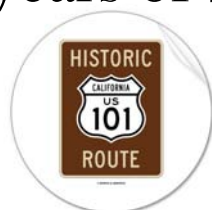


Wente Scout Reservation Leaders Guide 2011



Celebrate 101 years of Scouting on the





The San Francisco Bay Area Council, Boy Scouts of America offers summer camp program for registered members of the Boy Scouts of America and does not discriminate against any youth or adult in regards to race, color, religion, age, sex, handicap, or national origin.



Wente Scout Reservation is fully accredited by the National Council, Boy Scouts of America, and camp operates under the guidelines established by both the State of California and Mendocino County.



The San Francisco Bay Area Council is proud to offer a grand summer camp experience for your Unit at wonderful Wente Scout Reservation in the foothills of Mendocino County. This guide was prepared to help each camp leader make the most out of their Unit's summer camp experience.

As a Council we pride ourselves on the high quality of the camp programs we provide. Wente Scout Reservation's well-trained and enthusiastic staff is awaiting the arrival of your Scouts and is eager to assist each Unit in developing its own program. You are still in charge of your Unit, and your Unit's program should reflect the needs and desires of your Scouts. After all, no one knows them better than you.

Your task as Unit Leader is to compress many years worth of adventure into one week of camp. With unique and unparalleled programs,

an experienced staff, and an emphasis on customer service, our camp offers you the most Wentastic scouting environment you could ask for in a summer camp. Come to camp expecting and demanding a great time. Your Unit's program can be tailor made to meet your Unit's needs. The experience level of your Scouts and leaders will be important considerations in building your camp program. The camp staff is there to help you make your individualized camp program work. Read this guide carefully and use it to plan your week. If you have any questions, please allow us to answer them.

The Camping Program of the San Francisco Bay Area Council is proud to be a part of your Unit's efforts in serving youth.

Thank you.

Rick Schemp
Chairman
Council Camping Committee

Jason B. Lewis
Council Camping Director
jason.lewis@scouting.or

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UNIT TIMETABLE

AS SOON AS POSSIBLE:

- ☐ Be aware of the Camp Fee Payment Schedule and the Council Camping Refund Policy!
- ☐ Schedule a parents' night to promote and explain summer camp.
- ☐ Talk with Webelos who will graduate into your Troop about going to camp.
- ☐ Provide Campership information for Scouts in need.
- ☐ Provide Provisional Camper information for Scouts unable to go to camp with you.

MARCH 19TH:

- ☐ Attend the Camp Leader's Orientation meeting.

TWO MONTHS BEFORE ARRIVAL

- ☐ Unit leaders and the Troop Committee should review this guide.
- ☐ Obtain commitments from other adult leaders to assist at camp.
- ☐ Secure individual commitments for camp from each Scout and his family.
- ☐ Supply each Scout with a personal equipment list.
- ☐ The Unit leader should begin the program-planning process for camp.
- ☐ Start travel plans.
- ☐ Review advancement needs.
- ☐ Review equipment needs.
- ☐ Provide medical forms to all Scouts and leaders attending camp.
- ☐ Check the merit badge requirements that must be completed prior to camp.
- ☐ Communicate with the Council regarding any changes to your planned camp attendance.

FOUR WEEKS BEFORE ARRIVAL

- ☐ Check to see if all health records have been completed and are properly signed.
Health form must be updated annually.
- ☐ Submit a tour permit request if required.
- ☐ Check on final transportation arrangements.
- ☐ Review suggested personal equipment checklist.
- ☐ Counsel the Scouts on their personal goals for fun and advancement.

THREE WEEKS BEFORE DEPARTURE:

- ☐ Hold final Troop Leader's Council
- ☐ Unit committee meets to tie up loose ends: transportation, troop equipment, etc.
- ☐ Distribute parent information including address, emergency phone number and travel plans.
- ☐ Notify Camp Administration of Monday or Saturday arrivals. wente@wente.org
- ☐ Notify Camp Administration of Special Dietary Needs. chef@wente.org
- ☐ Notify Camp Administration of Merit Badge Schedules. meritbadge@wente.org

POLICY INFORMATION

DAY OF ARRIVAL

Units should plan on arriving between 12:30pm and 1:30pm with check-in beginning at 1:00pm. Units arriving on Monday morning need to arrive by 6:30 am so medical and swim checks can be finished before breakfast. Saturday arrival may be permitted with approval from the council office and an extra fee. Please contact the Camping Department to make these arrangements. Units arriving on Saturday are responsible for their own program and meals until Sunday dinner. Camp will not provide any program until check-in begins on Sunday and all program areas will be closed and off limits. This includes the swimming area and boats at the Waterfront.

TOUR PLANS/TOUR PERMITS

Tour Permits are now called Tour Plans. San Francisco Bay Area Council Units do not need to have a Tour Plan to attend summer camp. All other Units must follow their Council's Tour Plan guidelines. A Tour Plan Applications and more information can be found at <http://www.sfbac.org/resources#tourplan>

DRIVING AND PARKING

All vehicles must be parked in the main Camp Parking lot below the Ranger's House or the small lot near Sunrise Ridge throughout the week. For the safety and enjoyment of Scouts in camp, vehicle traffic through camp is limited to the Ranger and a select few staff members. The speed limit on the road into camp is 10 mph and 5 mph once drivers pass over the bridge past the dam.

UNIFORMING

All Scouts and leaders are encouraged to be in full field uniform for any chapel service, evening flag assemblies, and dinners. The activity uniform, Scout shorts, socks, and a Scout, Troop, or camp T-shirt is appropriate attire for morning flag assemblies and throughout the day.

ALCOHOL AND DRUGS

The Boy Scouts of America prohibit the use of alcoholic beverages and controlled substances at summer camp, including the abuse of prescribed medications. Individuals found to be in violation of this policy are subject to ejection from camp and/or arrest.

SMOKING

The Boy Scouts of America urges that all Scouting functions, meetings, and activities should be conducted on a smoke-free basis, with smoking areas located away from all participants. The camp administration will identify these areas in camp.

WEAPONS/FIREWORKS/CANNONS

Please leave your personal firearms at home. Knives brought to camp should be appropriate for scouting purposes. Cannons (even small ones) are not allowed at any scouting function.

LEADERSHIP REQUIREMENTS

Each Unit must provide its own registered leadership. The Boy Scouts of America requires:

- A minimum of two adult leaders in camp at all times
- The Unit leader at camp must be at least 21 years of age and registered with the Boy Scouts of America
- Other adults must be registered Scouters 18 years of age or older, or a parent of a participating youth member.
- All adult leaders must have Youth Protection training within the last year. This training can be completed through your local Council or online at www.myscouting.org.

In the case of small Units, it may be possible for the Council to pair you up with another Unit in order to pool leadership. Contact the Council Camping Department for more information.

Mature leadership is vital to the success of a Unit's stay in camp. If your Unit's leaders lack the necessary maturity to safely lead a Troop, your Unit may be asked to replace the leaders in question or leave camp.

LEADER RESPONSIBILITIES

The Scoutmaster and Assistant Scoutmasters are some of the most important people in camp. You are with your boys 52 weeks a year and know them better than anyone else in camp. It is your responsibility as Unit leaders to see that your Troop has a quality long-term summer camp experience. It is the responsibility of Unit leaders to do the following:

- Distribute unit medications.
- Monitor the behavior of their scouts and for enforcing camp rules and policies. Adults should know where their boys are at all times and be aware of the activities they are involved in. The 12 points of the Scout Law guide all of our camps. All campers and staff conduct is judged by how it measures up against these guidelines. We cannot tolerate and will not permit activities that do not meet the criteria of the standards set by the Scout Law.
- Enforcing the buddy system. The buddy system is to be enforced at all times in camp. Scouts need to have a buddy in program areas, on hikes, and in any other activity they are engaged in.
- See that camp facilities and program materials are not damaged by Scouts in their Units. Units will be billed for any damage done to camp property. This will include the cost for materials, labor, and any other cost in relation to repairs or replacements.
- Follow all camp policies regarding the early release of camper for any Scout leaving during the week.
- Inform the camp, in writing, of any special needs a Scout in his Unit may have in regards to disabilities, medications, or dietary needs due to health or religious reasons three weeks before arriving to camp.

BOY SCOUT PROVISIONAL CAMPING

Provisional camping is available to any Scout who cannot attend camp with their own Unit, or would like to spend an extra week at camp. Scouts will be placed with another Unit in camp and that Unit will provide the necessary leadership for the Scout. The Scout's family or Unit is responsible for transportation to and from camp. A provisional camper application can be found in the appendix of this guide and at www.sfbac.org/camping/resident.

CAMPERSHIPS

The San Francisco Bay Area Council believes each Scout should be given every opportunity to attend camp. At times it can be hard for a family to raise the money needed to attend camp. Camperships can help cover part of the cost of a week of camp for members of the San Francisco Bay Area Council who are attending a camp operated by the SFBAC. Applications are available at www.sfbac.org/campership.

PHYSICALLY CHALLENGED SCOUTS

Campsites are available for use by physically challenged Scouts and leaders. Please check with the San Francisco Bay Area Council's Camping Department for availability and accessibility.

INSURANCE

Each Unit attending camp must be covered by some type of accident and insurance plan. San Francisco Bay Area Council Units are covered under BSA Campers' Accident and Sickness plan. Some other Councils provide this insurance for their Units or offer the insurance for a small fee. Other Units are covered by their chartered organization. If your Council does not provide insurance, you will need to get a Unit application at your council service center and apply for the insurance yourself. All out of council Units should bring a claim form to camp. This form is not necessary to go to the hospital but will provide helpful information in processing the claim.

VISITORS TO CAMP

Visitors are welcome at camp but there are a few things to remember before visiting. The best time to visit is the last full day of the session.

- All visitors must check in at the Camp Office immediately upon arrival at camp.
- Visitors are to park in the designated parking lot and walk to the office.
- Visitor accommodations are not available at camp.
- Meals are available for the following fees: Breakfast- \$6; Lunch \$6; Dinner \$8 or all three for \$15.
- If a family visits, siblings and friends cannot participate in camp programs. Wente Scout Reservation operates Family Vacation Camps so everyone can experience our camp outside of summer camp operations. Contact the Council Camping Department or visit www.sfbac.org for more information.

LEAVING CAMP

- All Units must check out at the Camp Office before leaving camp on Saturday.
- Adults who leave during the week must check out at the Camp Office.
- Adults returning must check back in at the Camp Office upon return to camp.

EARLY RELEASE OF SCOUTS FROM CAMP PROPERTY

For the safety of all Scouts attending camp, it is the policy of the San Francisco Bay Area Council to follow these procedures in the event a Scout must leave earlier than his Unit:

- The Scout's Annual Health and Medical Record form part C must be filled out with the names of all adults authorized to take youth to and from events.
- The adult with permission to pick up the camper must report directly to the Camp Office upon arrival at camp. Identification will be compared to information on the Annual Health and Medical Record.
- Before leaving camp, the Scout and driver must report to the Camp Office to check out.

YOUTH PROTECTION

Every Unit is responsible to ensure that each adult receives Youth Protection Training before arrival. You can contact your Council or District Training Chair for available training dates or complete the training online at www.myscouting.org.

MALE AND FEMALE SLEEPING FACILITIES

Male and female leaders must have separate sleeping facilities. Married couples may share the same quarters if appropriate facilities are available.

Male and female youth participants will not share the same sleeping facility.



**FINNEY VALLEY
LUMBER CO.**

COUNCIL REFUND POLICY

For All Camps and Events

Effective October 1st 2010<http://www.sfbac.org/resources/forms#camping>

The \$250 Stake-a-Claim deposit is non-refundable.

A great deal of advance planning and advance purchasing takes place for all programs and events of the San Francisco Bay Area Council during the months and weeks prior to an event, (facility rentals, supplies, staff hiring, food contracting, and program material acquisition.) Because of this the SFBAC has had to renew its refund policy.

1. Refunds requested two weeks (14 days) prior to an event/camp may receive **up to** an 80% refund. One week prior (7 days) to your event/camp receive a 60% refund. Within seven (7) days of the event/camp there will be **no refund**. Any refund will be based on the following criteria:
2. **Types of refunds considered:** serious illness or injury (a doctors certification required) or death in immediate family. Refunds are not given for no-shows, conflict of schedule (such as sports events, out of country trips), weather conditions, or behavior issues occurring before or during the event/camp.
3. **Refunds will be returned** to the person(s) or entity from which the funds were received.

Please include: participants name, unit, number, district, address, contact phone number, name of event and date or session of event.



