registered Nurse or Podiatrist):

Name of Child/Student	_ Date of Birth// Today's Date//	
Address of Child/Student	Town	
Medication Name/Generic Name of Drug	Controlled Drug?   YES  NO	
Condition for which drug is being administered:		
DosageMethod /Route Time of Administration	Start Date/ End Date/	
Specific Instructions for Medication Administration		
DosageMethod/F	Route	
Time of Administration	If PRN, frequency	
Medication shall be administered: Start Date:/_	/ End Date:/	
Relevant Side Effects of Medication	None Expected	
Explain any allergies, reaction to/negative interaction with food of	or drugs	
Plan of Management for Side Effects		
Prescriber's Name/Title	Phone Number ()	
Prescriber's Address	Town	
Prescriber's Signature	/Date/	
School Nurse Signature (if applicable)		
Parent/Guardian Authorization: ☐ I request that medication be administered to my child/student as des	scribed and directed above	
<ul> <li>☐ I hereby request that the above ordered medication be administered exchange of information between the prescriber and the school nut this medication. I understand that I must supply the school with no</li> <li>☐ I have administered at least one dose of the medication to my child/</li> </ul>	rse, child care nurse or camp nurse necessary to ensure the safe adm more than a three (3) month supply of medication (school only.)	
Parent/Guardian Signature	Relationship Date//	
Parent /Guardian's Address	TownState	
Home Phone # () Work Phone # (	_) Cell Phone # ()	
SELF ADMINISTRATION OF M	EDICATION AUTHORIZATION/APPROVAL	
Self-administration of medication may be authorized by the presapplicable) in accordance with board policy. In a school, inhales students may self-administer medication with only the written austudent's parent or guardian or eligible student.	rs for asthma and cartridge injectors for medically-diagnosed a	allergies,
Prescriber's authorization for self-administration: ☐ YES ☐ N	0	
		Date
Parent/Guardian authorization for self-administration:	L NO Signature Dat	te
School nurse, if applicable, approval for self-administration: $\Box$	YES NO Signature Date	te
Today's DatePrinted Name of Individual Receivin	g Written Authorization and Medication	
Title/Position Signate	ure (in ink)	

Note: This form is a sample form in compliance with Section 10-212a, Section 19a-79-9a, 19a-87b-17 and 19-13-B27a(v.)

#### **Medication Administration Record (MAR)**

Name of C	hild/Stude	ent		Date of Birth/						
Pharmacy	Name			Prescription Nu	mber					
Medication	n Order_									
Date	Time	Dosage	Remarks	Was This Medication Self Administered?	Signature of Person Observing or Administering Medication					
				☐ Yes ☐ No						
				☐ Yes ☐ No						
				☐ Yes ☐ No						
				☐ Yes ☐ No						
				☐ Yes ☐ No						
				☐ Yes ☐ No						
				☐ Yes ☐ No						
				☐ Yes ☐ No						
				☐ Yes ☐ No						
				☐ Yes ☐ No						
				☐ Yes ☐ No						
				☐ Yes ☐ No						
*Medicatio	 on authoriza	ation form mu	st be used as either a	two-sided document or attache	ed first and second page.					
_		rm is complet		☐ Medication is appropr						
Medica	ition is in o	original conta	niner	☐ Date on label is current						
Person Ac	cepting M	edication (pr	int name)		Date/					

#### MEDICAL SCREENING QUESTIONNAIRE

This form must be completed by a ALL Scouts and leaders on the day of arrival at camp. It is to comply with BSA National Camping Standards. Please have the forms completed and bring them with you at your designated check-in time with the Camp Nurse.

