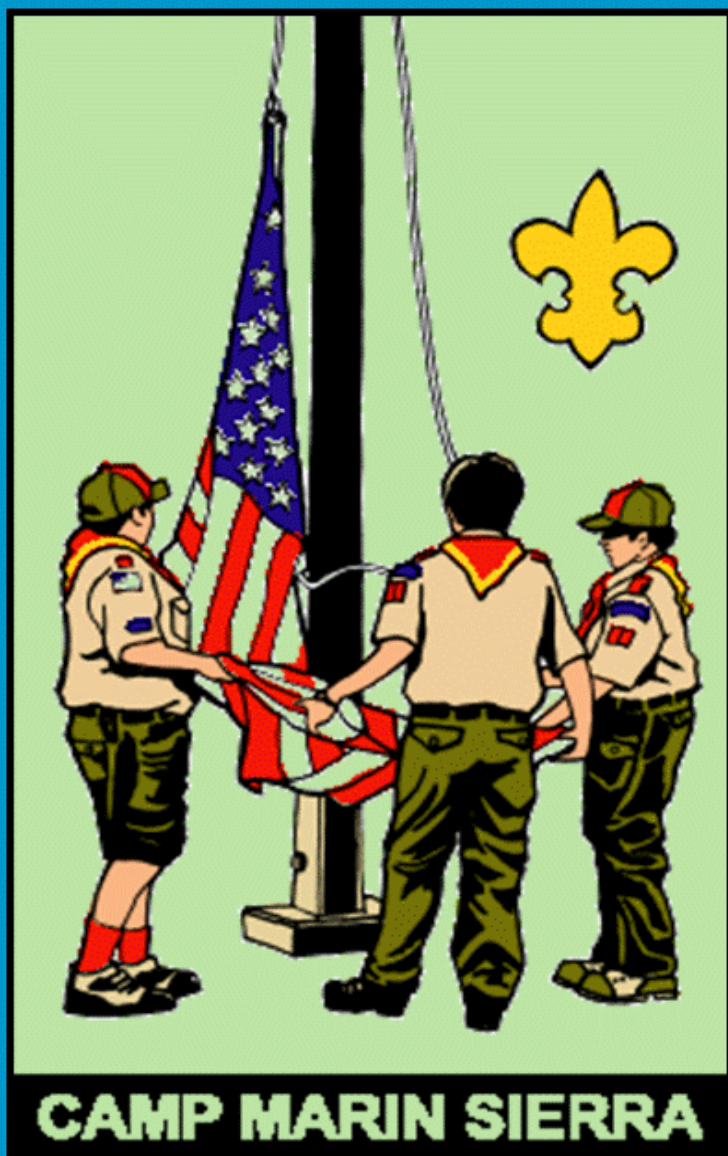


# Leader's Guide



**CAMP MARIN SIERRA**

# 2006

Marin Council Boy Scouts of America  
225 West End Avenue  
San Rafael, CA 94901  
415-454-1081

# WHAT'S NEW IN THE 2006 LEADER'S GUIDE?

## TIME SENSITIVE ITEMS (Don't miss the deadlines):

1. CAMP FEES FOR 2006. Camp Fees are due at the Marin Council Service Center on **April 1, 2006**. The Early Bird Special is \$230 per Scout if paid by April 1, 2006. (The Regular price is \$250 if after April 1). Bridging Webelos and new Scouts are \$230, if registered prior to 48 hours before your camp session. There will be a \$20 late fee added for each Scout or Adult who registers within the 48 hour period prior to session (or upon arrival at camp). The fee for a second week of camp is \$170. Leader's Fees are \$70 per leader. Don't miss the Early Bird Special of April 1, 2006. Your Troop deposit will be applied toward camp fees. Please use the enclosed Unit Fee Payment Form when calculating your fees.
2. HIGH ADVENTURE PROGRAM FOR OLDER SCOUTS (14 YEARS AND OLDER). This year we will be offering a special new program for older Scouts. Activities include COPE, Rock Climbing, Mountain Biking, Rafting, Motor Boating, and Waterskiing. Scouts who participate will not have time to do other camp activities or programs and will be away from their Troops during the day. The fee will be \$280 (regular camp fee plus \$50). A **limited** number of Scouts may participate each week. Scouts must be registered by **April 1, 2006** to be considered. Scouts will be notified in early April if they have been selected. See the High Adventure Registration form and brochure included with the Leader's Guide Book.
3. PERSONAL FITNESS MERIT BADGE (No age limit). Now part of the Trail to Eagle Program. In 2006 Scouts will have the opportunity to complete the Personal Fitness Merit Badge if they begin about 4 months before summer camp. Requirement 7 (Fitness Plan) must be approved by the Merit Badge Counselor about 3 months before summer camp. You can send your Fitness Plans, as part of Requirement 7, via email to our Personal Fitness Counselor, David Daum, at speedydaumboyc@hotmai.com. **Scouts must email David by April 1, 2006** and should put "Personal Fitness MB" in the subject line of their emails. Requirement 8 must be started 12 weeks before your session of camp. If a Scout does not start prior to camp, the merit badge can still be started at camp and finished after camp.

## NON-TIME SENSITIVE ITEMS

4. COPE and ROCK CLIMBING. In 2006, COPE and Rock Climbing will be open to 13 year olds (or 3<sup>rd</sup> year campers) if they bring the required permission forms. In past years these programs were limited to 14 year olds.
5. LEARN TO SWIM. For Scouts who do not achieve the level of Swimmer or who want to learn to swim, there will be a 1 afternoon session specifically designed to help Scouts learn to swim better. We welcome volunteer leaders to help with this basic swim course. Scouts who are not Swimmers cannot sign up for any waterfront merit badges; however, after passing the Swimmer test on Monday, at the discretion of the Waterfront Director, a Scout may still be able to enter a Swimming merit badge class on Tuesday if they are not full.
6. GUEST MEALS. Guest meals are \$5 per meal per person. In the past, the Camp Director had to be sought out and paid. Now, there is a pay box at the commissary where a guest can put the required amount. This is on the honor system, and hopefully leaders will take the responsibility to make sure their guests pay. The Camp Director can also be paid. Please do not try to pay the cook or other staff. They are not responsible for payment of guest meals.
7. CELL PHONE POLICY. Scouts are not allowed to use cell phones in camp at all. This is in keeping with the camp policy of no electronic devices, such as games. Also, it enables the leader and the camp staff to help the Scout deal with homesickness. Calls to home should always be done with a leader present. If a Scout is found using them in camp, the device will be confiscated and given to one of the unit leader. We appreciate the fact that some troops already have cell phone policies regarding camp. Adult Leaders may carry cell phones, but we ask that you keep the ringer off and use it in a discreet area or in the parking lot. Thank you.
8. MERIT BADGE BLUE CARDS. **A Scout must bring a signed and completely filled out merit badge (blue) card to the first session to complete the registration process.** If a Scout does not have a signed merit badge card, he will have to go and get it filled out and signed before joining the class. Priority will be given to Scouts who have properly presented their merit badge cards.
9. 2006 THEME – SIERRA SUPERHEROES. This year's theme is Sierra Super Heroes. Campers and Leaders are encouraged to join us in dressing up on Thursday in whatever Superhero outfit your creative imagination thinks of.

**Marin Council**  
**Boy Scouts of America**

225 West End Avenue  
San Rafael, CA 94901  
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## **2006 Marin Sierra Leader Planning Calendar** **(Updated January, 2006)**

- Feb 15 Local Bay Area Troops should call to schedule an older Scout High Adventure presentation for one of its Troop Meetings. Camp staff will come to your meeting and talk about the High Adventure Program for Scout 14 years and older. Call our Camp Director, Danielle Ing at 415-454-1081. Troop Leaders should inform older Scouts of this year's High Adventure Program.
- March 1 Troops should begin collecting Camp Fees from Scouts as they are due to the Marin Council Office by April 1, 2006. Cost is \$230 per Scout before if paid by April 1 and \$250 per Scout if paid after April 1. Also, begin completing the High Adventure application for older Scouts.
- April 1 Camp Fees are due to the Marin Council office. Early Bird Fee is \$230 per Scout. High Adventure applications and fees are due to the Marin Council office. Supplemental High Adventure Fee is \$50 on top of the Early Bird Camp Fee.
- May 3 (Wed) Camp Leader's Orientation Meeting to be held at 7:30 pm during the regularly scheduled Marin Council Roundtable. Please call Danielle Ing at 415-454-1081 to RSVP. Directions to Roundtable can be found at [www.boyscouts-marin.org](http://www.boyscouts-marin.org).
- May 20 - 21 Camp Improvement Weekend #1 (aka Campower #1). Contact Rob Flatland at [rflatland@earthlink.net](mailto:rflatland@earthlink.net) to sign up.
- May 27 - 29 Memorial Weekend Work Party (aka Campower #2) Contact Rob Flatland at [rflatland@earthlink.net](mailto:rflatland@earthlink.net) to sign up.
- June 1 Final Mailing to Troops with program updates, Jamboree menu, last minute announcements.
- June 25-July 1 Staff Training Week
- July 2 - 8 Session #1 of Boy Scout Resident Camp
- July 9 - 15 Session #2 of Boy Scout Resident Camp
- July 16 - 22 Session #3 of Boy Scout Resident Camp
- July 23 - 29 Session #4 of Boy Scout Resident Camp
- July 30-Aug 5 Session #5 of Boy Scout Resident Camp

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- Class 1 and 2 Medical Form
- Class 3 Medical Form
- Authorization to Treat/Firearm/Activity Form
- Troop Roster
- Troop Leader Volunteer Form
- Unit Payment Form
- High Adventure Application
- Provisional Scout Registration Form
- Information for Parents Form
- Scout – What to bring to camp checklist

## INTRODUCTION

Greetings! The Marin Council, B.S.A. would like to take this opportunity to say “*Thank You*” for selecting Camp Marin Sierra. We hope our continuing efforts to provide you with information and respond to your inquiries have helped you in making the decision to attend our camp.