Send refund request to:
San Francisco Bay Area Council Camping Department
1001 Davis St
San Leandro, CA 94577-1514

CAMP HEALTH

HEALTH LODGE

Our camp Health Lodge is operated by a qualified Health Officer. The Health Officer can handle most first aid and minor injuries and illnesses. Serious injuries or illnesses will be taken to a local medical facility where we have made arrangements for treatment.

Transportation to the medical facilities is the responsibility of the Unit, unless emergency medical treatment is necessary.

MEDICAL FORMS

All Scouts and adults attending resident camp at least one night are required to have a current and complete BSA Annual Health and Medical Record. If you do not have a current BSA Annual Health and Medical Record you may not attend camp. There are no exceptions to this rule. It is recommended that you bring photocopies of these forms to camp and that the Unit keeps the originals. These forms can be found in the appendix of this guide and at <http://www.sfbac.org/resources/forms#health>.

In instances where medical evaluation is against religious beliefs, the requirement for medical examination forms can be waived. Written statements are required from the camper's parent or guardian and church officials that a medical examination is a violation of religious belief.

The Annual Health and Medical Record authorizes:

- The camp to provide medical treatment
- Participation in camp activities such as waterfront, COPE, and climbing
- The San Francisco Bay Area Council, BSA and the National Council, BSA to use photographs taken at camp for promotional purposes
- Authorizes the drivers each youth is allowed to leave with

This form must be signed annually by the participant, their parent or guardian in case of a minor, and by a certified and licensed health-care provider.

MEDICATIONS

Boy Scout national policy states:

All prescription drugs (including those needing refrigeration) are to be kept in locked storage and in compliance with local and state laws. An exception may be made for a limited amount of medication to be carried by a camper, leader, parent, or staff member for life-threatening conditions, including bee-sting or heart medication, and inhalers, or for a limited amount of medication approved for use in a first aid kit.

All medications taken at camp should be listed on the Annual Health and Medical Record and need to be available during the health screening.

Each unit will be provided with a locker in the Health Lodge. The unit leader will be the combination to the locker. Adult unit leadership will be responsible for seeing that the Scouts needing medication in their unit take the necessary medications at appropriate times in correct doses. Medications must be recorded in the provided log. This log must be left in the locker at the end of the week.

The locker area will be open 24/7 while camp is in session to allow access to your unit locker.

DIETARY NEEDS

Special dietary needs of Scouts and adults need to be submitted in writing at least three weeks prior to arrival at camp. Leaders should verify the kitchen staff has the information during check-in at camp. Please include foods that can be eaten in addition to those that cannot. Scouts and adults may bring special food items to camp that can be stored in the kitchen. This information can be sent to chef@wente.org.

PREVENTING HOMESICKNESS

A great way to prevent homesickness before arrival at camp is for families and Unit leaders to stress the fun the Scout will have at camp with all the new experiences that are in store. It is a good idea for family members to stay away from comments about how much they will miss the Scout or how much the Scout will miss everything at home.

At camp the staff will help to fight homesickness by keeping the Scouts busy with fun and challenging activities. Unit leaders need to keep a sharp lookout for homesick boys and ought to tell their commissioner who can help with activities to keep the Scout busy.

A big cause to homesickness is a phone call home. If a boy is not homesick, there's a good chance he will be after he calls home. Scouts are discouraged from bringing cell phones to camp. Parents should be discouraged from having their scouts call home except in the case of an emergency. No Scout may call home without a leader's permission and a leader must be present when the phone call is made.

REST

An adequate amount of sleep is one of the keys to a great week at camp. Unit leaders need to see that the campsite is quiet at 10:00 pm to permit those who wish the chance to get at least 8 hours of sleep.

There may be individuals who need time to rest during the day. Leaders need to be sensitive to this and provide opportunities for such time.

CAMP SAFETY

One of the most important ingredients to a fun week at camp is safety. To see that your week at camp is a safe one we encourage the following:

PERSONAL SAFETY

- Closed-toe shoes must be worn at all times. The only exception to this rule is at the waterfront and in the shower, where sandals may be worn, but not walking to and from them.
- Travel only on designated trails.
- Report safety issues to the Camp Director immediately.
- All camps operate on the buddy system. Scouts need to have a buddy in program areas, on hikes, and in any other activity they are engaged in.
- Running in camp is not prohibited but should be done in a safe manner.

AQUATICS SAFETY

All Scouts and leaders are required to take the BSA Swimmers Test before participating in any aquatic activity.

SHOOTING SPORTS SAFETY

Permission from a parent or guardian is required for Scouts to shoot at any of our ranges. Permission slips can be found in the appendix of this form and on

<http://www.sfbac.org/resources/forms#wsr>

Personal firearms, ammunition, and archery equipment are prohibited in camp.

FIRE SAFETY

Fires are permitted only in the campfire ring in the campsite and should never be left unattended. Fires should also always be under the supervision of an adult Unit leader.

UNIT FIREGUARD CHART

National Council policy requires that each Unit post a completed Unit Fireguard Chart in their campsite. These forms will be provided on the day you arrive in camp.

FIRE TOOLS

Each campsite is provided with a set or sets of fire tools. We ask that you do not remove these tools from your campsite.

EMERGENCY DRILLS

Emergency drills are held during each session of camp. When the alarm sounds, all Scouts and leaders are to report immediately to the designated assembly area.

FIRE WORKS

Fireworks of any kind are illegal and strictly prohibited in camp. Possession of fireworks will be grounds for immediate dismissal from camp property and could result in criminal prosecution.

PERSONAL GEAR

Be sure all personal items are clearly marked with full name and Unit number. Adult volunteers, the camp or camp staff, or the San Francisco Bay Area Council are not responsible for lost or stolen items.

CLOTHING

- ☐ Uniform, uniform hat
- ☐ T-shirts
- ☐ Jeans (optional)
- ☐ Swim suit and towel
- ☐ Pajamas or sweat pants
- ☐ Jacket, sweater, or sweatshirt
- ☐ Underwear (at least 1 pair per day)
- ☐ Socks (at least 1 pair per day)
- ☐ Tennis shoes
- ☐ Sturdy hiking boots
- ☐ Shady hat
- ☐ Watch

CAMPING GEAR

- ☐ Sleeping bag
- ☐ Ground cloth
- ☐ Foam pad or air mattress
(Camp does not provide cots)
- ☐ Pillow
- ☐ Backpack
- ☐ Day pack
- ☐ Canteen, water bottle, or camelback
- ☐ Flashlight with extra batteries
- ☐ Compass
- ☐ First aid kit
- ☐ Pocket knife (need Totin' Chit)
- ☐ Insect repellent

TOILET KIT

- ☐ Toothbrush and toothpaste
- ☐ Comb or brush
- ☐ Soap
- ☐ Wash cloth and towel
- ☐ Shampoo
- ☐ Deodorant
- ☐ Shaving kit
- ☐ Sunscreen
- ☐ Chap stick

MERIT BADGE ITEMS

- ☐ Boy Scout Handbook
- ☐ Merit Badge Pamphlet
- ☐ Pens or pencils
- ☐ Notebook or paper
- ☐ Partial
- ☐ SM or Parents notes when needed

PAPERWORK (signed and dated)

- ☐ Annual Health & Medical Records
- ☐ Merit Badge Note from Parent
- ☐ Merit Badge Note from Scoutmaster

OPTIONAL ITEMS

- ☐ Camera and film
- ☐ Musical instrument
- ☐ Sunglasses
- ☐ Fishin' gear
- ☐ Money for tradin' post (\$60-\$95)

NOT RECOMMENDED EQUIPMENT:

Electronics (radios, MP3 players, I-pods, DS or PSP, etc)
Cell phones (adults may bring)
Expensive jewelry
Laptops

UNAUTHORIZED EQUIPMENT

Do not bring under any circumstances
Firearms and ammunition
Archery equipment
Fireworks
Illicit drugs
Alcohol
Weapons
Non-Scouting appropriate knives/swords
Pets

FORMS REQUIRED FOR CAMP CHECK IN

There are a number of forms that are necessary for attending camp. Check in will go more smoothly if these forms are completed properly and readily accessible. Some things that will make the check in process faster are:

- Assign a leader to be in charge of forms.
- Have all completed Annual Health and Medical forms together when you arrive.
- Read and complete each form carefully.
- Look over each Scout's forms to make sure signatures and dates are completed.

The following are the forms required for camp attendance:

All camp forms can be found at <http://www.sfbac.org/resources/forms>

INDIVIDUAL FORMS

- ☐ Annual Health and Medical Record.
Every camper, youth and adult, must have a health form. Please see the Camp Health section on page 8 of this guide for more details.
- ☐ Firearms Permission Slip signed by parent or guardian.
- ☐ Merit Badge notes from Parents (if applicable)
- ☐ Merit Badge notes from Scoutmasters.(if applicable)



PROGRAM INFORMATION

ARRIVAL DAY

Getting things off to a good start is vital to having a good week at camp. To make sure your first day is a good one we suggest you arrive between 12:30 and 1:30 pm. Check in will begin promptly at 1:00.

CHECKING INTO CAMP

Your Unit will be met by a staff member on the bridge. You will meet a Camp Commissioner and your Troop Guide on the Peninsula across from the parking lot. Your Troop Guide will take you to your campsite and onward on your tour.

Please have your Annual Health forms and medications for each camper and adult ready at this time as one of your first stops may be medical rechecks.

MOVING INTO YOUR CAMPSITE

- An adult leader and your SPL should be ready to inspect your campsite with your Troop Guide and help make tent assignments. Please be aware you may be sharing your site with another Unit and make arrangements accordingly.
- Scouts should change into their swim gear in preparation for the camp tour. Be sure to have all Scouts and leaders wear close-toed shoes and bring along a towel. Everyone should also bring water on the tour of camp.

We highly encourage Scouts to hike their personal gear to their campsite. One car per Unit at a time will be allowed to drive Unit gear closer to the campsite.

CAMP ORIENTATION TOUR

Your Troop Guide will take you on a tour of camp that will last between 2 and 3 hours (perhaps more or less depending on the size of your Unit, among other things). The tour will consist of:

- Medical Rechecks
- Program Area visits
- Swim Checks
- Dining Hall seating assignments and orientation
- Collect Firearms permission slips

SUNDAY SCHEDULE:

1:00	Check in and camp orientation
5:00	First dinner waiters due
5:15	First Dinner
6:00	Flags; Second Dinner waiters due
6:15	Second Dinner
7:00	Scoutmaster and SPL meeting Rifle and Shotgun MB Safety Orientation
8:30	Opening campfire

THE SUNDAY LEADERS MEETING

This meeting is to allow you to meet the Camp Director, Program Director, and your Commissioner, as well as other Unit leaders. We will discuss an overview of some camp policies and programs. It is mandatory for each Unit to have an adult leader and the SPL of the Troop present at this important meeting in order to earn Honor Troop award. If your SPL is taking Rifle or Shotgun and needs to go to the safety meeting, he may send the next highest representative who does not need to go to the safety meeting.

YOUR CAMPSITE

Each campsite has tent platforms with two-person canvas tents and includes the following:

- A central fire ring.
- A bulletin board
- A flag pole (you should bring your own US Flag to fly during your stay at camp. Campsite inspection hint)
- A nearby washstand and kybo.



Remember, a Scout is clean and your campsite should be a reflection of that. The site should be kept free from litter and your kybo should be cleaned on a daily basis.

Do not leave candy, food, or anything smelly in tents or campsites. This will attract unwanted attention from various animals around camp.

Please respect the privacy of the camp staff and stay out of staff living areas and respect the campsites of other Units by staying out unless invited.

CAMPSITE GARBAGE

All campsite garbage should be emptied nightly as to not attract wildlife. Place all garbage in the dumpster located on the western most side of the Dining Hall.

TROOP CHECKOUT

Troops should plan on checking out by 10:00 am on Saturday. Your Troop Guide will come to your campsite directly after breakfast to check you out.

In addition, the Troop Guide and an adult leader will inspect the site for any damage that may have occurred to tents and other equipment during the week. Troops will be charged for any damage that occurs. Don't forget to head back to the office to pick up your patches and Annual Medical and Health Records.



FOOD SERVICE

Wente Scout Reservation offers two outstanding food plans for your Unit to choose from; Dining Hall service or Jamboree style cooking. Dining Hall service provides 3 fully prepared meals a day in our dining hall. Jamboree style allows your Unit to prepare meals in your campsite. Both plans provide excellent, well-balanced, and nutritious meals.

SPECIAL DIETARY NEEDS

We will do our very best to cater to special dietary needs. Such needs must be communicated clearly, in writing, at least three weeks in advance of your arrival. Please submit items you can eat as well as those you cannot. You can email your needs to chef@wente.org, or mail you information directly to camp. If you need to speak directly to the Camp Cook, please call the Camp Office.