SCOUT'S NAME		_	
		·	
Please ask the scout named	l above the following questions. Th		
any question is positive, br	iefly describe under the proper que	estion.	
		YES	NO
1. Any visit to a doctor or o	clinic since the last exam?		
2. Any recent illness, injury	y, rash, or allergic reaction?		
3. Any ongoing treatment of	or medication not handed into the n	urse?	
4. Any medication taken 30	O days prior to camp, that you are n	not on now?	
5. Do you feel fine and do	they look fine at present?		
Adult Signature	Date	Print Name	
with BSA National Camp	eted by a ALL Scouts and leaders oing Standards. Please have the fo a time with the Camp Nurse.	•	1 1 0
SCOUT'S NAME		_	
•	or troop (adult and child) the followion is positive, list their name and a	C I	•
	•	YES	NO
1. Any visit to a doctor or o	clinic since the last exam?		
2. Any recent illness, injury	y, rash, or allergic reaction?		
3. Any ongoing treatment of	or medication not handed into the n	urse?	
4. Any medication taken 30	O days prior to camp, that you are n	not on now?	
5. Do you feel fine and do	they look fine at present?		
Adult Signature	Date	Print Name	

Must be completed for River Kayaking trip, Geocaching and COPE

# Camp Workcoeman Off-Camp Activity Permission Form

I	, as i aleit/Guardian of
Scout	, give permission
to take part in the off-camp activity	
sponsored by Camp Workcoeman (date	e)
	SIGNATURE
	DATE
Must be completed for River Kayaking tri	
Camp Workco Off-Camp Activity Per	p, Geocaching and COPE  eman  rmission Form
Camp Workco	p, Geocaching and COPE  eman  mission Form , as Parent/Guardian of
Camp Workco Off-Camp Activity Per	p, Geocaching and COPE  eman  rmission Form , as Parent/Guardian of
Camp Workco Off-Camp Activity Per Scout	p, Geocaching and COPE  Peman  TMISSION FORM , as Parent/Guardian of, give permission
Camp Workco Off-Camp Activity Per Scout to take part in the off-camp activity	p, Geocaching and COPE  Peman  TMISSION FORM , as Parent/Guardian of, give permission

#### **Camp Workcoeman Troop Picture Order Form**

									Unit		
	Address										
(	City/Town				_ State	_ Zip			Date		
( ) Initial Order						( ) Additional Order					
	Print All Information Name	#	Amount Paid		Name	#	Amount Paid		Name	#	Amount Paid
1.				13.				25.			
2.				14.				26.			
3.				15.				27.			
4.				16.				28.			
5.				17.				29.			
6.				18.				30.			
7.				19.				31.			
8.				20.				32.			
9.				21.				33.			
10.				22.				34.			
11.				23.				Tota	al Photographs Orde	red .	
12.				24.					al Amount Paid		
					Make checks pay	/able t	o C.R.C				

#### Camp Workcoeman Troop Leader Name Badge Order Form

Leader Name		Week	Unit
Address		Telephone ()	
City/Town	_State	Zip	Date

	Print All Information
	Name
1.	
2.	
3.	
4.	
5.	
6.	
7.	
8.	
9.	
10.	
11.	
12.	

Order name badges for your troop's summer camp leaders.

Clearly print names in the space to the left.

Send this form with payment 2 weeks prior to your week of camp and the name badges will be there when you arrive.

Badge Price: \$5.00 ea.



Camp Workcoeman Summer Camp Troop Leader

**Your Name Here** 

Total Name Badges Ordered \_\_\_\_\_ x \$5.00 = \_\_\_\_

Send this form and payment to:

Camp Workcoeman Trading Post 169 Camp Workcoeman Road New Hartford, CT 06057

Make checks payable to C.R.C

# Parent/Guardian Authorization for Camper Release/Departure from Camp Facilities

All campers that must leave the camp property, to return at a later time or day, must have this form completed in advance by a parent or guardian. This notice must be submitted to the camp office at time of initial check-in at the camp.

This notice must include the following: day, date, and time of personal event, indicating nature of activity; anticipated required departure and return to the camp facility; name, relationship, phone number, and address of individual authorized to pick up and transport camper. **Positive ID will be required for the individual authorized to pick up and transport camper.** 

Please complete the below requested information for the camper, answer all questions and afix parent or guardian signature as authorization.