An energetic and well-trained camp staff will do their best to provide every Scout with a rewarding and enriching camp experience. For many years and for many troops, summer camp has been the highlight of the Scouting year and an opportunity to really live the Scouting phrase, “*Three Quarters of Scouting is Outing.*” We hope you’ll agree.

To a Scout, summer camp is the greatest adventure that Scouting holds. The volunteers of the Marin Council, working together with the professional staff, are striving to provide an outstanding program which includes the opportunity to earn merit badges, advance in rank, and experience outdoor adventures that help develop leadership, citizenship, physical fitness, and character development.

We encourage you to call us to offer suggestions during and after your week at Camp Marin Sierra. We will also request that you complete an evaluation form by the end of your week. Contact us at:

Marin Council, B.S.A.  
225 West End Ave.  
San Rafael, CA 94901

Telephone	415-454-1081
Fax	415-454-5511
Camp Director	<a href="mailto:ding@boyscouts-marin.org">ding@boyscouts-marin.org</a>
Camping Chairman	<a href="mailto:rflatland@earthlink.net">rflatland@earthlink.net</a>
Website	<a href="http://www.boyscouts-marin.org">www.boyscouts-marin.org</a>

## SENDING MAIL TO CAMP

Scouts, leaders, and staff can receive and send mail during their stay at camp. Please be sure to include a return address on all letters and packages. Troop mail will be left in the troop’s mailbox located in Ibach Lodge. The address for sending mail to camp is:

Name of Scout, Troop # and Council Name  
Camp Marin Sierra  
P.O. Box 86  
Emigrant Gap, CA 95715

## CALLING THE CAMP

The camp has a pay phone that is located in Ibach Lodge. Scouts are only allowed access to the phone while accompanied by a unit leader. A time limit may be imposed on all personal calls to keep the line available for camp business. Adult leaders are requested to refrain from conducting any professional business on the camp phone. Computer hook-ups are not available at camp. Generally, cell phones do work in camp.

Incoming calls will be considered *messages*, unless there is an emergency. Phone messages will be passed on to the troop leader as soon as conveniently possible. ***Sorry, there can be no hold calls.***

**For emergency calls only, the number is 530-389-2427**

This rings in the Camp Director’s Cabin 24 hours a day.

## LOCATION AND GEOGRAPHY OF CAMP

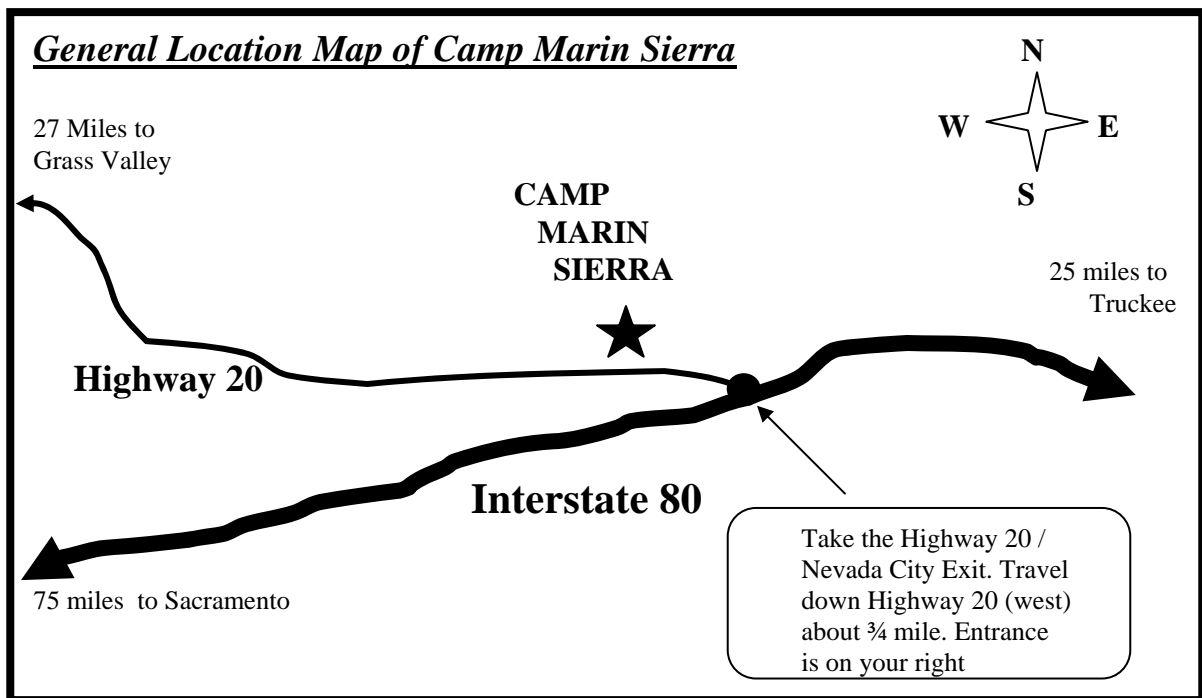
The 320 acres of Camp Marin Sierra are located in the Tahoe National Forest at an elevation of 5300 feet. Thirteen-acre Chubb Lake provides the camp with a wide variety of aquatic activities, including sailing, kayaking, canoeing, rowing, swimming, and snorkeling. Chubb Lake is approximately 30 feet deep in the middle and is one of the warmest lakes in the Sierra. The camp has thirteen centrally-located campsites with tent platforms, shared toilet facilities, running water, and showers. The many program areas are conveniently located around Chubb Lake. Lake Spaulding and the Yuba River are located within two miles of camp and are excellent destinations for day or overnight hikes.

## GETTING TO CAMP MARIN-SIERRA

The camp is located on State Highway 20, less than a mile off Interstate 80, at the Nevada City Exit. As you leave Interstate 80 and drive down Highway 20, look for the entrance on the right hand side. The entrance to camp is located just past a small driveway which leads to our Ranger's house.

Driving time to camp is approximately three hours from the Bay Area or 30 minutes from Truckee. **Please try to arrive at camp at 12:00 noon.** If you arrive before 12:00 noon, you will have to wait for your Troop Guide. Lunch is not served on Sundays so please either eat before you arrive or bring a bag lunch with you. Troops are encouraged to carpool to camp.

**NOTE:** There are two driveways at Marin Sierra. The first is the Camp Ranger's home. *This area is off limits to all campers.* The second access leads straight into the camp parking lot. After sunset, the camp gate will be closed but not locked. If the gate is closed when you arrive, please close it behind you. Thanks.



# ARRIVING AT CAMP

## Early Arrivals/Late Arrivals

The camp staff will not be prepared to provide the services a troop might need before 12:00 noon on Sunday. Your troop is welcome to bring bag lunches for when you arrive. Groups arriving earlier than then noon will only be allowed with the prior consent of the Camp Director or Council Staff Advisor. Please call the Marin Council Service Center at 415-454-1081, if you need to make arrangements to arrive on Saturday afternoon or on Monday morning.

## Check-in and Your First 24 Hours in Camp (Revised Jan. 2006)

### What to Do before Arriving: (Very Important)

1. Have all of the Scout's medical and permission forms organized in alphabetical order prior to arriving at camp. Try to collect and organize these forms well in advance of camp to avoid any last minute problems.
2. If practical, have your Scouts wear their *swim trunks* under their uniforms while driving to camp. Also, have all of your Scouts pack their towels near the tops of their packs for easy access. Some Troops will be doing their swim checks prior to walking to their campsites and this will help the Troop save time on check-in day.

### Arriving at Camp (12:00 Noon)

Plan to arrive at 12:00 noon. Lunch is *not* provided, so arrive well fed. Your troop may arrive early with bag lunches and eat them when you arrive, but check-in will begin no earlier than 12:00 noon. When check-in begins, please send one adult leader to Ibach Lodge to get your check-in packet and to meet your Troop Guide.

### Sunday, 12:00 Noon–5:00 p.m.

Your Troop Guide will direct your troop through the "Check-in Round-Robin." Your troop will need to visit each of the following areas; however, the order in which you visit these areas may differ from Troop to Troop. Your Guide will let you know where you are starting and where you will go from there. The areas your troop will visit are the following:

- A. First Aid Medical Recheck (all Scouts check in medications to Camp Health Officer)
- B. Waterfront Swim Check
- C. Commissary Orientation
- D. Shooting Sports Orientation
- E. Campsite Set-Up
- F. Camp Tour

### After the "Round-Robin"

Troops will be allowed to drive **only one vehicle** into their site during check-in to transport troop gear. Please, do not plan on towing trailers into your campsite (trucks only). All personal gear must be packed in on foot. The vehicle must be returned to the main parking lot as soon as practical after unloading but no later than 5:00 p.m. After your troop has completed the Sunday afternoon "Round-Robin," your Scouts can spend a little time fixing up their campsite, tents, and personal gear. At this time the troop should have a meeting with all of the boys to go over the evening schedule.

## **Your First 24 Hours in Camp (cont.) - Revised Jan. 2006**

### **Sunday, 4:15 p.m.**

The Scoutmaster and Senior Patrol Leader report to Ibach Lodge at 4:15 p.m., in field uniform (formerly Class A) for the Camp Leader's Orientation meeting. This meeting will take about 60 minutes, so bring your jacket, flashlight, and eating utensils and plan on going directly from the meeting to the assembly area to meet your troop for colors and dinner.

### **Sunday, 5:45 p.m.**

Troops, in field uniform, assemble at the flagpole at 5:45 p.m. for evening colors and dinner. *Bring your eating utensils with you.* After the flag ceremony, Troops will go directly to dinner. If you don't think you will be returning to your campsite prior to the 7:25 assembly, please bring your jackets and flashlights with you to dinner.