Dining hall meal service will be done in 2 shifts per meal. Your Unit will be assigned a shift during your orientation tour of camp. Each Unit will need to provide one waiter per table 15 minutes before each meal. Tables seat 8. Waiter duty will be explained during the orientation tour of camp.



To be more environmentally friendly, we will no longer offer Styrofoam cups for coffee. So, to enjoy your coffee, make sure to bring your favorite coffee cup, or you can purchase a new favorite in the Tradin' Post.

TELEPHONE/FAX/MAIL/INTERNET ACCESS

The camp phone is available **for camp business and emergencies only**. Please let the families of your Scouts know these lines are only for emergency purposes. We ask that any correspondence from home be sent via regular mail services and not over our fax line or email.

Phone: (707) 459-2110

Fax: (707) 459-1527

Verizon cell phones get reception fairly well, AT&T and Sprint work in select locations. We have free wireless internet access for adult leaders at the Camp Office.

Each Unit will be furnished with a mailbox for incoming mail. Please make certain all mail has a return address in the event that it arrives after the Unit has departed. UPS and Federal Express deliver to the street address, not the PO Box. All mail should be addressed as follows:

Scouts name and Unit #
Wente Scout Reservation
PO Box 453
Willits CA 95490

Packages requiring a street address:

Scouts name and Unit #
Wente Scout Reservation
5401 Canyon Rd
Willits CA 95490

FLORA AND FAUNA

While most of the animals we have at Wentz Scout Reservation are harmless, there are some to be very cautious around. Rattlesnakes, bears, and cougars occasionally make their way into camp. Yellow jackets, scorpions, ticks, and spiders can be found lurking just about anywhere; all of them bite or sting and are in general very annoying. Instructions on how to deal with each of these will be given at camp.

“Hey, look at this neat vine! I bet I can climb it all the way to the top,” shouts a gleeful Scout as his Scoutmaster watches in horror as his boys climb poison oak. Yup, Wentz Scout Reservation’s climate is just perfect for growing poison oak and we do have some nasty patches of the stuff around. Make sure your Scouts and leaders know what it looks like and to avoid it. If you need any help just ask a staff member to point some out.



SHOWER FACILITIES

Wentz has three shower houses available in camp with private shower stalls that can be used by adults and Scouts alike. The Commissioners staff will coordinate a cleaning schedule for each of these facilities with the Senior Patrol Leaders.

THE AL ROBINSON TRADIN’ POST

We have camping equipment and the materials you’ll need to complete those merit badges you’re working on. If you forgot your coffee mug, you can pick up a new mug from our friendly staff. There are merit badge pamphlets as well as kits for the Handicraft merit badges and such. The Tradin’ Post is happy to accept Visa and Mastercard.

The lost and found can also be found here. Please make sure that all of your Scouts’ gear is marked with their name and Unit number in case anything does end up lost.

You may also sign up for events/activities and cobbles.

THE SKUNK’S DEN

Located on the top floor of the administration building, The Skunk’s Den is a place for adult leaders to go and, you know, do things. Things like... meetings... and trainings. Escape the rigorous demands of Scout camp by getting on our wireless internet and returning to the soothing comfort of your working life.

WENTE SCOUT RESERVATION'S ADVANCEMENT PROGRAM

SCHEDULING

All of Wente Scout Reservation's merit badges, with a few exceptions, run on a four-day schedule with Friday open for make-ups. This allows Scouts the chance to participate in activities that might cause 'em to miss a merit badge session and still complete the badge.

PARTIALS

There are many badges that have requirements that cannot be completed at camp. Some of these are due to time requirements and others simply cannot be done in a summer camp setting. In those cases when requirements are not completed at camp, a partial indicating the requirements that have been done will be issued and given to the Unit leader. Many of these requirements can be completed before a Scout arrives at camp. There are a number of ways to handle work done prior to camp. A Scout can contact a merit badge counselor for that badge, go over the work he has done, and bring a partial to camp with him. In some cases camp counselors will require a partial from a merit badge counselor, a note from a Unit leader, or a note from a parent or guardian; such cases are indicated later in this guide.

BLUE CARDS

Blue Cards are the record showing what each Scout did in their Merit Badge sessions all week. We will provide all the blue cards needed, so do not bring any unless your Scouts have got partials with things already signed off.

On Friday afternoon, as close to 2:00 as we can get, we will have all your Troop's blue cards gathered together in a bag in the Dining Hall. Each Troop should send an advancement person or a team of advancement people, depending on how many Scouts you have got, to review the cards and make sure you aren't missing any, you don't have any extra, and they line up with what you and your Scouts think they did. There will also be staff in the Dining Hall to help answer questions and fix mistakes, so we recommend you stay there to review them.

MERIT BADGE SCHEDULING

Later in this guide you will find the Unit's Schedule of Merit Badges Form. This form can be helpful in planning the Merit Badges your Scouts are going to take. To fill out the form, simply write down the name of each Scout in the appropriate column and the merit badge or Eagle Trail session they wish to take at camp in the proper time slot. Note any drop in merit badges that will be taken as well. **For some merit badges pre sign ups are necessary; these badges are indicated on the Merit Badge Information page.**

MERIT BADGE DIFFICULTY RATING SYSTEM

Our merit badges are rated from 1 to 5 to help guide you in your scheduling choices.

- 1 = Easiest of badges.
- 2 = More difficult than #1 but less than a #3
- 3 = More difficult, may include prerequisites or other prep work before camp.
- 4 = Significant effort required.
- 5 = Most difficult, significant prerequisites. May not be possible to complete at camp.

MERIT BADGE INFORMATION

Merit Badge	DIFF.	Information
Animal Science	3	
Archery	4	2 hour session; may require extensive shooting outside of merit badge session; must be able to pull back a 25 lb bow; \$5 fee covers cost of arrow and bowstring kits
Art	2	2 day merit badge (W, Th); Req 4 not covered at camp*
Astronomy	3	2 day merit badge (M, T); Req. 6b may not be covered at camp depending on phase
Backpacking	5	Req. 9, 10, and 11 not covered at camp*
Basketry	2	2 day merit badge (M, T); \$15 fee is for projects in Req. 3
Bird Study	5	Req. 5 and 6- lists of birds from home will not be accepted unless accompanied by a blue card; Will require observation time outside of merit badge session
Bugling	4	2 day merit badge (W, Th); Req. 6 cannot be done at camp*
Camping	2	Req. 8c and d, not covered at camp*; Req 9a and b- Scoutmaster Note^; Req. 10 will be done on an individual basis only if all requirements are done.
Canoeing	3	Must pass BSA Swimmers test before starting badge
Chemistry	4	Req 7 not covered at camp*; must be 14 or older
Cinematography	5	May require time outside of session; Size limit of 20 per session; Pre Sign~
Citizenship in the Community	5	1 day badge; Req. 1 and 6 covered during session; All other req. not covered at camp*; must be at least 14 years old and a Star or Life
Citizenship in the Nation	5	Req. 2a, b, c- Parent Note# and write up; must be 14 or older and a Star or Life
Citizenship in the World	5	3 day badge; Req. 7 handled individually with counselor; must be 14 or older and a Star or Life
Climbing	4	Must be 14 or older; 2 hour session; Pre Sign~; \$5
Communications	4	Req. 5 not covered at camp; must be 14 or older and a Star or Life
Composite Materials	4	Req. 4 not covered at camp*; Fee covers Req. 5; must be at least 14 years old
Cycling	5	Drop in; Req.6 must be done prior to camp*; Req. 8 and 9 not covered at camp*
Emergency Preparedness	5	Req. 2c, 6c, and 8 not covered at camp; must be 14 or older and a Star or Life
Energy	3	2 day badge; Req. 4- Parent Note#, bring 14 day energy audit.
Environmental Science	4	Will require observation time outside of merit badge session
Family Life	5	1 day badge; Only Req. 1, 6a, and 7 will be covered at camp; others to be discussed
Fingerprinting	1	Only need to attend one session M, T, or Th; class size limited to first 50
Fire Safety	3	Req. 6- Parent Note# , bring drawing of escape plan Req. 11 not covered*
First Aid	3	First aid kit in Req. 2d will not be available for purchase, bring your own
Fish and Wildlife	3	2 day badge; May require observation time outside of merit badge session
Fishin'	3	Bring own fishin' gear to camp; requires fishin' time outside of merit badge session
Fly Fishin'	4	Bring own fly fishin' gear to camp; requires fishin' time outside of badge session
Forestry	4	Req. 5- field trip to a local lumber mill that will require drivers; limit 20; Pre Sign~
Geology	4	Hands may get dirty handling rocks
Hiking	5	2 day badge; Req. 5,6, and 7 not covered at camp*
Horsemanship	4	Sessions last 3 hours; Pre Sign~
Indian Lore	3	
Insect Study	5	Req. 4- bring camera; Req. 7 not covered at camp*
Leatherwork	1	\$5-\$10 is for projects in Req. 3 and 5c
Lifesaving	4	Req. 1 must be completed before starting badge
Mammal Study	2	2 day badge, M,T or W, Th
Music	3	If you have not done 3c, then do 3a or 3b before camp.
Nature	4	Req. 4e- bring own fishin' gear;
Oceanography	3	
Orienteering	4	May require extensive time outside of merit badge session
Personal Fitness	4	2 day badge; Req. 1b- Parent Note#; Req. 7 and 8 not covered at camp*; must be 14 or older and a Star or Life
Personal Man	5	Req. 1- Parent Note#, bring plan and comparison shopping material; Req. 2- bring budget; Req. 8 not covered at camp*; must be 14 or older and a Star or Life
Photography	3	Bring your own camera; film cameras responsible for own developing.
Pioneering	3	
Plant Science	4	Req 4- Parent Note# for growing of plant
Pottery	4	\$5 fee is for project in Req. 5; Req. 7 will not be covered at camp; Thursday night meeting after firing; session limit 20; Pre Sign~

Pulp and Paper	4	2 day merit badge W, Th; Req. 7 will not be done at camp
Public Speaking	3	Scouts will talk a lot; meets Mon, Tues, and Thurs
Reptile and Amphibian Studies	2	Req. 8 not covered at camp*
Rifle Shooting	3	2 hour session; may require extensive shooting outside of merit badge time; must be 2 nd year camper at any Scout camp or 12 or older; Sunday night safety meeting required; \$20 fee covers all materials needed to complete the badge; limit 24 per session; Pre Sign~
Rowing	3	Must pass BSA Swimmers test before starting badge
Sculpture	4	\$5 for projects; Session limit 20; Pre Sign~
Shotgun Shooting	4	2 hour session; may require extensive shooting outside of merit badge time; must be 13 or older and 100 lbs.; Sunday night safety meeting required; \$20 fee covers all materials needed to complete the badge; limit 20 per session; Pre Sign~
Small-boat Sailing	3	Must pass BSA Swimmers test before starting badge; session limits based on operable boats; 100 lbs min. weight; Pre Sign~
Soil and Water	3	2 day merit badge W, Th
Space Exploration	3	Fee is to cover rocket kit, may be limited by fire danger
Swimming	3	Must pass BSA Swimmers test before starting badge; bring shoes, socks, long pants, belt, and long-sleeve shirt that can get wet; limit of 30 per session; Pre Sign~
Weather	3	
Whitewater	4	Must pass BSA Swimmers test before starting badge; must be 14+; Req. 13-availability based on river conditions; session limit based on operable equipment; \$10 fee; Pre Sign~
Wilderness Survival	3	Req. 8 is an overnight outpost.
Woodcarving	3	\$5 is to for projects in Req. 6 and 7

* Initialed blue card from a registered Merit Badge Counselor is required; no other notes will be accepted for completion of requirement.

^ Note from Scoutmaster on camp form is required for completion of requirement; form is located in the index

#Note from parent on camp form is required for completion of required; form is located in the index

~Pre Signs are recommended; pre sign ups are done on a Unit level

- Sign ups can be submitted by emailing them in a spreadsheet to meritbadge@wente.org with your Unit # and dates attending in the subject line. It is preferred that you use the Unit's MB Schedule excel form located at www.wente.org/forms/unitsMBSchedule.xls.
- The only thing sent to meritbadge@wente.org should be merit badge sign-ups. Anything else should be sent to wente@wente.org.

**First Aid
merit badge
first aid kits
will not be
sold at camp
this year!**

**Bring one
from home or
get a partial.**

Badges to pre sign up for:

Archery
Cinematography
Climbing
Forestry
Pottery
Rifle Shooting
Sculpture
Shotgun
Small Boat Sailing
Swimming
Whitewater

\$ Badges with fees:

\$5 Archery
\$7-15 Basketry
\$5 Climbing
\$10 Composite Materials
\$15 Horsemanship
\$5-10 Leatherwork
\$5 Pottery
\$20 Rifle Shooting
\$5 Sculpture
\$20 Shotgun
TBD Space Exploration
\$10 Whitewater
\$5-10 Woodcarving

CLIMBING

Out past the flagpoles of Gilwell Field sits the mighty rock. There are bigger rocks in the world to climb; however, it is still a thrill to get to the top. You can sign up for the Climbing Merit Badge or just come on down for an open climb in the afternoon or evening.