Camper Name	D.O.B		O.B
Camp	Program		Unit#
is authorized to leave the scl	neduled camp to pa	rticipate in the	e following personal activity event.
Activity/Event		Day	Date
Time of Departure		Tim of Ret	urn
The following individuals an	e authorized to pic	k up my camp	er. (please include your own name.
1. Name		Relatio	onship
Address		City/	Town/State
2. Name		Relatio	onship
Address			Town/State
3. Name		Relatio	onship
Address		City/	Town/State
Parent/Guardian Sign	ature		Date

# Camp Workcoeman Scouter Resource Form

Scouters are the most important people in camp because they have the skills and training that is needed in a camp setting. We would like all of the leaders staying in camp to fill out one of the resource questionnaires and return it before arriving at camp. We hope that you will spend some of your time assisting us in providing a wonderful camp program for all of the boys in camp.

Name:		Troop: _	_ Troop:		
Week Attending Camp:		Campsite	Campsite:		
		rea(s) that you would lik		st during the wee	ek you are in
Nature	Waterfront	Scoutcraft	Tenderfo	Tenderfoot's Compass Handicraft	
	Rifle Range	Archery Range	Climbing	Sports	
	icate below those tr cle or highlight)	raining opportunities yo	ou would like to a	attend during you	r week at camp.
	Aquatic	Supervisor: Water F	Rescue P	addle Craft	
	Leave No Trace	e Trek Sa	fely	IOLS	
Would you like to atter		of our overnight or out-	of-camp activitie	s? (Please circle	those you would
Camping C	Overnight	COPE (drivers	needed)		
Kayak Trip		Shawtown Out	oost Trek W	/ilderness Surviva	al Overnight
Please list any merit badges that you would like to offer or assist with during your week at camp.					
Is there any	y other way in whic	h you would like to ass	sist us while you	are in camp?	

Please return this form before your arrival at camp to:

Program Director

Camp Workcoeman

169 Camp Workcoeman Road

New Hartford, CT 06057

Scout's Name:	Troop:	Camping session: 9:15 or 11:15 Wee	∍k:



# Camping Merit Badge



	Make a written plan for an overnight trek and show how	v to get to your camping spot using a
	topographical map and compass or a topographical ma	ap and a GPS receiver.
	Present yourself to your Scoutmaster with your pack fo	r inspection. Be correctly clothed and
	equipped for an overnight campout.	
	Prepare a camp menu. Explain how the menu would di	ffer from a menu for a backpacking or
	float trip. Give recipes and make a food list for your pat	rol. Plan two breakfasts, three lunches,
	and two suppers. Discuss how to protect your food aga	inst bad weather, animals, and
	contamination.	
	Using the menu described above, cook at least one bre	eakfast, one lunch, and one dinner for
	your patrol. At least one of these meals must be a trail	meal requiring the use of a lightweight
	stove.	
	Camp a total of at least 20 days and 20 nights. Sleep e	ach night under the sky or in a tent you
	have pitched. The 20 days and 20 nights must be at a	designated Scouting activity or event.
	You may use a week of long-term camp toward this red	quirement. If the camp provides a tent
	that has already been pitched, you need not pitch your	own tent.
	On any of the above camping experiences, you must d	o two of the following, only with proper
	preparation and under qualified supervision:	
	Hike up a mountain, gaining at least 1,000 vertice	cal feet.
	Backpack, snowshoe, or cross-country ski for at	least 4 miles.
	Take a bike trip of at least 15 miles or at least fo	ur hours.
	Take a nonmotorized trip on the water of at leas	t four hours or 5 miles.
	Plan and carry out an overnight snow camping e	experience.
	Rappel down a rappel route of 30 feet or more.	
Signa	ture:	Date:
Name	e (Please Print):	Position:

Scout's Name:	Troop:	Week:	2015
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# Cooking Merit Badge