### **Sunday, 7:25 p.m.**

Troops assemble at the flagpole (assembly area) for a fire safety demonstration. Bring your jackets and flashlights because after the demonstration, troops will walk to the campfire area for the opening campfire. You'll need your flashlight after the camp.

### **Sunday, 8:00 p.m.**

Troops will walk from the assembly to the campfire area for the Sunday evening extravaganza.

### **Sunday Night after the Campfire**

When the campfire is over, troops will return to their campsites. This is a good time for the Scoutmaster and SPL to meet with the troop to prepare them for Monday's schedule. It is also a good time for troop leaders to meet with each boy and help him decide which merit badges he will sign up for on Monday morning. Don't forget that Scouts need a signed blue card *at the start* of the first merit badge session.

### **Monday, 7:15 a.m.**

Troops go directly to the commissary for breakfast. Breakfast is earlier than usual on Monday morning to allow time for Merit Badge Sign-ups.

### **Monday, 8:15 a.m.**

Troops assemble at the flagpole for roll call assembly and the raising of the Colors. Scouts should be dressed for their first day and prepared for their 9:00 am Merit Badge classes. Scouts planning on doing aquatic badges should have their swimsuits and towels with them.

### **Monday, 8:30 a.m.**

Scouts can sign up for merit badges at 8:30 in the assembly area. Scouts should know ahead of time which badges they will take. Although the camp staff does all it can to allow every Scout to take the merit badges of his choice, it is a good idea for each Scout to have second and third choices in case a badge is not available. All Scouts need signed blue cards *at the start* of the first merit badge session.

### **Monday, 9:00 a.m.–12:00 noon**

Program areas are open for the morning session. Let the fun begin.

### **Monday, 9:30 a.m.**

First Leader meeting at Ibach Lodge.

# THE PARTS OF THE CAMP PROGRAM

Camp Marin Sierra offers four camp programs for Scouts in addition to the Leader Program for attending Adult Leaders. They are:

1) **The Trail to First Class Program (TTFC)**

Young Scouts can work on Tenderfoot, Second- and First-Class requirements.

2) **The Merit Badge Program**

Focused towards 2nd and 3rd Year campers, but open to all levels of Scouts

3) **Older Scout Program**

Includes COPE, The Trail to Eagle merit badges, Rock Climbing, and BSA Lifeguard.

4) **High Adventure Program (New in 2006)**

For Scouts who are at least 14 years. Extra Fees apply and Scouts must register prior to camp.

Number of participants is limited. See enclosed Registration form and brochure.

5) **Leader Program**

Leaders can receive the following trainings: Leader Essentials, Fast Start, Climb on Safely, Safety Afloat, Safe Swim Defense, Leave No Trace, Youth Protection, and CPR.

## Trail to First Class (1st Year) Camper Program

The Trail to First Class Program focuses on the skills necessary for the first three ranks of Scouting, Tenderfoot, Second Class, and First Class. Many, but not all, of the requirements for these ranks can be completed at camp. This program is also ideal for those returning campers who still need to complete requirements for Tenderfoot, Second Class, and First Class.

The TTFC program will have scheduled classes for many of the skills, but Scouts may also work on skills on a drop-in basis. Please check with the TTFC program area staff on Monday to arrange times to work on your advancement.

We encourage troop leaders to volunteer in this area. We can provide a better program and serve more Scouts with the help of a few volunteers. Thank you.

Classes in “Totin-Chit,” “Fireman-Chit,” and “Paul Bunyan” are scheduled for selected morning and evening periods. These fire, knife, and axemanship awards are offered to Scouts who have not earned them before as well as Scouts who need to re-earn them. All three awards are available from the Trail to First Class area.

## The Camp’s Program Areas and Merit Badges

The camp provides opportunities for Scouts to advance in rank, earn a merit badge, or just have fun at a variety of areas. The program areas of the camp are open to all Scouts. Based on capacity and equipment, priority is given to those Scouts working on advancement. What follows is a description of each program area and the merit badges offered. Badges are ranked in terms of difficulty:

**A = Difficult    B= Moderately Difficult    C=Relatively Easy**

## Aquatics

Chubb Lake is in the middle of camp and has an average temperature of 70 degrees, which is ideal for swimming and boating. Supervised by a certified Aquatics Director and staff, merit badges include Small Boat Sailing with Laser sailboats, Rowing, Canoeing, Swimming, and Lifesaving. Campers may also enjoy swimming and boating during the free swim period most afternoons.

B.S.A. Lifeguard instruction is also available to campers interested in becoming certified lifeguards. *Note:* this is a full-week program for boys 14 and older. In addition, there is the weekly *Mile Swim* and B.S.A. Snorkeling. Troops who are interested may schedule a troop swim with the Aquatics Director.

*All Waterfront merit badges require that a Scout be certified as a BSA Swimmer at camp.* If a Scout does not pass the Swimmer test, he may enroll in the basic Learn to Swim and the Trail to First Class Swimming section. The goal of the Learn to Swim class will be to improve his skills and self-confidence so that he can pass the Swimmer test and be safe in the water. If he passes the Swimmer test on the first day of instruction, he may, at the discretion of the Aquatics Director, join another aquatics class if there is space available in the class.

Merit Badge or Program	Difficulty Level	Any Pre-camp preparation required?	Prescheduled classes or drop-in?	Comments
Lifesaving MB	A	Must have swimming MB	3 scheduled morning sessions	CPR is a requirement. Difficult for small Scouts
Swimming MB	B	None	3 scheduled morning sessions	Good for young Scouts
Rowing MB	B	None	3 scheduled morning sessions	Extra practice and study required
Canoeing MB	B+	None	3 scheduled morning sessions	Extra practice and study required
Small Boat Sailing MB	B+	None	3 scheduled morning sessions	Extra practice and study required
BSA Lifeguard	A	Canoeing, First Aid, Swimming, Lifesaving	Scheduled classes TBA.	Attempting this leaves little time for other advancement work
Mile Swim	B+	None	Offered just once on Thursday Afternoon	Scouts must do build-up swims throughout the week
Open Swim and Boating	N/A	None	Drop-in	Open swimming and boating are available each afternoon
Basic Learn to Swim	N/A	None	1 scheduled afternoon session	Swimming skills for those who want to learn to swim and pass the BSA Swimmer test

## Scout Skills

The staff works with Scouts on First Aid, Emergency Preparedness, Orienteering, Pioneering, Wilderness Survival, Fishing, Hiking, Backpacking, and Camping merit badges. Individual Scouts and patrols can build towers and bridges from the available resources including rope and poles.

Merit Badge or Program	Difficulty Level	Any Pre-camp preparation required?	Prescheduled classes or drop-in?	Comments
Backpacking	A	Yes, substantial pre-work required	Drop-in	Best handled by the troop
First Aid	B+	None	Several Scheduled sessions in both morning and afternoon	Requires 2 hours per day of study
Fishing	C	Bring own fishing pole	Drop-in	Fish can be caught in Chubb Lake
Orienteering	B	None	1 or 2 scheduled sessions	Requires 1 hour per day
Pioneering	B	None	1 or 2 scheduled sessions	Requires 1 hour per day
Wilderness Survival	B	None	1 or 2 scheduled sessions	Moderately difficult. Scheduled sleepover in shelter
Hiking	C	Yes, pre-work required	Drop-in	Best handled by troop
Emergency Preparedness	B	None	1 or 2 scheduled sessions	Very time consuming
Camping	B	Yes, pre-work required	Drop-in	Best handled by troop

## Nature/Ecology

This area provides the opportunity for Scouts to earn such popular merit badges as Astronomy, Environmental Science, Fish and Wildlife Management, Forestry, Geology, Insect Study, Weather, Mammal Study, Nature, Reptile and Amphibian Study, and Soil and Water Conservation.

Scouts attempting any of the Nature merit badges should bring several pencils, several pens, and a notebook to camp.

Merit Badge or Program	Difficulty Level	Any Pre-camp preparation required?	Prescheduled classes or drop-in?	Comments
Astronomy	B	None	1 scheduled class	Cannot be completed if skies are cloudy; requires overnigher
Environmental Science	A	None	Several scheduled classes in morning and afternoon	At least 4 hours a day. Involves much lab work and experiments
Fish and Wildlife Management	B	None	Scheduled class TBA	Requires about 1 hour per day
Forestry	B	Yes, requirements 5a, 5b, 7a, 7b, 7c	Drop-in	May schedule class if enough interest
Geology	A	Yes, requirements 2, 9b, 11b, 12b	Drop-in	May schedule class if enough interest
Nature	B+	Yes, At least 7 requirements	Drop-in	Requires extensive pre-camp work
Insect Study	A	Yes, requirements 3, 7	Drop-in	Very time consuming
Mammal Study	C	None	1 or 2 scheduled classes	Great for young Scouts.
Reptile and Amphibian Study	B	Yes, requirement 8	Drop-in	May schedule class if enough interest
Soil and Water Conservation	B	None	Drop-in	May schedule class if enough interest
Weather	B	Yes, requirement 8a, 8b	Drop-in	Advanced preparation required

## Handicraft

Art, Leatherwork, Woodcarving, Indian Lore, and Basketry are all popular merit badges in the Handicraft area. Paints, dyes, leather stamps and other tools are all available. Leather kits and handicraft projects are purchased in the Tradin' Post along with other handicraft supplies. If you have some of your own supplies, please feel free to bring them along.

Merit Badge or Program	Difficulty Level	Any Pre-camp preparation required?	Prescheduled classes or drop-in?	Comments
Art	C	None	Drop-in	Good for first-year campers
Leatherwork	C	None	Drop-in	Costs about \$8.00. Kits available in the Tradin' Post
Woodcarving	C	None	Drop-in	Good for first-year campers. Costs about \$6.00. Kits available.
Basketry	C	None	Drop-in	Excellent for first-year campers. Costs about \$8.00. Kits available.
Indian Lore	B	None	Drop-in	Some advanced work helpful. May require \$3.00. Kits available.