TROOP CLIMB

The Rock is available for Troop Climbs during open climb times. If you would like to sign up see the Climbing Director. Please be aware that slots may fill up quickly.

MOUNTAINEERING OUTPOST

“Climbing,” called the Scout and, “Climb on,” is the answer. Tired of living on the bottom? Well then, climb to the top on this outpost. Learn climbing and rappelling techniques in this extended program. Cost is \$5 per person.

SCHEDULE

MORNING

9:00	10:00	11:00
Climbing Merit Badge	Open Climb	

AFTERNOON AND EVENING

2:00	3:00	4:00	7:00
Climbing Merit Badge		Open Climb	Open Climb

MERIT BADGE INFORMATION

MERIT BADGE	D I F F I C U L T Y	N O T E S
CLIMBING	4	Must be 14 or older; 2 hour session; Pre Sign~; \$5

~Pre Signs are recommended; pre sign ups are done on a Troop level



COMMISSIONER'S ROAD TO ADVANCEMENT ACADEMY (CRAA)

CRAA offers only merit badges that are required for Eagle. In order to take these badges at Wente Scout Reservation a Scout must be at least 14 years old and at least Star in rank. Scouts who do not meet these requirements should take advantage of the many other programs offered at camp.

MORNING SCHEDULE

10:00	11:00
Personal Fitness (M,T)	Cit in the World (M-W)
Personal Mgt (W, Th)	Family Life (Th)

AFTERNOON SCHEDULE

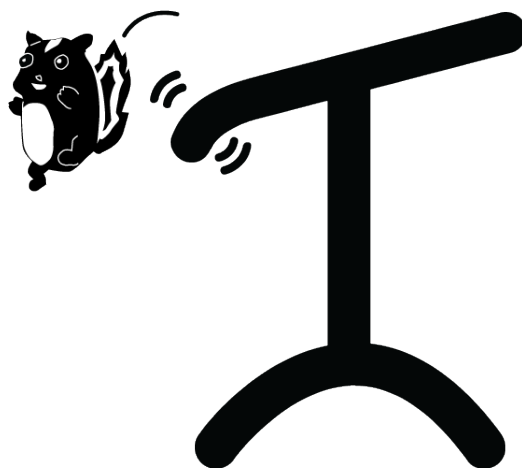
2:00	3:00
Communications	Cit in the Nation (M-W)
Emergency Preparedness	Cit in the Comm (Th)

MERIT BADGE INFORMATION

MERIT BADGE	DIFFICULTY	NOTES
CITIZENSHIP IN THE COMMUNITY	5	1 day badge; Req. 1 and 6 covered during session; All other req. not covered at camp*; must be at least 14 years old and a Star or Life
CITIZENSHIP IN THE NATION	5	Req. 2a, b, c- Parent Note# and write up; must be 14 or older and Star or Life
CITIZENSHIP IN THE WORLD	5	3 day badge; Req. 7 handled individually with counselor; must be at least 14 years old and a Star or Life
COMMUNICATIONS	4	Req. 5 not covered at camp; must be 14 or older and a Star or Life
EMERGENCY PREPAREDNESS	5	Req. 2c, 6c, and 8 not covered at camp; must be 14 or older and a Star or Life or Eagle
FAMILY LIFE	5	1 day badge; Only Req. 1, 6a, and 7 will be covered at camp; other req. will be discussed
PERSONAL FITNESS	4	2 day badge; Req. 1b- Parent Note#; Req. 7 and 8 not covered at camp*; must be 14 or older and a Star or Life
PERSONAL MANAGEMENT	5	Req. 1- Parent Note#, bring plan and comparison shopping material; Req. 2- bring budget; Req. 8 not covered at camp*; must be 14 or older and Star/Life

*Initialed blue card from a Merit Badge Counselor is required; no notes will be accepted for these requirements.

Note from parent on camp form is required for completion of required; form is located in the index



FIELD SPORTS

More than any other area Field Sports tests the discipline and skills of a Scout. All of our shooting ranges emphasize safety and fun. The rules may seem strict, but they assure a safe place for Scouts to hone their shooting skills.

TROOP SHOOTS.

All of our ranges are available for Troop Shoots during open shoot times. If you would like to sign up, see the range master. Be aware that slots do fill up quickly.

SCOUTMASTER SHOOTING COMPETITION

During the week times will be announced for Scoutmaster shooting competitions at each of the ranges. The scores from each range will be tallied to determine the Skunky Shooter of the week.

FIELD SPORTS BADGE FEES:	
Archery	\$5
Rifle Shooting	\$20
Shotgun Shooting	\$20
OPEN SHOOT FEES	
Archery	Free
Rifle	\$0.50 per ticket (Ticket value 1 target. 5 shots per target)
Shotgun	\$0.50 per ticket (Ticket value 1 clay pigeon. 1 shot per pigeon)

FIELD SPORTS SCHEDULE

	Archery Range	Rifle Range	Shotgun Range
9:00	Open Shoot	Open Shoot	Shotgun Shooting MB
10:00	Archery MB	Rifle Shooting MB	
11:00			Open Shoot
12:00	Closed	Closed	Closed
2:00	Archery MB	Rifle Shooting MB	Shotgun Shooting MB
3:00			
4:00	Open Shoot	Open Shoot	
7:00	Open Shoot	Open Shoot	

MERIT BADGE	D I F F I C U L T Y	NOTES
ARCHERY	4	2 hour session; may require extensive shooting outside of merit badge time; must be able to pull back a 25 lb bow; \$5 fee covers cost of arrow and bowstring kits
RIFLE SHOOTING	3	2 hour session; may require extensive shooting outside of merit badge time; must be 2 nd year camper at any Scout camp or 12 or older; Sunday night safety mtg required; \$20 fee covers all materials needed to complete the badge; limit 24 per session; Pre Sign~
SHOTGUN SHOOTING	4	2 hour session; must be 13 or older and 100 lbs.; may require extensive shooting outside of merit badge time; Sunday night safety mtg required; \$20 fee covers all materials needed to complete the badge; limit 20 per session; Pre Sign~

~Pre Signs are recommended; pre sign ups are done on a Troop level



**Summer Camp policy
does not allow
personal firearms,
bows, or ammunition at
Boy Scout camp.**

HANDICRAFT

The Handicraft Area is Wente Scout Reservation's center for the fine arts, and the not so fine arts. Here a Scout can fulfill the classic notion of bringing home something he has made himself. The kits needed for many of the Handicraft Badges can be purchased in the Al Robinson Tradin' Post in the Admin Building or the Elaine Robinson Tradin' Post Annex in the Handicraft building.

HANDICRAFT SCHEDULE

MORNING

9:00	10:00	11:00
Leatherwork	Music	Cinematography
Sculpture	Indian Lore	Photography
Open Program	Woodcarving	Basketry (M, T)
		Art (W, Th)

AFTERNOON AND EVENING

2:00	3:00	4:00	7:00
Woodcarving	Photography	Cinematography	Fingerprinting (M, T, or Th)
Leatherwork	Basketry (M, T)	Leatherwork	Public Speaking
	Bugling (W, T)	Woodcarving	Open Program
Pottery (M, T) 2 hrs + Th night->			<- Pottery Firing (Th)
Composite Materials (W,Th) 2 hrs			

MERIT BADGE INFORMATION

MERIT BADGE	D I F F I C U L T Y	NOTES
ART	2	2 day merit badge (W, Th); Req 4 not covered at camp*
BASKETRY	1-2	2 day merit badge (M, T); \$15 fee is for projects in Req. 3
BUGLING	4	2 day merit badge (W, Th); Req. 6 cannot be done at camp*
CINEMATOGRAPHY	5	May require time outside of session; Size limit of 20 per session; Pre Sign~
COMPOSITE MATERIALS	4	Req. 4 not covered at camp*; Fee covers Req. 5; must be at least 14 years old
FINGERPRINTING	1	Only need to attend one session M, T, or Th; class size ltd to first 50
INDIAN LORE	3	
LEATHERWORK	1-2	\$5-\$10 is for projects in Req. 3 and 5c
MUSIC	3	If you have not done 3c, then do 3a or 3b before camp.
PHOTOGRAPHY	3	Bring your own camera; film cameras responsible for own developing.
POTTERY	4	\$5 fee is for project in Req. 5; Req. 7 will not be covered at camp; Thursday night meeting after firing; session limit 20; Pre Sign~
PUBLIC SPEAKING	3	Scouts will talk a lot; meets Mon, Tues, and Thurs
SCULPTURE	4	\$5 for projects; Session limit 20; Pre Sign~
WOODCARVING	3	\$5 is to for projects in Req. 6 and 7

* Initialed blue card from a Merit Badge Counselor is required; no notes will be accepted for these requirements.

~ Pre Signs are recommended; pre sign ups are done on a Troop level

HANDICRAFT BADGES FEES:

Basketry	\$15 depending on kit
Composite Mtls	\$10 depending on project
Leatherwork	\$5-\$10 depending on kit
Pottery	\$5
Sculpture	\$5
Woodcarving	\$5





MOUNTAIN BIKING

Do you want to see some of camp, but don't like to walk? Well then hop on a mountain bike and go for a ride.

We have Cannondale mountain bikes for your use. If you want to bring up your own bike, you are perfectly welcome to do so. We do require that all bikes be collected during check-in and locked up in our mountain bike shed when not in use. Bikes can only be used during trail ride or skill session times. Helmets will be worn at all times when riding any bike, personal or camp owned. Bring yours if you prefer.

The mountain bike program offers an extensive trail system with nine miles of hand-built, singletrack trails and seven miles of fire road. Trails and roads are rideable for all skill levels. The program area includes a pump-track, dirt jumps, and North Shore obstacles. All forms of our obstacles are designed for safety and to challenge the Scout's skills. Trail building instructional sessions and service projects are available as well, listen for them at camp or ask the biking staff.

Bikes cannot be used for transportation around camp or for the Kali-Ama or King Kali-Ama Trails.

SCHEDULE

9:00	10:00	11:00	2:00	4:00	7:00
Trail Rides			Trail Rides		Trail Rides
Skill Sessions			Skill Sessions		Skill Sessions



MERIT BADGE INFORMATION

MERIT BADGE	D I F F I C U L T Y	N O T E S
CYCLING	5	Drop in; Req.6 must be done prior to camp; Req. 8 & 9 not covered at camp*

* Initialed blue card from a Merit Badge Counselor is required; no notes will be accepted for these requirements.



NATURE

Nature is not just merit badges. It is 2200 acres of new and old growth Douglas Firs, meadows, natural springs, and hundreds of different plants and animals; as well as living the nature way of life. The Nature program offers many opportunities to get out and enjoy the wonderful out of doors.

MORNING

9:00	10:00	11:00
Bird Study	Environmental Science	Environmental Science
Nature	Geology	Forestry
Space Exploration	Reptile and Amphibian	Fish and Wildlife (M, T)
Chemistry	Fly Fishin'	Soil and Water (W, Th)



AFTERNOON AND EVENING

2:00	3:00	4:00	7:00
Environmental Science	Astronomy (M,T)	Mammal Study (M, T)	Eagle Trail
Oceanography	Fish and Wildlife (M, T)	Insect Study(M,T)	Open Program
Plant Science	Mammal Study (W, Th)	Pulp and Paper (W, Th)	
	Soil and Water (W, Th)	Energy (W, Th)	
	Fishin'	Weather	

MERIT BADGE INFORMATION

MERIT BADGE	DIFFICULTY	NOTES
ASTRONOMY	4	2 day merit badge (M, T); Req. 6b may not be covered at camp depending on phase. Night time observing sessions are required.
BIRD STUDY	5	Req. 5 and 6- lists of birds from home will not be accepted unless accompanied by a blue card; Will require observation time outside of session
CHEMISTRY	4	Req 7 not covered at camp*; must be 14 or older
ENERGY	3	2 day badge; Req. 4- Parent Note#, bring 14 day energy audit.
ENVI SCIENCE	4	Will require observation time outside of merit badge session
FISH AND WILDLIFE	3	2 day badge; May require observation time outside of merit badge session
FISHIN'	3	Must bring own gear to camp; requires time outside of merit badge session
FLY FISHIN'	4	Must bring own fly fishin' gear to camp; requires fly fishin' time outside of merit badge session
FORESTRY	4	Req. 5- field trip to local lumber mill will require drivers; limit 20; Pre Sign~
GEOLOGY	4	Hands may get dirty handling rocks
INSECT STUDY	5	Req. 4- bring camera; Req. 7 not covered at camp*
MAMMAL STUDY	2	2 day badge, M,T or W, Th
NATURE	4	Req. 4e- bring own fishin' gear
OCEANOGRAPHY	3	
PLANT SCIENCE	5	Req 4- Parent Note# for growing of plant
PULP AND PAPER	4	2 day merit badge W, Th ; Req. 7 will not be done at camp
REPTILE AND AMPH	2	Req. 8 not covered at camp*
SOIL AND WATER	3	2 day merit badge W, Th
SPACE EXPLORATION	3	Fee is to cover rocket kit, may be limited by fire danger
WEATHER	3	
EAGLE TRAIL	NA	First & Second Class Req. 6 is covered in Nature

* Initialed blue card from a Merit Badge Counselor is required; no notes will be accepted for these requirements.