Name (Pleas	e Print):	Position:
will not coun	t toward rank advancement. Meals	only count towards fulfilling those requirements and prepared for rank advancement cannot be used to Cooking Merit Badge book for more information.
		ved evaluate the meal on presentation and taste, by better planning and preparation help ensure g meals.
	safe and free from cross-contaminat	od handling practices. Explain how you kept foods on. Clean up equipment, utensils, and the site dispose of dishwater, and pack out all garbage.
		rip, prepare and serve two meals and a snack from f those meals must be cooked over an approved
	Create a shopping list for your meals and serve each meal, and the cost for	s, showing the amount of food needed to prepare or each meal.
breakf and ar	ast, one lunch, one dinner, and one s	for trail hiking or backpacking that includes one nack. These meals must not require refrigeration ople (including you). List the equipment and utensils Then do the following:
	After each meal, ask a person you staste, then evaluate your own meal.	erved to evaluate the meal on presentation and
	Time your cooking to have each mea	al ready to serve at the proper time.
	and one dessert from the meals you	ast one adult, one breakfast, one lunch, one dinner, planned using at least five of the following simmering, steaming, microwaving, and grilling.
	Create a shopping list for your meals and serve each meal, and the cost for	showing the amount of food needed to prepare or each meal.
	to be served. List the equipment and do the following:	utensils needed to prepare and serve these meals.
lunche yourse	es, and three dinners) plus one desse elf and at least one adult, keeping in r	rt. Your menu should include enough to feed nind any special needs (such as food allergies) of
Using	the MyPlate food guide, plan a menu	for three full days of meals (three breakfasts, three

Scout's Name:	Troop:	Week:	2014



## Sustainability Merit Badge



Name	e (Please Print):	Position:
Signa	ature:	Date:
with f	amily members.	
	ts will be able to contact camp counselors upon return	ning home and completing requirements
-	irement 5a. can only be completed after all other requ	_
	Keep a log of the "stuff" your family purchases (excluding, categorize each purchase as an essential need as a DVD).	
	better steward of this resource. Implement those ide	
	months (past or current). As a family, choose three	ways to help reduce consumption and be a
	related bills (gasoline, diesel, electric, public transpo	ortation, etc.) reflecting usage for three
	Evaluate your family's fuel and transportation usage	. Review your family's transportation-
	Or	
	steward of this resource. Implement those ideas for	one month.
	(past or current). As a family, choose three ways to	help reduce consumption and be a better
	household utilities. Examine your family's bills for the	at utility reflecting usage for three months
	_Develop and implement a plan that attempts to redu	ce consumption for one of your family's
	family and counselor.	
	baseline and then track and record your results for t	wo weeks. Report your results to your
	Develop and implement a plan that attempts to redu	ce your household food waste. Establish a
	and tell how your plan affected your family's water u	sage.
	consumption. Implement those ideas for one month.	. Share what you learn with your counselor
	you may choose to examine a few. As a family, choose	ose three ways to help reduce
	_ As a family, discuss water usage. To aid in your disc	cussion, if past water bills are available,
	means. Be sure to take notes.	
	Have a family meeting, and ask family members to	write down what they think sustainability

Scout's Name:	 Troop:	Week:	2015



#### **Emergency Preparedness Merit Badge**



Please initial the requirements that your scout has completed

Name (Ple	ease Print):	Position:	
Signature:	:	Date:	
exe	ercise that required changes or adjustments to the plan.		
cou	counselor. Afterward, conduct an "after-action" lesson, discussing what you learned during the		
Tal	ke part in at least one troop mobilization. Before the exerc	ise, describe your part to your	
is a	already a plan, explain it. Tell your part in making it work.		
Pre	epare a written plan for mobilizing your troop when needed	d to do emergency service. If there	
Eaı	rn the First Aid merit badge.		

#### **Emergency Preparedness Merit Badge Prerequisites**

In addition to the requirements listed above, scouts should complete the following and bring the materials to camp

- Identify the government or community agencies that normally handle and prepare for the following emergency services:
  - 1. Crowd and traffic control
  - Messenger service and communication
  - 3. Collection and distribution services
  - 4. Group feeding, shelter, and sanitation
- Find out who is your community's emergency management director and learn what this person does to prepare, respond to, recover from, and mitigate and prevent emergency situations in your community.