## Shooting Sports

### Archery Range

The archery range is equipped to handle all aspects of the Archery merit badge. Scouts are encouraged to come up and shoot even if they're not working on the merit badge. Arrow making kits and materials are available in the Tradin' Post. Personal bows may be brought to camp but must be secured by the Archery Range Director during your stay.

Merit Badge or Program	Difficulty Level	Any Pre-camp preparation required?	Prescheduled classes or drop-in	Comments
Archery	B	None	Drop-in	Time Consuming. Requires lots of practice to qualify. Approximately 2 hours per day.

### Rifle Range (no partials given in this area)

It is strongly advised that if a Scout wishes to finish the merit badge in this area that he sign up before Wednesday. The rifle range is equipped with .22 caliber practice and qualification rifles. Supervised by a certified director, special NRA opportunities are usually available at camp. There is a minimal charge for ammunition. Tickets for ammunition are 25¢ each for 5 rounds and are obtained at the Tradin' Post. There is no charge for Scouts working on Rifle merit badge during instruction periods *only*.

***No personal firearms may be brought to camp at all by anyone, including paintball guns.***

Merit Badge or Program	Difficulty Level	Any Pre-camp preparation required?	Prescheduled classes or drop-in	Comments
Rifle Shooting	B	None	Drop-in	Requires lots of extra practice. Scoutmasters are required to administer written test to boys back in the campsite.

### Shotgun Range (no partials given in this area)

A certified NRA Instructor supervises the shotgun range and provides instruction to Scouts wishing to earn Shotgun merit badge. Shotguns are limited, so only seriously interested Scouts should attempt this merit badge. Shotgun tickets can be purchased at the Tradin' Post or at the range for 25¢ each. Each ticket is worth one shell and one target. ***No personal shotguns may be brought to camp at all by anyone.***

Merit Badge or Program	Difficulty Level	Any Pre-camp preparation required?	Prescheduled classes or drop-in	Comments
Shotgun Shooting	A	None	Drop-in	Difficult for new shooters. Recommended for 2 <sup>nd</sup> or 3 <sup>rd</sup> year campers. Requires extra practice and costs 25¢ per shot.

## Earning a Merit Badge

The necessary steps a Scout must take to earn a merit badge at camp are:

1. Pick a badge that interests you.
2. Talk with your Scoutmaster about the badge and get his approval.
3. Complete a blue merit badge card and have your Scoutmaster sign it.
4. Sign up for the merit badge on Monday morning.
5. Bring your **signed and completely filled out** blue card with you *to the first session. (Required)*
6. Attend all sessions and complete all requirements.
7. When done, your counselor will sign your merit badge card and give it to the Camp Director who will put all merit badge cards in your troop's mailbox in Ibach Lodge.

## Partially Completed Merit Badges

At Camp Marin Sierra, we give and accept partials, but we encourage all Scouts to finish each badge at camp. The requirements of each merit badge are quite clear and each Scout is expected to be able to fulfill them completely. A partial completion will be given to a Scout who is unable to complete all the requirements for a given merit badge. There are no partials given in Shotgun or Rifle.

## Monitoring Your Scout's Merit Badge Progress

Merit badge instructors will be keeping daily attendance and progress records for each merit badge. At the end of the day, the instructors will post carbon copies of the progress reports in Ibach Lodge. Leaders can stop by Ibach the next day to check the reports and monitor their Scouts' progress.

## Older Scout Program

Generally, older Scouts are those who are 14 years old or third-year campers. However, this year we are opening rockclimbing and COPE to those who are 13 years. The Older Scout Program at Marin Sierra consists of 4 parts: COPE, Rock Climbing, the Trail to Eagle merit badges (including Personal Fitness), and BSA Lifeguard. Each of these is summarized below with the specific age requirements.

Program	Description	Age Requirements	Permission Form Required?	Pre-requisites Required	General Schedule
COPE	Ropes course with high and low course events designed to develop self-confidence and teamwork.	13 years old with SM Recommendation.	YES	NO	2 morning sessions for older Scouts.
Rock Climbing	Scouts may work on the merit badge or climb, rappel, and belay for fun.	13 years old or 3 <sup>rd</sup> year camper	YES	NO	1 or 2 scheduled Sessions in the afternoon
Trail to Eagle Merit Badges	Cit. in the Community Cit. in the Nation Cit. in the World Personal Fitness  Scouts may be able to finish Personal Fitness at Camp if they start 4 months ahead of time and email the Counselor, David Daum, at speedydaumboy@hotmail.com. Must email by April 1, 2006	Star Rank or above	NO	YES  See Table describing Pre-requisites.  Email the MB Counselor by April 1, 2006 for Personal Fitness.	Typically from 4:15 – 5:15 in the afternoon and from 7:00 – 8:00 in the evening. Exact schedule TBA at camp.  <i>The Citizenships and Communications are offered only if volunteer instructors are available.</i>  Personal Fitness will have 1 session in the afternoons.
BSA Lifeguard	30-hour course certifies Scout to be a lifeguard at any BSA waterfront for three years. Open to Adult Leaders also.	14 years old or completion of eighth grade Adults welcome.	NO	NO	Attempting this leaves little time for other advancement work

## **Project COPE (Challenging Outdoor Personal Experience)**

Project COPE is a BSA program designed to develop self-confidence and teamwork skills in adults and older Scouts. The COPE program strengthens the patrol and troop by challenging youth and adults to problem solve, work together, build team-esteem, and empower themselves and others. During project COPE, individuals are encouraged to make positive choices based on emotional and physical safety, personal limitations and boundaries, and readiness to try new things. An important aspect in the COPE philosophy is to empower one's self by choosing how and in what challenges one will participate. The COPE challenges include games, trust building activities, low elements and high elements. Project COPE is 90% mental and 10% physical.

### **Who can participate in COPE?**

For any person to participate in COPE, the following items must present: (1) the special program permission form with COPE initialed, and (2) the Scoutmaster recommendation (if youth). Project COPE is designed for adults and older boys who are ready for new challenges, who can be responsible for the safety of themselves and others, and who desire to better their knowledge of self. Beginning in 2006, we will be allowing Scouts who are **13 years** old to participate with Scoutmaster approval. Groups who choose to sign up for COPE while at camp will have a short interview with a COPE staff member prior to beginning Project COPE.

COPE sessions will consist of provisional groups of older Scouts who will meet at the same time each day for the entire week.

### **Rock Climbing Merit Badge**

Scouts may earn Rock Climbing merit badge or climb for fun. Scouts should sign up for Climbing merit badge on Monday in the COPE area. All Scouts are welcome to sign up. To complete the merit badge, they must complete 3 of each of climbs, rappels, and belays. Scouts may bring their own climbing shoes, helmet, and harness. Personal ropes, carabiners, and other hardware cannot be used in the climbing program and should not be brought to camp. *SPAM Rock* in the COPE area is for Scouts of all ages; *Big Rock* is for 3rd year or **13 year-old** campers.

### **The Trail to Eagle Merit Badge Program**

As part of our older Scout program, Marin Sierra will offer select Eagle-required merit badges. Typically, classes are held from 4:15 p.m. to 5:15 p.m. and from 7:00 p.m. to 8:00 p.m. Classes are limited in size and are only open to Scouts who have attained the rank of *Star* or above. In order to complete any of the Trail to Eagle merit badges at camp, prior work must be done and brought with you to show the counselor. We will issue a partial for any camper who works on a Trail to Eagle merit badge but is unable to satisfy all of the requirements while at camp.

We rely solely on volunteer leaders to conduct these classes. If you are a qualified counselor for one of the badges listed below and would like to assist us by conducting a merit badge class while you are at camp, please indicate this on the Troop Leader Volunteer Form. Personal Fitness merit badge is not taught by volunteers.

## Pre-requisites for Trail to Eagle Merit Badges

Merit Badge	Which Requirements to Do before Camp	Other Information
Citizenship in the Community	3(a) Prepare the chart. 4 Attend the required meeting. 5 Obtain a copy of the budget so that you will be able to discuss it with the counselor. 7 Write the letter and bring a copy.	Bring a map of your community to do # 2.
Citizenship in the Nation	4 Make the required visit or tour. (Note, visit the Capitol, not just the capital of the US or a state.) 5 Write the required letter and send it. Bring a copy to camp with any response	It helps to have taken already U.S. History. For those doing requirement #4 before camp, remember, the Capitol in Sacramento is open 7 days a week
Citizenship in the World	4.b. Research and assemble the information necessary to answer this question. It is a tough requirement. 6.c.(1) Find a business section of a newspaper just before coming to camp. 9 If you do a, b, c, d, or e, bring some proof of completing the requirement. If you do f, be prepared ahead of time.	We supply the world map. This merit badge is challenging.
Communication	5 Attend a town meeting and take notes. 6 Complete a, b, or c. 7 Prepare the resume. 8 Research careers and be prepared to discuss.	Requirement #1: the Scout can teach a younger Scout during Summer camp if the Scoutmaster agrees. Requirement #6: be sure to bring proof of your work.
Personal Fitness	1a, 1b Have examinations, discuss at camp 2-5 Be prepared to discuss 6 Completed at camp 7 Either complete 3 months prior to camp and send to David Daum at <a href="mailto:speedydaumboy@hotmail.com">speedydaumboy@hotmail.com</a> or complete it at camp. <u>You must email David by April 1.</u> 8 If you have requirement 7 approved ahead of time, you may complete #8 before camp. Otherwise you will start it at camp and have to finish after camp. 9 Completed at camp	1b Bring note from dentist 2-5 Read all pertinent information 8 Requires 12 weeks to finish  You may email the Merit Badge Counselor, David Daum, no later than April 1, 2006 at: <a href="mailto:speedydaumboy@hotmail.com">speedydaumboy@hotmail.com</a> . Put "Personal Fitness MB" in subject line of email.