Note from parent on camp form is required for completion of required; form is located in the index

~ Pre Signs are recommended; pre sign ups are done on a Troop level



THE RISIN' W CORRAL

Our outstanding horse program includes Horsemanship Merit Badge, trail rides, meal rides and an overnight outpost ride. These rides can be purchased in the Al Robinson Tradin' Post for a reasonable fee.

MERIT BADGE INFORMATION

MERIT BADGE	T I M E	D I F F I C U L T Y	NOTES
ANIMAL SCIENCE	3-4 PM	3	
HORSEMANSHIP	9-12 AM	4	3 hour sessions; Pre Sign~

~ Pre Signs are recommended; pre sign ups are done on a Troop level

TRAIL RIDES

DAYS AND TIMES SUBJECT TO CHANGE, PLAN ON ARRIVING 15-20 MINUTES EARLY

Monday	Tuesday	Wednesday	Thursday	Friday
Trail Ride	Trail Ride	Dinner Ride	Trail Ride	Breakfast Ride
Departs 1:45pm	Departs 1:45pm	Departs 5:00pm	Departs 1:45pm	Departs 7:00am
Trail Ride	Outpost		Outpost	Lunch Ride
Departs 7:00pm	Departs 5:00pm		Departs 5:00pm	Departs 11:00am
				Trail Ride
				Departs 3:30pm

BREAKFAST RIDE - \$20

Wake up with the sun and join us for a corral cooked meal, fellowship and a beautiful trail ride. Arrive at corral at 7am. About 90 minutes

TRAIL RIDE - \$15

Enjoy our lake loop trail ride for beginners and experienced wranglers alike. About 60 minutes

LUNCH RIDE - \$20

Same as the Breakfast ride but with the sun bright overhead and the wind at your back. About 90 minutes.

DINNER RIDE - \$20

Enjoy a dinner outdoors while the sun retires over the Willits Valley. About 2 hours

OVERNIGHT OUTPOST - \$30

You'll start with a two-hour ride and then settle in at your campground for a nice steak meal. You'll also get to try your hand at some activities that our Wranglers have rustled up just for you. Soon it'll be time to settle down in your bedroll under an open sky with crickets there to sing you sleep.



SCOUTCRAFT

In addition to merit badges, there are other opportunities to sharpen your Scoutcraft skills: Totin' Chip, Firem'n Chit, and the Paul Bunyan Woodsman Award offers Scouts the chance to learn safety with woods tools, fire, and the chance to help others learn these important skills as well. Listen for announcements as to which days they are offered.

EAGLE TRAIL

Eagle Trail is our Tenderfoot to First Class advancement program. Sessions run starting on the hour. We do not sign off any requirements in Eagle Trail. Our program is designed for the Scouts to learn the skills, and then return to the Troop to be tested by your leadership. .

Remember to bring your Scout Handbooks.

Topics covered for each rank in the morning will be repeated in the afternoon. Unless extra instruction is needed, scouts should plan on attending either morning or afternoon, not both.

Tenderfoot - 9:00-10:00 or 2:00-3:00

Second Class - 10:00-11:00 or 3:00-4:00

First Class - 11:00-12:00 or 4:00-5:00



SCHEDULE MORNING

9:00	10:00	11:00
Eagle Trail Tenderfoot	Eagle Trail 2 nd Class	Eagle Trail 1 st Class
Camping	First Aid	
Orienteering	Camping	Pioneering
Backpacking		

AFTERNOON AND EVENING

First Aid merit badge first aid kits will not be sold at camp! Bring it from home or get a partial

2:00	3:00	4:00	7:00
Eagle Trail Tenderfoot	Eagle Trail 2 nd Class	Eagle Trail 1 st Class	Firem'n Chit
First Aid		Wilderness Survival	Totin' Chip
Pioneering	Camping	Hiking (M, T)	Paul Bunyan
		Fire Safety (W, Th)	

MERIT BADGE INFORMATION

MERIT BADGE	D I F F I C U L T Y	N O T E S
BACKPACKING	5	Req. 9, 10, and 11 not covered at camp*
CAMPING	4	Req. 8c and d, not covered at camp*; Req 9a and b- Scoutmaster Note^; Req. 10 will be done on an individual basis only if all requirements are done.
FIRE SAFETY	3	Req. 6- Parent Note#, bring drawing of escape plan; Req. 11 not covered*
FIRST AID	3	Req. 2d First Aid kit must be brought from home. No kits are sold at camp.
HIKING	5	2 day badge; Req. 5,6, and 7 not covered at camp*
ORIENTEERING	4	Extensive time outside of merit badge session
PIONEERING	3	May require extra time outside of merit badge session
WILDERNESS SUR	3	Req. 8 is an overnight outpost.
EAGLE TRAIL PROGRAM	T E N D E R F O O T	Req. covered at camp: 4a, 4b, 4c, 5, 6, 7, 9, 10a, 11, 12a, 12b
	2 ^{N D} C L A S S	Req. covered at camp: 1a, 1b, 2, 3c, 3d, 3e, 3f, 7a, 7c, 8a, 8b, 8c
	1 ^{S T} C L A S S	Req. covered at camp: 1, 2, 7a, 7b, 8a, 8b 8c, 8d, 9a 9b, 9c

* Initialed blue card from a Merit Badge Counselor is required; no notes will be accepted for these requirements.

^ Note from Scoutmaster on camp form is required for completion of requirement; form is located in the index.

Note from parent on camp form is required for completion of required; form is located in the index.

WATERFRONT

Our private 80-acre lake is perfect for fishin', but the warm water is great for swimming and boating, too! Your Scouts will be sure to have a good time.

SWIM INSTRUCTION: Scouts needing extra help with swimming skills can get it from 7:00-8:00 in the evening.

MILE SWIM, BSA: The mile swim is a progressive program over three days. Participants must swim the quarter, half mile then the mile. Each swimmer must bring a rower and spotter to accompany them. Scouts need to be in good physical shape to live up to the rigorous requirements of this activity.



Patch is available for sale in the Tradin' Post

THE WENTE WOOLY WASH: Early in the morning, when the fog rises off the lake the Wooly will, at times, come down to the lake for a dip. Come down for a morning swim and you may even see the elusive beast. Attend every morning Tues. thru Fri. and become a member of the Wente Wooly Club.

MORNING SCHEDULE

9:00	10:00	11:00
Canoeing	Canoeing	Canoeing
Swimming	Swimming	Swimming
Rowing	Rowing	Small-boat Sailing



AFTERNOON AND EVENING SCHEDULE

2:00	3:00	7:00
Lifesaving (1½ hours)	Open Swimming	Open Boating
Small-boat sailing	Open Boating	Open Swimming
Whitewater		Swim Instruction
		BSA Snorkeling (T,Th)

MERIT BADGE INFORMATION

MERIT BADGE	D I F F I C U L T Y	NOTES
CANOEING	3	Must pass BSA Swimmers test before starting badge
LIFESAVING	4	Req. 1 must be completed before starting badge
ROWING	3	Must pass BSA Swimmers test before starting badge
SMALL-BOAT SAILING	3	Must pass BSA Swimmers test before starting badge; session limits based on operable boats; 100 # min. weight; Pre Sign~
SWIMMING	3	Must pass BSA Swimmers test before starting badge; bring shoes, socks, swim trunks, long pants, belt, and long-sleeved shirt that can get wet; limit of 30 per session; Pre Sign~
WATER	4	Must pass BSA Swimmers test before starting badge; must be 14+; Req. 13-availability based on river conditions; session limit based on operable equipment; Pre Sign~

~ Pre Signs are recommended; pre sign ups are done on a Troop level

SPECIAL PROGRAMS AND ACTIVITIES

Wente Scout Reservation offers loads of pleasurable adventures outside of merit badges.

THE KALI-AMA

The Kali-Ama is a series of posts in our outback. It's a great way to hone orienteering and map reading skills. So pick up a map and hike the trail. Do it! Do it for a patch!

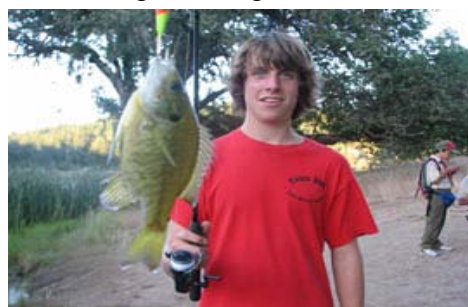
THE KING KALI-AMA

After conquering the Kali-Ama, why not take the next step and try and tackle the King Kali-Ama? These posts tend to be farther into the backcountry and more difficult to find. So, if you're up to the challenge, get out there and find the posts. There's a patch for this too.



FISHIN'

There are lots of places to go fishing, but only at Wente Scout Reservation do you go out and enjoy a great day of fishin'. There is nothing like spending a day on the shore of the lake fishin' for that big 'ole largemouth bass.



Our 80-acre lake offers great fishin' for bluegill and the greatest fish of all, the largemouth bass. We recommend that you bring along your own gear. The Al Robinson Tradin' Post stocks some bait, lures, and bamboo rods.

At WSR we practice catch and release.

DUTCH OVEN COBBLERS

We offer Units the chance to sign up to make cobblers in their campsite. Sign up in the Trading Post for a Dutch oven and cobbler ingredients for your whole unit are provided complimentary from the WSR Staff. Choices of flavors vary. \$5 refundable cleaning deposit. Your unit may make cobblers additional times for a fee of \$10 per cobbler.

ORDER OF THE ARROW DAY

On Tuesdays show your OA pride by wearing your sash whenever you are in uniform. Come to the Dining Hall Tuesday night for fellowship, news, fun, patch trading, and snacks.

LUNCH ACROSS THE LAKE

Start at the Waterfront and paddle across Scout Lake for a picnic lunch at Black Oak Point. Adult Leaders will have the chance to use their Safety Afloat training. Bag lunches are provided. Sign up in the Trading Post.

THE WENTATHALON

The ever-popular relay race that is the Wentathalon returns for another thrilling season. Units will shoot, run, boat, and swim their way to victory. Try for the best time while having a Wonderful Wente time.



CAMP WIDE GAMES

Friday afternoon all program areas will close for camp wide games. The games give Scouts the chance to have a lot of well-earned fun at the end of the week. Things may get wet and messy, so come prepared.



CAMP WIDE AND CAMP SITE CAMPFIRES

Our opening campfire on Sunday night is a great opportunity for Scouts to meet the staff, learn some of Wente Scout Reservation's traditions, and get fired up about the week ahead. It's a great show and is sure to be fun for everybody with a pulse.

Wednesday night is set aside as Troop campfire night. You can get together with other Troops for a large campfire or just settle back in your site with your own Troop. Don't forget to invite your favorite counselors along for the show as well.

The closing campfire on Friday is a time when we present some awards earned throughout the week and is followed by our Finney Valley ceremony.

O'RILEY'S OUTPOST

Before Boy Scouts came to Finney Valley there were mountain men and mighty lumberjacks who lived off the land. One such was Finbar O'Reily.

"You mean we get to throw an axe?!"

"We get to shoot a .50 caliber black powder rifle and have some awesome fire cooked stew!"

The answer is yes! Hike to O'Riley's Outpost for black powder rifle shootin' tomahawk throwin' and a fire cooked stew dinner. Your Troop should sign up at the Tradin' Post. Cost is \$5 per person.



WILDERNESS SURVIVAL OUTPOST

Think you can survive a night with just the clothes on your back? If so, this is for you. This outpost is primarily for those taking Wilderness Survival Merit Badge but anybody desiring to participate may do so. Participants will have the chance to spend the night in a shelter they have built themselves. See the Scoutcraft director for details.