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Scout's Name:	Troop:	Session:	Week:



## Athletics Merit Badge



Position:

	Please initial the requirements that your scout has completed
	Complete the activities in FOUR of the following groups and show improvement over a three-
	month period.
1.	Sprinting: 100-meter dash, 200-meter dash
2.	Long-Distance Running: 3k run, 5k run
3.	Long Jump OR High Jump: Running (or standing) long jump or high jump
4.	Swimming: 100-meter swim, 200-meter swim
5.	Pull-ups AND Push-ups: Pull-ups in two minutes, Push-ups in two minutes
6.	Baseball Throw: For accuracy (10 throws), For distance (5 throws)
7.	Basketball Shooting: 10 Free-throw shots, Skill and agility (see merit badge pamphlet)
8.	Football OR Soccer kick: Goals from the 10-yard line, distance
9.	Weight Training: Chest/bench press, Leg curls (two sets of 15 repetitions each)
	Select an athletic activity to participate in for one season. Establish a personal training program
	suited to the activity chosen. Organize a chart for this activity and monitor your progress during
	this time.
Signa	ture: Date:

Name (Please Print): \_\_\_\_\_

Scout's Name:	Session: 9:15 or 11:15	Week:
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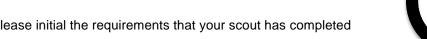
## Personal Fitness Merit Badge

Have your health-care practitioner of	give you a physical examination, using the Scout medical
examination form.	
Have a dental examination. Get a s	tatement saying that your teeth have been checked and
cared for.	
Complete the aerobic fitness, flexib	ility, and muscular strength tests, along with the body
composition evaluation as describe	d in the Personal Fitness merit badge pamphlet. Record
your results and identify those area	s where you feel you need to improve.
Outline a comprehensive 12-week	ohysical fitness program using the results of your fitness
tests. Be sure your program incorpo	orates the endurance, intensity, and warm-up guidelines
discussed in the Personal Fitness n	nerit badge pamphlet. Before beginning your exercises,
have the program approved by you	r counselor and parents.
Complete the physical fitness progr	am you outlined in requirement 7. Keep a log of your fitnes
program activity (how long you exe	rcised; how far you ran, swam, or biked; how many exercise
repetitions you completed; your exe	ercise heart rate; etc.). Repeat the aerobic fitness, muscular
strength, and flexibility tests every t	wo weeks and record your results. After the 12th week,
repeat all of the required activities in	n each of the three test categories, record your results, and
show improvement in each one. Fo	r the body composition evaluation, compare and analyze
your preprogram and post-program	body composition measurements.
Signature:	Date:
Name (Please Print):	Position:

Scout's Name:	Troop:	Session:	Week:



## Sports Merit Badge





Please initial the require	ements that your scout has completed	
organized team in TWO of the following	ths) as a competitive individual or as a member of an ag sports: baseball, basketball, bowling, cross-country, osse, soccer, softball, table tennis, tennis, volleyball, ed in advance by the Camp Workcoeman Program	
Sport:	Participation dates:	
Sport:	Participation dates:	
Establish a personal training program suited to the sports chosen. Organize a chart to track training, practice, and development in each sport for one season (or four months).		
Signature:	Date:	
Name (Please Print):	Position:	

### Pistol Pilot Program Participation and Hold Harmless Agreement

Camp Workcoeman, Connecticut Rivers Council will be conducting a pilot program for Pistol safety and marksmanship during 2015. This program is conducted under the approval of the Boy Scouts of America. Scouts will be instructed how to handle, maintain, and shoot a pistol safely and be provided instruction to increase their marksmanship skills. Scouts will have both classroom instruction and range instruction in which they will fire a pistol under the supervision of a trained Range Safety Officer and pistol instructor at Camp Workcoeman property. Scouts will be required to wear eye protection and ear protection at all times while on the range. Scouts are expected to abide by all safety rules and the instructions of the Range Safety Officer(s) and Pistol Instructor(s).

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

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

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

Participant's Signature		Date:
Parent/Guardian Signature		_ Date:
Parent/Guardian Print Name		_ Date:
Home Phone	Cell	Date:
Email address for survey purposes only: _		