### Personal Fitness

For 2006, if Scouts wish to finish Personal Fitness at camp, they must complete Requirement #7 (Fitness Plan) by April 1 and send it via email to the Counselor, David Daum, for approval. If your fitness plan is approved 12 weeks ahead of time, you will have time to complete Requirement #8. Otherwise, Requirement #8 will be started at camp and finished after camp. David Daum can be reached at [speedydaumboy@hotmail.com](mailto:speedydaumboy@hotmail.com). Please put "Personal Fitness MB" in the subject line of the email.

### BSA Lifeguard

BSA Lifeguard is a certification that is valid for three years. The course takes 30-hours of training and practical application. Camp is the perfect location to complete it all in one week. Scouts must have Swimming, First Aid, and Lifesaving merit badges and have a working knowledge of rowing. Applicants should be strong swimmers and able to complete the skill prerequisites on the BSA Lifeguard Application Form. Participants will serve as supervised lifeguards in various positions at the waterfront to practice as well as become familiar with various lifeguarding methods. With the resulting certification, Scouts can serve as lifeguards at any BSA facility as well as be a resource for their units for aquatic activities.

## **HIGH ADVENTURE PROGRAM (New in 2006)**

The High Adventure Program is open to Scouts age 14-17 by the date of attendance. It includes COPE, rock climbing, mountain biking, rafting, motor boating, water skiing, and outpost camping. The program begins most days before breakfast and ends before dinner. Evenings may include a 7-8 pm session with optional merit badge work if the Scout desires. There will be no other time to work on merit badges or participate in the regular camp program. Scoutmasters should only recommend Scouts who are committed to full participation and without whom your troop can function during program hours. High Adventure participants will be out of camp on Thursday nights.

Troops that have Scouts who wish to apply for the High Adventure Program need to complete the High Adventure Application and send it in with their Troop Fees Payment Form by April 1, 2006. Each High Adventure applicant should be included on the Troop Fee Payment form and also listed on the High Adventure application. An additional check with the High Adventure Fees is required (\$50 for each applicant). Applicants will be notified in early April regarding their acceptance into the program. If an applicant is not accepted, both the High Adventure Fee (\$50) and the regular camp fee will be refundable or transferable to another week. Please contact Danielle Ing at 415-454-1081 for more information.

If a Scout is not accepted to a particular week of the High Adventure Program and there are openings in other weeks, the Scout will be given an opportunity to participate in one of the other weeks.

## **OTHER PROGRAM OPPORTUNITIES**

### **Patrol Challenge on the COPE Course**

Patrols will use the activities from the COPE program to build unity, develop teamwork skills, and have a lot of fun on the COPE course! The Patrol Challenge will be from 7pm-8pm, Monday through Thursday at the COPE Course. Each patrol may sign up for one session and must bring 6-12 patrol members (adults are ok) to participate. Sign up Monday morning in the assembly area or after that with the COPE Director.

### **Fishing**

Try out our new fishing pier. Chubb Lake is home to bass and catfish. The record catch is a 4½-pound, small mouth bass. We highly recommend that you bring your own fishing gear. There are only a few fishing poles available at camp.

### **Campwide Activities**

Special activities and competitions will take place several times each week. These activities include cooking demonstrations, individual sports competitions, Troop competitions, campfires, and the Mile Swim. Check the program schedule for specific times.

## **TROOP ACTIVITIES**

### **Wednesday is "Troop Day"**

On Wednesdays your Troop will be cooking its own meals in your campsite. We also leave the evening hours open so that your Troop can plan its own activities. Troops should plan in advance what they will be doing during these hours. Your troop may plan a day hike or overnighter. You can also do pioneering projects, cooking competitions, games in the meadow, or troop swims. Other Troop activities include, but are not limited to campfires, songfests and service projects. Your commissioner can help you plan your activity.

## Thursday is “Super Hero Day”

Scouts and leaders are encouraged to join the staff in dressing up for “Super Hero Day”. This summer’s theme is Sierra Super Heroes. We leave your costume up to your imagination.

## Troop Outpost Activities and Campouts

Troops are encouraged to pack up and head out for a hike or overnighter to one of the nearby lakes or rivers. Lake Spaulding and the Yuba River are less than two miles away, and the beautiful Fordyce Creek is five miles away. Each destination can be accessed by trails beginning at the backdoor of Camp Marin Sierra. No shuttling is necessary or available. You may want to do an overnighter the Saturday night before you begin your camp session. We strongly recommend that troops take at least two water filters with them, and, if doing an overnighter, we recommend that you plan on using backpacking type stoves for your cooking. These items need to be brought by the troop to camp.

Troops planning an overnight trip while at camp must complete the Outpost Food Request form to order food. Requests must be given at least 24 hours in advance directly to the Head Cook for final approval based on available food. Please do this when you visit the commissary for the check in orientation on Sunday or ask your commissioner for help.

## Evening Activities

The evening hours can be the time when Scouts tend to seek out mischievous activities. Troops should plan programs so that Scouts have activities during the twilight hours. Most of the camp’s program areas will be open between 7–8 p.m., except when campwide activities are scheduled.

## Troop Backpacking Prior to or After Your Week at Camp

Camp Marin Sierra borders a part of the Tahoe National Forest that offers terrific backpacking possibilities for your Troop. It is possible to start a multi-day trip from either Marin Sierra or one of the many trail heads nearby. Any Troop planning on using Marin Sierra as a trail head must make arrangements with the Marin Council ahead of time. For tips and information about backcountry experiences you may email Rob Flatland at [rflatland@earthlink.net](mailto:rflatland@earthlink.net).

# THE ADULT LEADER LOUNGE

Ibach Lodge is used as a leader lounge during the day and a staff lounge after 6:00 p.m. We request that leaders not use the lodge after 6:00 p.m. We provide coffee and hot water throughout the day along with some reference and resource materials. There are 110-volt outlets; however, we do not offer internet access at camp. Please let your Scouts know that Ibach lodge is closed to youth campers *at all times*.

# UNIFORMING AT CAMP

Field Uniform (formerly Class A)	B.S.A. Tan Shirt with B.S.A. shorts or pants, socks, and neckerchief (neckerchief optional for Scouters). O/A sash is optional but recommended for Friday, which is O/A day. Field uniform is required for the evening meal and flag ceremony.
Activity Uniform (formerly Class B)	Scouting-related T-shirt and B.S.A. shorts or pants and socks. Activity uniform is encouraged but not required for Scouts at all other times while at camp. We recommend that your Troop designate your own Activity Uniform for all of your Scouts.

## DAILY ASSEMBLIES—SOUND OFF!

Every troop must have at least one adult and one Scout representing the troop at each morning and evening assembly (except Wednesday evening). Be prepared to announce, “All present or accounted for.” There could be important information that will enhance a Scout’s experience.

## TROOP MEAL OPTIONS

Camp Marin Sierra offers two meal plans: Jamboree Style and Central Style. Please note that regardless of the option that you choose, every individual must bring his or her own *non-breakable* plate, bowl, cup, and utensils. Sunday dinner, Monday breakfast, Friday dinner, and Saturday breakfast will be served centrally at the commissary for *all* campers. *On Wednesday all troops are required to prepare their meals in their campsite (Jamboree Style).*

1. **CENTRAL STYLE** means the troop eats all meals in the spacious environment of the outdoor dining hall located next to the commissary. Each troop is responsible for the cleanliness of their area. Troops will be provided a patrol box to store their gear in. Cleaning is done by the Scouts using the 3-pot dip method of, “wash,” “rinse,” “sanitize.” The kitchen staff will provide hot water, sanitizer tablets, and rinse water. Buckets and sponges will also be provided to clean the tables and seats. Remember, all individuals must bring their own *non-breakable* plate, bowl, cup, and utensils.
2. **JAMBOREE STYLE** means the troop receives a delivery of food for every meal at a drop off point close to the site during a pre-designated time period and prepares it themselves. Jamboree food service will be available for all meals during the week except Sunday dinner, Monday breakfast, Friday dinner, and Saturday breakfast. All food is boxed according to the total number of members in each patrol. A representative *must* be at the drop off point to accept the food for health and safety reasons. A *Drop-Off Time Schedule* will be handed out when you check in. You can talk to your commissioner to adjust your drop-off schedule or to adjust the portions of your meals.

### Wednesday Is Campwide Jamboree Cooking Day

All troops will eat Jamboree Style on Wednesday. This is an opportunity for Scouts to really earn their cooking rank requirements. Although we have cooking gear which can be checked out, we strongly recommend that you bring all of your own cooking gear and propane stoves to camp, even if you are doing central feeding most of the week. Also, it is a great idea to have an **ice chest**. We will provide the ice only on Jamboree Cooking days. Having your own gear will save you time at camp.

### Cooking Gear and Supplies

Troops can bring their own cooking gear or check out gear from the commissary. Typical items available are patrol cook kits and utensil sets, griddles, Dutch ovens, etc. Bringing your own gear saves you lots of time dealing with check-in and check-out. Even if you are doing central feeding, having your own gear for Jamboree Wednesday will make your life easier. Having a roll or two of paper towels is also helpful. The camp will supply soap and scrubbies for cleaning.

### Stoves in Camp

We strongly recommend that you bring propane stoves and extra propane with you to camp for any cooking that you plan to do. If using small canisters of propane, you may keep one extra canister per stove with you in your campsite; all other cylinders need to be checked in and stored by the camp. The camp has a limited number of propane stoves that can be checked out, but bringing your own guarantees that you have them

when you need them and saves your Scouts the hassle of checking gear out from the commissary. Extra propane will be for sale in the Tradin' Post. White gas stoves which burn liquid "Coleman Type" fuel are acceptable but not recommended at Camp Marin Sierra. If you bring them, extra fuel will need to be checked in and stored by the camp staff.