ADULT LEADER TRAINING AND ACTIVITIES

TRAININGS

Safe Swim Defense, Safety Afloat, Climb on Safely, and Trek Safely will be offered. This is a great time for you to meet with other leaders and share ideas and Scouting fellowship. If you have any ideas on training you would like to see done please let us know before camp starts so we can be fully prepared.

SWIMMING & WATER RESCUE AND PADDLE CRAFT SAFETY

In the morning adult leaders can come down to the Waterfront to learn the rules and regulations for planning and putting on water activities. There are classroom and practical lessons for both trainings, so come prepared to write and get wet.

LEAVE NO TRACE

A Leave No Trace Awareness Workshop will be offered for adult leaders and older Scouts to help broaden their outdoor ethic awareness.

SCOUT LEADER'S P&C

Come on down to the Dining Hall on Monday night and join us for some pie, ice cream and coffee. We'll have a discussion on your first day or so at camp and you'll have the chance to meet with the camp administration team.

THE SCOUTMASTER FLOAT

Join our Commissioner staff Wednesday afternoon for a special adult leader only retreat by the lake. Take out a boat, swim, or just relax and enjoy the refreshments.

CHECKING THE ADVANCEMENT BOARD

Each merit badge counselor keeps track of every Scout's progress on counselor records. Our advancement board is where copies of these records are posted. The records show the name and Troop number of each Scout as well as their attendance and any progress they are making toward the completion of a merit badge. The records are updated each afternoon and evening within an hour of program areas closing. This gives Scouts and leaders a wonderful opportunity to check on progress throughout the week.



FINNEY VALLEY AWARDS PROGRAM

The Finney Valley Program is our progressive camper program. Below is a list of activities with a point value assigned to each. To the right is a list of the awards for each year camper and its corresponding point requirement to earn the award. For every award you must also meet these requirements: 1) Be a camper at Wente for the required number of years. 2) Attend the Finney Valley ceremony following Friday's campfire. Years 5, 6, & 7 have additional requirements. Listen for info about them at camp

Everyone:

- 1 Attend summer camp at Wente (point per year)
- 1 Participate in campwide games
- 1 Hike the Kali-Ama (point per 5 posts)
- 3 Hike the King Kali-Ama
- 1 Attend the Woolly Wash
- 2 Earn the Woolly Wash Award
- 1 Swim the half mile
- 1 Swim the mile
- 1 Be a rower or spotter for someone doing the mile swim
- 1 Climb or rappel at the rock
- 1 Pioneer a structure in Scoutcraft
- 1 Go on a horse ride
- 1 Go on a mountain bike ride
- 1 Participate in a Troop shoot or open shoot (point per range)
- 1 Improve one level on the BSA Swim Test during the week
- 2 Catch ten crickets for the Camp Office lizards
- 1 Help Nature with camp recycling (see Nature Director before starting)
- 1 Attend the Astronomy star party
- 1 Catch and release a bluegill
- 2 Catch and release a bass
- 2 Recite the Scout Oath, Law, Motto, Slogan, and Outdoor Code to your Commissioner
- 1 Cook a cobbler with your Troop
- 1 Participate in a skit or song in your Troop campfire
- 1 Be a waiter for one meal
- 1 Clean a shower center with your Troop
- 1 Participate in a Troop service project
- 1 Clean out a stall at the Corral (see Corral Director before starting)
- 1 From 7-8 on Thursday help sweep and mop the Dining Hall
- 2 Join the Skunk Works Trail Crew
- 15 Attend an off-season work party
- .5 Take a shower (up to 6 times)
- 1 Create your own requirements

Year	points	rocker
1	10	Choker Setter
2	13	Cedar Savage
3	17	Straw Boss
4	20	Top Man
5	22	Bull of the Woods
6	24	Legend of Finney Valley
7	25	Legacy of the Almighty High Masters of the Grand Royal Institution of the Siblings of the Stick on a String

Scouts:

- 1 Earn a merit badge (up to 5 times)
- 1 Advance one rank
- 1 Earn Totin' Chip
- 1 Earn Firem'n Chit
- 1 Earn the Paul Bunyan Woodsman Award 1 Earn Snorkeling BSA

Older Scouts and Adults:

- 1 Assist in Eagle Trail or Merit Badge instruction (see the Program Director before starting)
- 1 Help teach Firem'n Chit or Totin' Chip (see Scoutcraft Director before starting)
- 1 Earn Swimming and Water Rescue
- 1 Earn Paddlecraft Safety
- 1 Be a lifeguard for an afternoon of open swim (see Waterfront Director before starting, point/day)
- 2 Pass the CPR course
- 1 Sit on a Board of Review
- 1 Patch tents in your campsite for a half hour (see your Commissioner before starting, can do multiple times)

Adults:

- 1 Work on a task on the Finney Valley Project List (see Camp Director before starting)
- 1 Spray poison oak (see Camp Director before starting)
- 3 Be a driver for a field trip
- 2 Take a nap in the shade



HONOR UNIT AWARDS

At Wente Scout Reservation we feel each unit should depart stronger than it arrived. The Honor Unit Awards program is one of the ways we try and help this process. The Commissioner staff will work with your Unit leadership on these requirements. All checklists must be turned in by 7:30pm on Friday.

HONOR PATROL: Complete all of the following:

1. Have and display a patrol flag.
2. Conduct a patrol meeting at camp.
3. Do a patrol yell at a camp wide event or meal.
4. Earn an average of 10 points per person from the Finney Valley program.
5. Show Scout Spirit.
6. Make your award in Handicraft Friday night from 7-8.
7. Turn in your checklist by 7:30pm Friday.

Complete 4 of the following

1. All patrol members earn the appropriate Finney Valley Award.
2. Go on a patrol hike.
3. All patrol members in full uniform for all evening flag assemblies.
4. Work on a Merit Badge or rank advancement as a patrol.
5. Build a patrol pioneering project.
6. Perform a patrol song or skit at a Troop campfire at camp.
7. Participate in Camp Wide Games and turn in your score sheet.

HONOR TROOP: Complete the following:

1. Conduct a patrol leader's council at camp.
2. Troop attends each flag assembly (jamboree units should send one representative and Troops on outpost are excused for that night).
3. Demonstrate Troop spirit.
4. Have a representative at Check-In meeting, P&C, and Check-Out meeting.
5. Conduct a Troop campfire at camp.
6. Earn an average of 14 points per person from the Finney valley program.
7. Turn in your checklist by 7:30pm Friday.

Complete 4 of the following:

1. A minimum of 50% of the patrols earn the Honor Patrol award.
2. All Troop members earn the appropriate Finney Valley Award.
3. All Troop members in full uniform for all evening flag assemblies.
4. Complete a campsite improvement project (must have approval before starting project)
5. Have one Troop activity: hike, Troop Shoot, Lunch across the Lake, outpost, etc.
6. Invite another Troop to participate in an inter-Troop activity.
7. Complete a Troop service project.

Scoutmaster's Notes For Merit Badge Requirements

Additional forms can be found at www.sfbac.org/forms/WSR or at Camp

Camping 9a Scout:_____ **SM Signature:**_____

My Scout has camped a total of at least 20 days and 20 nights under the sky or in a tent he has pitched at a designated Scouting activity or event. You may use a week of long-term camp. If the camp provides a tent that has already been pitched, you need not pitch your own tent.

~Date | Days | Nights | Activity/Location

[illegible]

Camping 9b Scout:_____ **SM Signature:**_____

On any of the above camping experiences my Scout did TWO of the following:

- ☐ a. Hike up a mountain, gaining at least 1,000 vertical feet.
- ☐ b. Backpack, snowshoe, or cross-country ski for at least 4 miles.
- ☐ c. Take a bike trip of at least 15 miles or at least four hours.
- ☐ d. Plan and carry out a float trip of at least four hours.
- ☐ e. Plan and carry out an overnight snow camping experience.
- ☐ f. Rappel down a rappel route of 30 feet or more.

Emergency Preparedness Scout:_____ **SM Signature:**_____

My Scout has prepared a written plan for mobilizing your Troop when needed to do emergency service. If there is already a plan, he has explained it. He has taken part in at least one Troop mobilization. After which he discussed what he learned and what required changes or adjustments. He has prepared a personal emergency service pack for a mobilization call and a family kit for them to use in case an evacuation is needed and explained the needs and uses of the contents of both.

Parent's Notes for Merit Badge Requirements

Additional forms can be found at www.sfbac.org/forms/WSR or at the Camp Office

Citizenship In The Nation Scout:_____ **Signature:**_____

My Scout has done ONE of these:

__a. Visit a place that is listed as a National Historic Landmark or that is on the National Register of Historic Places.

__b. Tour your state capitol building or the U.S. Capitol. __c. Tour a federal facility.

Fire Safety Scout:_____ **Signature:**_____

My Scout has conducted a home safety survey with the help of an adult. Then drawn a home fire-escape plan, created a home fire-drill schedule, and conducted a home fire drill.

Insect Study Scout:_____ **Signature:**_____

My Scout has raised an insect through the complete metamorphosis from its larval stage to its adult stage (e.g. raise a butterfly or moth from a caterpillar).

Personal Fitness Scout:_____ **Signature:**_____

My Scout has been to the dentist.

Personal Management Scout:_____ **Signature:**_____

My Scout has done the following: Choose an item that your family might want to purchase that is considered a major expense. Write a plan that tells how your family would save money to purchase that item. Discuss the plan and how other family needs must be considered with your family. Develop a written shopping strategy for the item. Determine the quality of the item or service (using consumer publications or rating systems). Comparison shop for the item. Find out where you can buy the item for the best price. (Provide prices from at least two different price sources.) Call around; study ads. Look for a sale or discount coupon. Consider alternatives. Can you buy the item used? Should you wait for a sale? Bring all written portions with you to camp.

Plant Science Scout:_____ **Signature:**_____

My Scout has grown a plant by seeds, roots, cuttings, tubers, or grafting.

Pottery Scout:_____ **Signature:**_____

My Scout has visited the kiln yard at a local college or other crafts school. Learned how the different kinds of kilns work, including the low-fire electric, high-fire gas or propane, wood or salt/soda, and raku and is prepared to discuss them.

Pulp & Paper Scout:_____ **Signature:**_____

My Scout has done ONE of these and is ready to discuss:

__a. Visit a pulp mill. __b. Visit a paper mill and get a sample of the paper made there.

__c. Visit a container or box plant. __d. Visit a recycled paper collection or sorting facility.

__e. Using books, magazines, your local library, the Internet (with your parent's permission), and any other suitable research tool, find out how paper products are developed. Find out what role research and development play in the papermaking industry.

Reptile & Amphibian Study Scout:_____ **Signature:**_____

My Scout has maintained a reptile or amphibian for at least a month. Recorded food accepted, eating methods, changes in coloration, shedding of skins, and general habits.

CALIFORNIA PENAL CODE SECTION

S 12035, 12036, 12101: Furnishing Firearms to Minors under 18 without permission of parent. – Every person who furnishes or youth that posses any firearm, air gun, or gas-operated gun, designed to fire a bullet, pellet, or metal projectile, and ammunition to any minor under the age of 18 years, without the express or implied permission of the parent or legal guardian of the minor, is guilty of a misdemeanor.

I give my permission for _____ to use firearms and ammunition as described above.

Signed: _____ Date: _____

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I give my permission for _____ to use firearms and ammunition as described above.

Signed: _____ Date: _____

**Annual BSA Health and Medical Record
Part A****GENERAL INFORMATION****High-adventure base participants:**

Expedition/crew No.: _____

or staff position: _____

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

ATTACH A PHOTOCOPY OF BOTH SIDES OF INSURANCE CARD. IF FAMILY HAS NO MEDICAL INSURANCE, STATE "NONE."

In case of emergency, notify:

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

HEALTH HISTORY

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

Yes	No	Condition	Explain
		Asthma Last attack: _____	
		Diabetes Last HbA1c: _____	
		Hypertension (high blood pressure)	
		Heart disease (e.g., CHF, CAD, MI)	
		Stroke/TIA	
		Lung/respiratory disease	
		Ear/sinus problems	
		Muscular/skeletal condition	
		Menstrual problems (women only)	
		Psychiatric/psychological and emotional difficulties	
		Behavioral disorders (e.g., ADD, ADHD, Asperger syndrome, autism)	
		Bleeding disorders	
		Fainting spells	
		Thyroid disease	
		Kidney disease	
		Sickle cell disease	
		Seizures Last seizure: _____	
		Sleep disorders (e.g., sleep apnea) Use CPAP: Yes <input type="checkbox"/> No <input type="checkbox"/>	
		Abdominal/digestive problems	
		Surgery	
		Serious injury	
		Other	

Allergies or Reaction to:

Medication _____
 Food, Plants, or Insect Bites _____

Immunizations:

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

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

☐ Exemption to immunizations claimed (form required).