### **Tips for Troops Cooking Jamboree Style**

1. Each patrol must have a representative at the Food drop location at the scheduled time prior to each meal. Nevada County Health Department Regulations require us to not leave food unattended. If a representative is not there, we cannot leave the food.
2. Use your commissioner to help us get the portions correct. We would rather you have too much food than too little, but we don't want to waste food. Letting your commissioner know if you are getting too little or too much food will help us all.
3. Bringing an ice chest or cooler to camp allows you to store some of your leftovers as snacks for later on. Ice is available at the Nyack store or the commissary can supply ice.
4. You may bring extra food supplies to camp if you like. The commissary staff can store these items for you.
5. Propane Stoves are the simplest way of heating food during preparations. The camp has wood burning shepherd stoves which you may check out; however, they are time consuming to operate. Please train your Scouts in proper use of the propane stoves.
6. Jamboree style eating allows the Scouts an opportunity to work on Cooking merit badge or to fulfill the Tenderfoot, Second- or First-Class cooking requirements. The camp staff will *not* be offering any help with Cooking merit badge, but with a little pre-camp preparation and planning, Scouts can earn this.
7. Thoroughly clean up after each meal and put trash in the trash can. Health regulations dictate that we cannot re-use any food item which has already been delivered to a site, therefore it either becomes a snack for later or it goes into the trash.
8. Secure all trash from animals when you leave the site. A rock on top of the trashcan helps.

### **Bears and Bear Wires**

Though rare, sometimes bears will wander into camp. They are only looking for what they smell—your food. We do require that any troop storing food in their site use a bear wire to suspend the food. Instruction on bear wires will be available. However, please be aware that the best way to keep bears away is to keep the campsite free of all food at *all times*.

### **Sump Holes**

Each troop must dig its own sump hole. Remember that sump holes are for liquid waste but *not grease*. Solid food waste should be burned and then placed in garbage cans for disposal. Sumps are typically 6–8 inches deep and must be located at least 100 feet from any tent or cooking area.

### **Cooking Merit Badge**

Scouts whose troops are cooking Jamboree Style may use the opportunity to work on the Cooking merit badge. Cooking merit badge is *not* offered by the camp staff, but we encourage Scouts to work on this in their campsites with their troop leaders.

### **Visiting Guest Meals**

Guests are always welcome; however, we need to know as soon as possible when extra food will be needed. There is a pay box at the commissary for guests to pay for their meals. The charge for guest meals is \$5.00 per meal per person. We ask leaders to show their guests where and how much to pay.

# CAMP COMMISSIONERS

The main job of the camp commissioner is to see that each troop's experience is going well. For troops eating Jamboree Style, the commissioner is the liaison between the troop and the commissary. If food portions are not correct, please let your commissioner know. Commissioners also help troops gather supplies and gear for troop activities done in the campsite. Volunteer commissioners will conduct daily campsite inspections. Remember, your commissioner is there to help so please don't hesitate to ask.

If an adult leader from your troop would like to volunteer to be a commissioner during your week at camp, please indicate this on the enclosed Adult Leader Volunteer Form, and we will contact you prior to your week at camp. Thanks.

## YOUR TROOP CAMPSITE

The campsite is where Scouting begins at Camp Marin Sierra. The opportunities for improving Scout skills and advancement are tremendous. The most important thing for a troop leader to remember at Marin Sierra is that nearly anything that can be done in a program area can be brought into your own campsite. Scout skills are a troop activity. Staff members can help set up teaching demonstrations, pioneering projects, or other campcraft activities right in your campsite.

### Tents and Cots

Scouts sleep in Baker tents. All tents are in generally good repair and must be treated with respect and care. *Do not prop up the middle of the tent with sticks.* This results in holes and tears in the tent for which troops will be charged. **Please do not move any tent platforms.** The result may be inadequate support of the platform, which leads to damaging the platform. Consult the Commissioner or Maintenance Director if you have any problems with your campsite.

Cots will only be issued to leaders. The cots are located in the leader wall tents. Scouts should be instructed to bring their own cot, air mattress, or foam pad.

In order to ensure the longevity of our tents, loosen the tent ropes in the event of rain. Canvas shrinks when wet and loosening the ropes prevents the tent from ripping. Don't drive nails into tent poles or tent platforms. Notify your Commissioner if there are any rips that need repairing during the week.

As part of the check-in process, each tent and cot must be inspected before you take over the site. A close-out inspection will take place upon check-out and any new rips or tears will be charged as damage and must be paid by the troop.

### Toilet Buildings and Wash Racks

Each campsite has its own toilet facility, which must be swept out daily and hosed at least twice during the week. Building should be swept and hosed out before Saturday departure as well. Hoses will be provided to reach from the spigot to the toilet building. Hoses should be coiled neatly on the ground when not in use. **Do not hang hoses;** it produces kinks and destroys the hoses. Make sure after each use of the facilities, the toilet lid is shut and the door is closed. Although the camp staff will add odor control agents, it will be up to the Scouts to perform daily cleaning. Scouts are also responsible for maintaining the supply of toilet paper. Toilet paper can be acquired at the commissary. Wash racks should also be cleaned daily by the troop. Daily inspections will be conducted.

## Shower Facilities

“A Scout is Clean.” We hope that each Scout will use a shower facility regularly during his stay at camp. There are three shower facilities, which are heated by wood fires built by the Scouts. Troops generally collaborate and develop a heating schedule so everyone can enjoy a warm shower. There must be separate showering times for Scouts and adults. Leaders may use the shower at Ibach Lodge, and female leaders may use the female staff shower near the commissary.

## Fire Tools

Each campsite has fire tools that must stay in the campsite at all times. These tools include a shovel, rake, large water barrel, water buckets for each patrol, a hose, and a bow saw. A broom is also provided to help the Scouts keep their tents and toilet buildings clean. Hoses should be coiled neatly on the ground when not in use. **Do not hang them;** it produces kinks and destroys the hoses. Please report any broken items to the Commissioner, who will arrange for a replacement.

## Campsite Inspections

Volunteer commissioners will conduct daily campsite inspections. All Scout troops are encouraged to use the inspection as inter-patrol competition and a teaching tool.

## Honor Troop

Can your troop achieve the standards to become a Marin Sierra Honor Troop? Recognition and honors for this program will be awarded at the Friday evening campfire. Standards are as follows:

<b>1</b>	Daily site inspection scores for the week average at least 85%
<b>2</b>	Attend 8 out of 10 flag ceremonies
<b>3</b>	Participate in a camp service project or a conservation project
<b>4</b>	SPL attends all scheduled meetings
<b>5</b>	SPL helps plan Tuesday evening games
<b>6</b>	A troop leader attends all leader meetings
<b>7</b>	All Scouts earn either at least one merit badge, advance one rank in Trail to First Class, or participate in a older Scout activity (COPE, Climbing, High Adventure., BSA Lifeguard)
<b>8</b>	Staff members eat at least three meals with the troop. Troops must invite.
<b>9</b>	Troop participates in Friday campfire.
<b>10</b>	Troop has a least one unit activity while at camp: outpost hike/campout, campfire, sports game, unit swim/boat/COPE, pioneering project, etc.

Revised Jan. 2006

## THE TRADIN' POST

A fully stocked Tradin' Post will sell camp souvenirs, mugs, T-shirts, snacks, sodas, maps, personal items, camping gear and supplies, as well as the items your Scouts will need to finish many of the camp merit badges. Merit badge pamphlets will also be available. We suggest that each Scout bring between \$25 and \$50 to camp depending on which merit badges are being attempted. Handicraft, Rifle Shooting, Shotgun Shooting and Archery merit badges cost a bit more. Costs are:

Rifle Shots	5 Shots per 25¢ Ticket
Shotgun Shots	1 Shot per 25¢ Ticket
Handicraft	\$4.00 - \$6.00 Per Kit

Tradin' Post hours will be posted at various locations in camp and will be listed in the handout packet given to your troop at check in.

## ORDER OF THE ARROW DAY

Friday is OA Day at camp. All Arrowmen are asked to bring and wear their sashes for the entire day. Cheerful service will be the order of the day. Assistance may be asked of any Arrowman wearing his or her sash. Let's set and live up to the Brotherhood example. There will be an OA table at lunch for anyone interested to eat together and ask questions. A "Call Out" ceremony will be performed just prior to the closing campfire on Friday. Any out-of-Council troops with Scouts and/or leaders to be called out are asked to bring a *Letter of Acknowledgment* from their home Lodge giving permission for Talako Lodge to Call Out their respective members.

## A SCOUT'S WELL BEING

Every troop leader should pay close attention to every Scout to make sure he is happy, healthy, and involved in the camp program. Leaders must also teach their Scouts proper campsite care. Daily inspections for health and safety conditions will enhance a Scouts experience at camp. Don't let problems grow. Solve them immediately or get help. Actions such as putting on sun screen and lip balm or changing clothes daily will keep problems from growing. Difficult problems should be referred to the Commissioner or Camp Director.

### Homesickness

An active program is the best insurance against homesickness. Do all you can to have every Scout participate. If homesickness develops, inform the health officer or a director immediately. Scouts are not allowed to use cell phones in camp, and the pay phone in Ibach Lodge is off limits to unaccompanied Scouts. A unit leader must be (and remain) in attendance if the Scout calls home. It is not recommended that homesick Scouts call home. Past experience has shown that phoning home usually makes the homesickness problem worse. We recommend that the unit leaders make every effort to engage the Scout in other distracting activities and ask the staff for help.