(For more information about immunizations, as well as the immunization exemption form, see *Scouting Safely* on Scouting.org.)

MEDICATIONS

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

Medication _____ Strength _____ Frequency _____ Approximate date started _____ Reason for medication _____	Medication _____ Strength _____ Frequency _____ Approximate date started _____ Reason for medication _____	Medication _____ Strength _____ Frequency _____ Approximate date started _____ Reason for medication _____
Medication _____ Strength _____ Frequency _____ Approximate date started _____ Reason for medication _____	Medication _____ Strength _____ Frequency _____ Approximate date started _____ Reason for medication _____	Medication _____ Strength _____ Frequency _____ Approximate date started _____ Reason for medication _____

Administration of the above medications is approved by (if required by your state): _____
 Parent/guardian signature and/or MD/DO, NP, or PA signature

Be sure to bring medications in sufficient quantities and the original containers. Make sure that they are NOT expired, including inhalers and EpiPens. You SHOULD NOT STOP taking any maintenance medication.

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Part B**INFORMED CONSENT AND HOLD HARMLESS/RELEASE AGREEMENT****High-adventure base participants:**

Expedition/crew No.: _____

or staff position: _____

I understand that participation in Scouting activities involves a certain degree of risk and can be physically, mentally, and emotionally demanding. I also understand that participation in these activities is entirely voluntary and requires participants to abide by applicable rules and standards of conduct.

In case of an emergency involving me or my child, I understand that every effort will be made to contact the individual listed as the emergency contact person. In the event that this person cannot be reached, permission is hereby given to the medical provider selected by the adult leader in charge to secure proper treatment, including hospitalization, anesthesia, surgery, or injections of medication for me or my child. Medical providers are authorized to disclose 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.

I have carefully considered the risk involved and give consent for myself and/or my child to participate in these activities. I approve the sharing of the information on this form with BSA volunteers and professionals who need to know of medical situations that might require special consideration for the safe conducting of Scouting activities.

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.

☐ Without restrictions.

☐ With special considerations or restrictions (list) _____

TALENT RELEASE AGREEMENT

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

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

☐ Yes ☐ No

ADULTS AUTHORIZED TO TAKE YOUTH TO AND FROM EVENTS:

You must designate at least one adult. Please include a telephone number.

1. Name _____ Telephone _____
 2. Name _____ Telephone _____
 3. Name _____ Telephone _____

Adults NOT authorized to take youth to and from events:

1. Name _____
 2. Name _____
 3. Name _____

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

If I am participating at Philmont, Philmont Training Center, Northern Tier, or Florida Sea Base: I have also read and understand the risk advisories explained in Part D, including height and weight requirements and restrictions, and understand that the participant will not be allowed to participate in applicable high-adventure programs if those requirements are not met. The participant has permission to engage in all high-adventure activities described, except as specifically noted by me or the health-care provider.

Participant's name _____

Participant's signature _____ Date _____

Parent/guardian's signature _____ Date _____

(if participant is under the age of 18)

Second parent/guardian signature _____ Date _____

(if required; for example, CA)

This Annual Health and Medical Record is valid for 12 calendar months.

Part B Full name: _____ DOB: _____

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High-adventure base participants:

Expedition/crew No.: _____

or staff position: _____

Part C**TO THE EXAMINING HEALTH-CARE PROVIDER** (Certified and licensed physicians [MD, DO], nurse practitioners, and physician's assistants)

You are being asked to certify that this individual has no contraindication for participation in a Scouting experience. For individuals who will be attending a high-adventure program at one of the national high-adventure bases, please refer to Part D for additional information.

(Part D was made available to me. ☐ Yes ☐ No)

PHYSICAL EXAMINATION

Height (inches) _____ Weight (pounds) _____ Maximum weight for height _____ Meets height/weight limits ☐ Yes ☐ No
 Blood pressure _____ Pulse _____ Percent body fat (optional) _____

If you exceed the maximum weight for height as explained on this page and your planned high-adventure activity will take you more than 30 minutes away from an emergency vehicle-accessible roadway, you **will not** be allowed to participate. At the discretion of the medical advisors of the event and/or camp, participation of an individual exceeding the maximum weight for height may be allowed if the body fat percentage measured by the health-care provider is determined to be 20 percent or less for a female or 15 percent or less for a male. (Philmont requires a water-displacement test to be used for this determination.) Please call the event leader and/or camp if you have any questions. Enforcing the height/weight guidelines is strongly encouraged for all other events.

	Normal	Abnormal	Explain Any Abnormalities	Range of Mobility	Normal	Abnormal	Explain Any Abnormalities
Eyes				Knees (both)			
Ears				Ankles (both)			
Nose				Spine			
Throat							
Lungs							
Neurological				Other	Yes	No	
Heart				Contacts			
Abdomen				Dentures			
Genitalia				Braces			
Skin				Inguinal hernia			Explain
Emotional adjustment				Medical equipment (i.e., CPAP, oxygen)			

Tuberculosis (TB) skin test (if required by your state for BSA camp staff) ☐ Negative ☐ Positive

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

Restrictions (if none, so state) _____

EXAMINER'S CERTIFICATION

I certify that I have reviewed the health history and examined this person and find no contraindications for participation in a Scouting experience. This participant (with noted restrictions above)

True False

- ☐ ☐ Meets height/weight requirements
- ☐ ☐ Does not have uncontrolled heart disease, asthma, or hypertension
- ☐ ☐ Has not had an orthopedic injury, musculoskeletal problems, or orthopedic surgery in the last six months or possesses a letter of clearance from their orthopedic surgeon or treating physician
- ☐ ☐ Has no uncontrolled psychiatric disorders
- ☐ ☐ Has had no seizures in the last year
- ☐ ☐ Does not have poorly controlled diabetes
- ☐ ☐ If less than 18 years of age and planning to scuba dive, does not have diabetes, asthma, or seizures

Provider printed name _____

Address _____

City, state, zip _____

Office phone _____

Signature _____

Date _____

Height (inches)	Recommended Weight (lbs)	Allowable Exception	Maximum Acceptance
60	97-138	139-166	166
61	101-143	144-172	172
62	104-148	149-178	178
63	107-152	153-183	183
64	111-157	158-189	189
65	114-162	163-195	195
66	118-167	168-201	201
67	121-172	173-207	207
68	125-178	179-214	214
69	129-185	186-220	220
70	132-188	189-226	226
71	138-194	196-233	233
72	140-199	200-239	239
73	144-205	206-246	246
74	148-210	211-252	252
75	152-216	217-260	260
76	158-222	223-267	267
77	160-228	228-274	274
78	164-234	235-281	281
79 & over	170-240	241-295	295

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

DO NOT WRITE IN THIS BOX**REVIEW FOR CAMP OR SPECIAL ACTIVITY**

Reviewed by _____

Date _____

Further approval required ☐ Yes ☐ No Reason _____

Date _____

By _____

Part C Full name: _____

DOB: _____

680-001
2011 Printing
Rev. 2/2011

Wente Scout Reservation
Wente Scout Reservation Daily Schedule

Time	Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
6:00							
6:30			Wooly Wash	Wooly Wash	Wooly Wash	Wooly Wash	
7:00		Shift 1 Waiters Due	Shift 1 Waiters Due	Shift 1 Waiters Due	Shift 1 Waiters Due	Shift 1 Waiters Due	Shift 1 Waiters Due
7:15		Breakfast 1	Breakfast 1	Breakfast 1	Breakfast 1	Breakfast 1	Breakfast 1
7:57		Flags	Flags	Flags	Flags	Flags	Flags
		Shift 2 Waiters Due	Shift 2 Waiters Due	Shift 2 Waiters Due	Shift 2 Waiters Due	Shift 2 Waiters Due	Shift 2 Waiters Due
8:12		Breakfast 2	Breakfast 2	Breakfast 2	Breakfast 2	Breakfast 2	Breakfast 2
9:00-12:00		Morning Program	Morning Program	Morning Program	Morning Program	Merit Badge Make Up	
11:00		Adult Mtg/Training	Adult Mtg/Training	Adult Mtg/Training	Adult Mtg/Training	Adult Mtg/Training	
12:00		Shift 1 Waiters Due	Shift 1 Waiters Due	Shift 1 Waiters Due	Shift 1 Waiters Due	Shift 1 Waiters Due	
12:15		Lunch 1	Lunch 1	Lunch 1	Lunch 1	Lunch 1	
12:55		Shift 2 Waiters Due	Shift 2 Waiters Due	Shift 2 Waiters Due	Shift 2 Waiters Due	Shift 2 Waiters Due	
1:10		Lunch 2	Lunch 2	Lunch 2	Lunch 2	Lunch 2	
2:00-5:00		Afternoon Program	Afternoon Program	Afternoon Program	Afternoon Program	Afternoon Program	
5:00	Shift 1 Waiters Due	Shift 1 Waiters Due	Shift 1 Waiters Due	Shift 1 Waiters Due	Shift 1 Waiters Due	Shift 1 Waiters Due	
5:15	Dinner 1	Dinner 1	Dinner 1	Dinner 1	Dinner 1	Dinner 1	
6:00	Flags	Flags	Flags	Flags	Flags	Flags	
	Shift 2 Waiters Due	Shift 2 Waiters Due	Shift 2 Waiters Due	Shift 2 Waiters Due	Shift 2 Waiters Due	Shift 2 Waiters Due	
6:15	Dinner 2	Dinner 2	Dinner 2	Dinner 2	Dinner 2	Dinner 2	
7:00	Scoutmaster/SPL Mtg	Evening Program	Evening Program	Evening Program	Evening Program	Evening Program	
8:30	Campfire	SPL Mtg	SPL Mtg				
9:00		P & C	OA Mtg				
10:00	All Quiet	All Quiet	All Quiet	All Quiet	All Quiet	All Quiet	