### Sleep

A good night's sleep is essential to the health of each camper. The camp asks for quiet between 10:30 p.m. and 6:30 a.m. Each Scout needs 8 to 9 hours of sleep per night.

# PLANNING YOUR TROOP PROGRAM

Many troops are already thinking about what they want to accomplish at camp this year. Will advancement be a key factor? Will the Patrol Method be the focus? These and other questions need attention.

Your summer program may already include many opportunities available at Marin Sierra. Inventory the strengths and weaknesses of all the Scouts. How many need to participate in the Trail to First Class program? How many want to work on merit badges? Are the merit badges the Scouts want to work on appropriate? Do you have any older Scouts who want something a little more challenging?

Most important, is the Patrol Leaders Council involved in the planning process? Don't let it become the adults telling the Scouts what they'll be doing at camp. Use the materials contained in this packet to evaluate what needs to be accomplished and what the Scouts want to accomplish.

## EXPERIENCE TELLS US

Scoutmasters have suggested that we include a section in the guidebook providing some suggestions that only experience can provide. Here is a collection of those ideas.

1. Plan your schedule wisely to include as many of the camp's programs as possible.
2. First-year campers should only attempt one or two moderately easy merit badges.
3. Limit merit badge work to only four.
4. Review the difficulty level of all badges.
5. Many merit badges require advance work before coming to camp. Encourage all Scouts to review and come prepared.
6. Encourage Scouts to try something new and take advantage of the variety of camp areas.
7. Organize the attending patrols before coming to camp.
8. Be a spirited troop all over camp.
9. Most of all, encourage Scouts to have fun. After all, that is what camp is for.

## CHECK-OUT

Although your Staff Guide won't arrive at your campsite until 7:00 am (or what time you arrange), we recommend that your Troop start packing up and cleaning up around 6:00 am. You *must* return any equipment that you checked out from the commissary prior to the campwide evening meal on Friday. Thoroughly clean all the equipment before returning it. It *will not* be accepted in an unclean condition.

Inform any parent drivers to plan to arrive no later than 8:30 a.m. on Saturday. Make sure they depart from home early enough to achieve this goal. Unit leaders will be required to remain in camp until *all* of their Scouts have been picked up.

### Check-out Procedures/Timeline (Saturday morning)

- |             |   |
|-------------|---|
| 6:00 am     | Merit Badge cards are available at Ibach Lodge for pickup by Leaders. Leader's should sort through them and bring any questions they have with them to breakfast where they can talk to the Program Area Directors. |
| 6:00 – 7:00 | Troops clean-up campsites for final check-out inspection. Move gear to parking lot.   |

7:00 – 8:30 The following happens between these hours.

1. Finish preparing your campsite for check-out inspection.
2. Staff guide inspects campsite with a Leader present.
3. The staff guide goes to Ibach Lodge with the Leader for final check-out with Camp Director.
4. The guide takes the Leader and the Troop to breakfast at the commissary. **Breakfast is open and available between 7:00 and 8:30.** Leader can meet with Area Directors to discuss merit badge cards and solve any problems.
5. The Troop finishes packing up and leaves camp. The staff guide will notify the Camp Director that your Troop has left.

## SOME RULES TO REMEMBER

**THE LAW OF CAMP:** The law at Marin Sierra is very easy: the Scout Oath and Law.

**HAZING:** There is absolutely no room for any kind of hazing at Camp Marin Sierra. Initiations and the like will not be tolerated. Troop leaders are responsible to insure that all Scouts are properly oriented and assisted to get the most out of their camp experience without any hazing, especially of new Scouts.

**PERSONAL MOTOR VEHICLES:** *Only one private equipment vehicle will be allowed into campsites and only during check-in* on Sunday afternoon *and check-out* on Saturday morning. All private vehicles must be parked in the main parking lot immediately after unloading. Only camp vehicles and those authorized by the Camp Director are allowed in the main camp area or campsites at all other times. Please do not plan on towing trailers into the campsites.

**FIREWORKS:** Fireworks are against the law and are not allowed in camp. Extreme fire hazards during the summer months make fireworks very dangerous.

**THE RANGER'S HOME AND MAINTENANCE AREA:** The Ranger's home is just that—his home. Likewise, the maintenance area is the work area of camp. Both these areas are off limits to all campers at all times. Please respect the Ranger's privacy and work area.

**FLAMMABLES:** Only natural wood, charcoal or propane should be used for cooking purposes. Flashlights, electric battery lanterns, or propane lanterns should be used for lighting. *We recommend that each troop bring several lanterns to camp.* Liquid fuel (white gas) must be stored properly under the supervision of the Camp Director or Camp Ranger and is best not brought to camp. Only battery-operated lanterns are allowed in the tents.

**AEROSOL SPRAYS:** Please don't bring them. They damage our tents. Thanks.

**FIREARMS, AMMUNITION, AND BOWS:** Personal firearms and ammunition are *not* allowed in camp at all. This also includes: paintball guns, water guns, or pretend guns. Personal bows may be brought to camp but must be secured by the Archery Range Director.

**ALCOHOL, DRUGS AND PETS:** None of these items are allowed in camp. Those possessing alcohol will be asked to leave camp immediately. Anyone possessing illegal or unapproved drugs may be turned over to the Sheriff. *No exceptions!* Please leave your pet at home. Exceptions are made for guide dogs.

**SMOKING:** Smoking is allowed in designated areas (Ibach Lodge) of camp. However, smoking should not be done around Scouts. Smoking is considered an open flame and should be treated as a potentially dangerous hazard. No one under the age of 18 is legally allowed to smoke. Adult leaders should support the attitude that young adults are better off without tobacco.

**KNIVES AND HATCHETS IN CAMP:** Certain parts of the camp program include instruction in the proper use of a knife as a tool. In other cases, the knife may be a helpful tool in the completion of an activity. However, none of the programs offered requires a knife with a blade longer than 4 inches. ***Under no circumstances are sheath knives to be brought to camp.*** All Scouts carrying pocket knives must possess a “Totin’ Chip” card, which may be earned in the First Year Area.

## **CAMP SAFETY AND STANDARDS**

A good camper always maintains high standards of safety, personal conduct, courtesy and conservation. The following will help Scouts and Scouters excel and have a great experience while at Marin Sierra.

### **Medications in Camp**

To keep each campsite safe for all Scouts, youth campers must check in all medications (prescription and non-prescription) during the medical recheck on Sunday afternoon. Scouts requiring access to their medications must be accompanied to the health lodge by an adult leader from their troop. Adults must either check-in their medications with the Camp Health Officer or keep them in a locked box while in the campsite. There are to be no unlocked medications in camp.

### **For Safety and Hygiene**

1. Scouts will *always* hike and swim with a buddy or buddies and get leader permission for the hike, route, and return time. No Scouts are allowed to hike outside of camp without an adult.
2. Aquatics activities are conducted under adult supervision and follow the Safe Swim Defense Plan.
3. Use knives *only* as tools, never as toys.
4. Do not use liquid fuel to start fires. Gas lanterns and stoves may be used under adult supervision. Fuel must be locked in storage under the Camp Director’s supervision.
5. Clean the toilet buildings daily.
6. Report all rattlesnakes to the nature area. Have someone watch the snake from a distance.
7. Passengers must wear seatbelts and may not ride in the cargo section of any vehicle.
8. Put all garbage in trash cans.
9. Portable toilets are not for play. Locking people in can be *very dangerous*.

### **For Conservation**

1. Avoid using worn out or eroded areas. Let nature restore the area over time.
2. Only camp vehicles are allowed in the campsites except during special times at the beginning and end of each week.
3. Don’t cut down *any* trees, dead or alive.
4. Use all axes only in the axe yard. Store all axes in leader’s tents. It is not recommended that Scouts bring their own axes or to camp. ***Unit leaders supervise all tool use.***
5. Never leave a fire unattended. Always be sure fire is ***dead out*** with water prior to leaving the site.
6. Conserve wood by keeping fires small.

## **For Personal Conduct**

1. Be a good neighbor. Don't create a disturbance that may annoy other campers, especially after 10 p.m.
2. The Ranger's house, maintenance area, Staff Hill, and the Family Area (with the exception of the medical shack and the Camp Director's cabin) are off limits. Please respect privacy.
3. Be gentle and careful with all equipment.
4. *No alcoholic beverages are permitted in camp at any time. No pets, firearms, or illegal drugs are allowed in camp!*

## **REQUIRED ADULT LEADERSHIP IN CAMP**

Each troop must have the National B.S.A. required minimum of two adult leaders. One must be at least 21 years old; the other must be at least 18 years old. Of the two, one must be a registered member of the troop. We recommend a minimum ratio of one leader for every ten Scouts.

All Scouts must be able to have a sense of safety while in camp. Camp Marin Sierra strives to achieve a "Safe Haven" environment. Troop leaders must insure that no Scout be allowed to remain alone in a campsite. There must be a minimum of one additional Scout or two adult leaders in the campsite whenever there is another Scout in the campsite.

## **A SECOND WEEK OF CAMP**

Troops may spend a second week at camp. The cost is \$170.00 per Scout. Consider this option for next year. Individual Scouts may spend a second week at camp as a provisional camper. Prior arrangements should be made with another troop for Scouts wishing to be provisional campers. Contact the Council Service Center if you need help making arrangements for one of your Scouts.

## **PROVISIONAL CAMPERS**

If any Scout is unable to attend camp with his troop for any reason or wants to spend a second week, arrangements can be made for him to attend with either a provisional troop or another troop already scheduled to attend camp. Call Danielle Ing at 415-454-1081 to make arrangements.