WENTE SCOUT RESERVATION

WENTE SCOUT RESERVATION MERIT BADGE AND ACTIVITY SCHEDULE

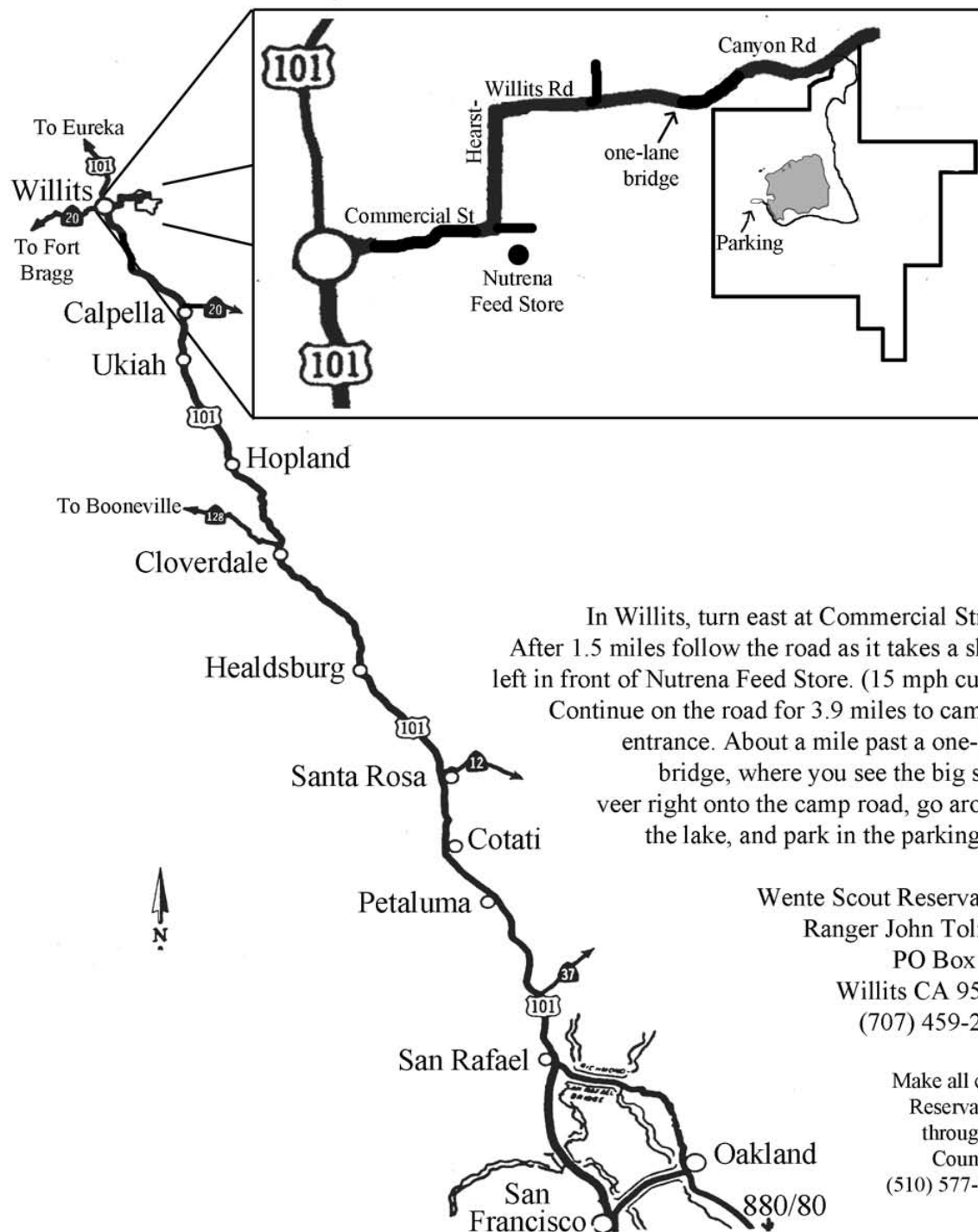
Program Area	9:00	10:00	11:00	2:00	3:00	4:00	7:00
Climbing	Climbing 2 hrs		Open Climb	Climbing 2 hrs		Open Climb	Open Climb
CRAA		Personal Fit (M, T)	Cit in the World (M-W)	Communications	Cit in the Nation (M-W)		
		Personal Mgt (W, Th)	Family Life (Th)	Emergency Prep	Cit in the Com (Th)		
Field Sports	Shotgun Shooting 2 hrs		Open Shoot	Shotgun Shooting 2 hrs		Closed	
	Open Shoot	Archery 2 hrs		Archery 2 hrs		Open Shoot	Open Shoot
	Open Shoot	Rifle Shooting 2 hrs		Rifle Shooting 2 hrs		Open Shoot	Open Shoot
Handicraft	Leatherwork	Woodcarving	Basketry (M, T)	Woodcarving	Photography	Cinematography	Fingerprinting (M, T, or Th)
	Sculpture	Indian Lore	Art (W, Th)	Leatherwork	Basketry (M, T)	Leatherwork	Public Speaking
	Open Program	Music	Cinematography		Bugling (W, T)	Woodcarving	Open Program
			Photography	Pottery (M, T) 2 hrs*			Pottery Firing (Th)
Mountain Biking	Trail Rides and Skill Sessions			Trail Rides and Skill Sessions			Rides & Skill Ses
Nature	Bird Study	Geology	Fish and Wildlife (M, T)	Plant Science	Astronomy (M,T)	Mammal Study (M, T)	
	Nature	Reptile & Amphibian	Soil and Water (W, Th)	Oceanography	Fish and Wildlife (M, T)	Insect Study (M,T)	
	Space Exploration	Envi Science	Envi Science	Envi Science	Mammal Study (W, Th)	Pulp and Paper (W, Th)	Open Program
	Chemistry	Fly Fishin'	Forestry		Soil and Water (W, Th)	Energy (W, Th)	
O'Riley's	Closed			Fishin'		Weather	
Rislin' W Corral	Closed			Closed		Open Shoot (4:45)	Outpost (4:45)
	Horsemanship			Trail Rides	Animal Science	Trail Rides and Outposts	
	Eagle Trail	Eagle Trail	Eagle Trail	Eagle Trail	Eagle Trail	Eagle Trail	Fireman Chit (M, T, or Th)
	Tenderfoot	Second Class	First Class	Tenderfoot	Second Class	First Class	(M, T, or Th)
Scoutcraft	Camping	Camping	Pioneering	Pioneering	Camping	Wilderness Survival	Totin Chip (M, T, or Th)
	Orienteering	First Aid 2 hrs		First Aid 2 hrs		Hiking (M, T)	Paul Bunyan (T&Th)
	Backpacking					Fire Safety (W,Th)	Open Program
Waterfront	Rowing	Rowing	Small-Boat Sailing	Lifesaving (2:00 -3:30)		Open Swim (3:30)	Open Swim & Boating
	Canoeing	Canoeing	Canoeing	Small-boat Sailing	Open Boating		Boating
	Swimming	Swimming	Swimming	Whitewater			Snorkeling (T&Th)

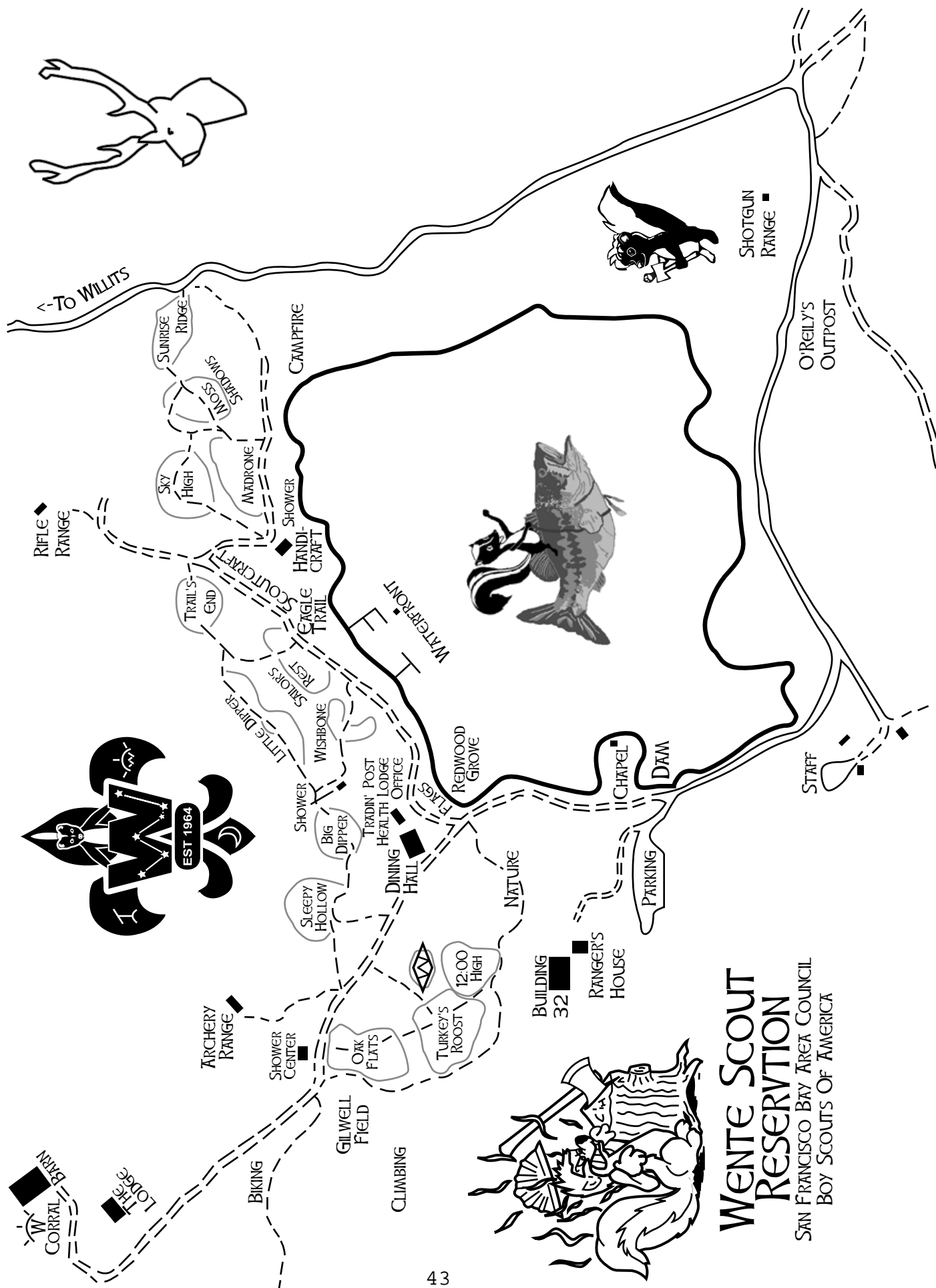
CRAA: Must be at least 14 years old and a Star, Life, or Eagle Scout to take any badges in this area.

Handicraft: Thursday night pottery firing is a continuation of the 2:00-4:00 M/T session. You must attend the M/T session as well as Thursday.

Mountain Biking: Cycling Merit Badge is offered as drop in by scheduling a time with the staff. Prereq: Requirement #6

WENTE SCOUT RESERVATION





Instructions for filing Stake-A-Claim:

Each individual troop attending camp must file a separate Stake-A-Claim.

1. This form and deposit must be turned in during camp or received in the Council Office by Aug. 31, 2011 to receive priority campsite assignment (see #3 below).
2. Deposit is **\$250** per week, per campsite, per unit. **Deposits are non-refundable and non-transferrable.**
3. On Sept. 1, 2011 units will be placed in campsites using the following procedures:
 - A. Priority will be given to units requesting same campsite and week # they had in 2011.
 - B. Units who attended camp in 2011, but wish a different week or different campsite will be assigned depending on availability.
 - C. Units who attended camp in 2011 but wish to switch SFBAC camps will be assigned depending on availability.
 - D. Units who were not at camp in 2011 will be assigned depending on availability.
4. Units submitting applications after August 31, 2011 will be assigned subject to availability.
5. Units will receive a confirmation of their reservation by November 2011.

**CAMPSITE
MAXIMUMS:**Royaneh Campsite Maximums

54 Pioneer Village
40 Forester Village
16 Bear Gulch
40 Frontiersmen Village
48 Plainsmen Village
36 Fricot Meadow
22 Scanlon Ridge
20 Buddy Point
24 Lion's Den
26 Rifle Camp
26 Kiwanis Grove
24 Tree Haven
26 Murphy's Gulch
22 Rotary Rancho

Wente Campsite Maximums

18 Big Dipper
34 Wishbone
42 Sailor's Rest
26 Sky High
30 Madrone
22 Moss Shadows
28 Sunrise Ridge
22 Little Dipper
20 Trail's End
20 Sleepy Hollow
50 Oak Flats
50 Turkey's Roost
50 12 O'clock High
12 Dimond

The San Francisco Bay Area Council reserves the right to place multiple units in campsites; or to change campsites at a later date.

- *NO 2011 Deposits will be rolled over.*
- *New 2012 Stake-A-Claim forms must be accompanied by \$250 deposit per week, per campsite, per Unit.*
- *Reservations for 2012 season will not be processed unless accompanied by deposit.*
- *Council Camping Refund Policy applies, A copy can be requested from the Program Dept at 510-577-9218.*

Updated fee schedules will be sent early November.
Make all checks payable to **BOY SCOUTS OF AMERICA.**

Mail to: San Francisco Bay Area Council, Boy Scouts of America, 1001 Davis Street, San Leandro CA 94577-1514.
Phone (510) 577-9218 Fax (510) 577-9002 www.sfbac.org

San Francisco Bay Area Council

Boy Scouts of America

2012 RESIDENT CAMP "STAKE A CLAIM" RESERVATION

Unit # _____
 District _____
 Council [] SFBAC [] Other _____



**Important information is sent to the people below
 throughout the year. Please be sure to inform us
 if this person changes!**

**PLEASE,
 READ THE
 INFORMATION
 ON THE BACK
 OF THIS FORM
 CAREFULLY.**

Int: _____

Name _____
 Position in Troop _____
 Address _____
 City _____
 Zip _____

E-mail Address

Home Phone (_____) _____
 Work Phone (_____) _____
 Cell (_____) _____
 Fax (_____) _____

Name _____
 Position in Troop _____
 Address _____
 City _____
 Zip _____

E-mail Address

Home Phone (_____) _____
 Work Phone (_____) _____
 Cell (_____) _____
 Fax (_____) _____

Sunday to Saturday	CAMP ROYANEH	WENTE SCOUT RESERVATION
June 17 to June 23	() Week 1	() Week 1
June 24 to June 30	() Week 2	() Week 2
July 1 to July 7	() Week 3	() Week 3
July 8 to 14	() Week 4	() Week 4
July 15 to 21	() Week 5	() Week 5
July 22 to 28	() Week 6	() Week 6
July 29 to August 4		() Week 7
August 5 to 11		() Week 8

Special Arrival Needs: _____ **CAMPSITE 1st Choice** _____ *

Wente Only: FOOD PLAN [] Cafeteria [] Cook in campsite **CAMPSITE 2nd Choice:** _____ *

PROJECTED ATTENDANCE: Scouts _____ Adults _____

Your reservation will be based on the average number of Scouting in attendance during your last 3 years at camp.

Office Use Only: Event Code before 12-31-11: R-961 W-964

After 1-1-12: R-461 W-464

(6.1.11)