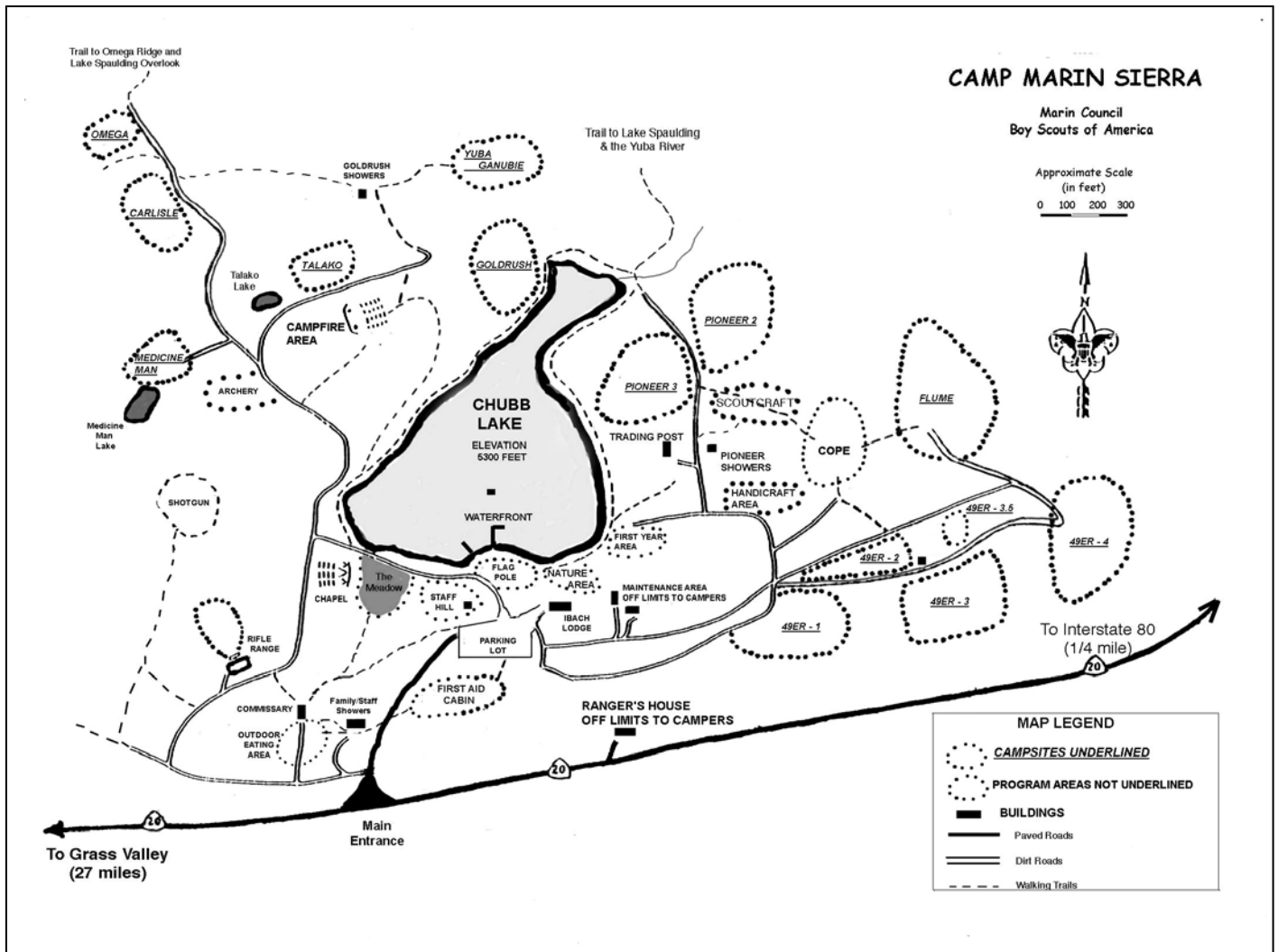
## **PRE-CAMP LEADER'S MEETING**

An optional Leader's Orientation Meeting is scheduled for Wednesday, May 3, starting at 7:30 p.m. The meeting will be held during the normally scheduled Boy Scout Roundtable. Please call the Service Center at 415-454-1081 to RSVP and get directions to the meeting site. Or go to, [www.boyscouts-marin.org](http://www.boyscouts-marin.org), for location and directions. The meeting will cover any program changes and updates and review the Leader's Guidebook for clarification and understanding by all units. It is recommended that the unit leader who will be in charge at camp and the Senior Patrol Leader who will be at camp attend. The meeting will last about one hour.

# SCOUTS WITH CELL PHONES IN CAMP

Scouts are not allowed to use cell phones in camp. Summer camp is a time when young people can learn to enjoy and appreciate the outdoors. Using a cell phone can detract, sometimes seriously, from the overall camp experience. Not only can Scouts spend much of their time talking to someone back home, but they can spend hours playing games on them. One Scoutmaster remarked that the phones tend to isolate their Scouts from each other. In keeping with the camp policy of no electronic devices as well as having a leader present when a Scout calls home if he is homesick, we ask that leaders do not allow their Scouts to use or carry their phones in camp.

## CAMP MAP



## REQUIRED FORMS (MEDICAL AND OTHER)

### Scouts

Form	Required or Optional?	Description
Class 1: Personal Health and Medical History (Front side of form 34414A)	Required to stay in camp	Must be completed and signed during the current year.
Class 2: Medical Evaluation (Back side of form 34414A)	Required to stay in camp	Must have completed a physical examination by a physician within the past 36 months. (Either complete the Class 2 form or attach a copy of the examination.
Parent/Guardian Authorization to Treat/Issuance of Firearm/ Special Activities Form	The Authorization to Treat portion is required for a Scout to stay in camp. The rest is required for the Scout to participate in the specified activities.	If the Scout has 2 parents or legal guardians, than the signatures of both are required. If the Scout has only one parent or legal guardian, then one signature is sufficient.  Must be completed if the Scout wishes to participate in any of the following: Rifle Shooting, Shotgun Shooting, Archery, COPE, Rock Climbing and Outpost Activities
Class 3: (Personal Health and Medical Record Form)	Required if participating in the Older Scout High Adventure Program	If an older Scout is accepted to the High Adventure Program, he will be sent a participants packet which contains a Class 3 form. The Class 3 form requires a physical exam within the past 12 months.

A current Class 3 Form (physical within 12 months) may be used in place of the Class 1 and Class 2.

### Adults

Age	Form	Required or Optional?	Description
18-39	Class 1: Personal Health and Medical History (Front side of form 34414A)	Required to stay in camp	Must be completed and signed during the current year.
	Class 2: Medical Evaluation (Back side of form 34414A)	Required to stay in camp	Must have completed a physical examination by a physician within the past 36 months. (Either complete the Class 2 form or attach a copy of the examination.
40 and Older	Class 3 (Personal Health and Medical Record Form)	Required to stay in camp	The Class 3 Form requires that a physical examination be completed within the past 12 months.

An adult between ages 18 and 39 may use the Class 3 Medical Form in place of the Class 1 and Class 2.

# CAMP FEES

## Campsite Reservation Fee

A \$250 Reservation Fee is required to reserve a spot at Camp Marin Sierra. This fee can be applied toward camp fees. The reservation fee is non-refundable after December 1, 2006.

## Scout Fees for 2006

Camp Fee per Scout	\$230 by April 1, 2006 (includes free Camp T-shirt) \$250 after April 1, 2006
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*Bridging Webelos and new Scouts pay only \$230 for their first week of camp if paid prior to the 48 hours before your week of camp. This fee does not include the camp t-shirt.*

Second Week of Camp Fee	\$170 per Scout
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## Leader Fees for 2006

Each troop is required to have at least two adults in camp at all times. One must be at least 21 years old and the other at least 18 years old. At least one leader must be a registered Scouter.

Leader's Fees	\$70 per leader if paid prior to 48 hours before your camp session.
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## Last Minute Fee

A \$20 fee will be added to the fees for both youths and adults who register within 48 hours of your camp session or upon arrival. Plan ahead and avoid this fee.

## Older Scout High Adventure (Numbers are limited)

The Older Scout (ages 14-17) High Adventure program has its own registration form. The program costs \$280 (\$50 more than regular camp fee). Registration and fees must be received by April 1, 2006 for Scouts to be considered.

## Refund Policy

Campsite deposits are non-refundable after December 1, 2006.

Camp fees are fully refundable (minus deposit) before April 1, 2006.

After April 1, 2005, the following refund scale applies:

April 1–30, 2006	50% refundable
May 1–31, 2005	25% refundable
After June 1, 2005	No refunds

All refunds must be requested in writing. Exceptions to refund percentage may be made for catastrophic cases at the discretion of Marin Council. Please don't hesitate to call to discuss this.

## Camperships (Marin Council Only)

Some monetary assistance is available to help partially fund the summer camp fees for Scouts who are struggling to find the money to go to camp. More information about camperships is available from Danielle Ing at 415-454-1081.

# SUMMER CAMP FORMS and CHECKLIST

## Forms Enclosed With This Guide (revised Jan. 2006)

We recommend that you make photocopies of each of the required forms and distribute them to each of your Scouts. Please have these forms completed and organized alphabetically prior to your arrival at camp. If you found that these forms were not enclosed with your Leader's Guide, please call our Service Center at 415-454-1081.

- \*Class 1 and 2 Medical Form
- \*Class 3 Medical Form
- \*Authorization to Treat/Issuance of Firearms/Special Activities Form.
- Troop Roster
- Troop Leader Volunteer Form
- Unit Payment Form
- High Adventure Application Form
- Provisional Camper Form
- Information for Parents Form
- What to Bring to Camp Checklist

\* An updated medical form and Authorization to Treat (for minors only) form must accompany each Scout and Leader to camp or the individual will not be allowed to remain at camp.

## Troop Checklist

The following is a suggested checklist that all troops may use before coming to camp.

- \_\_\_ Roster of Scouts and leaders
- \_\_\_ Health forms for all Scouts and leaders
- \_\_\_ Authorization to Treat/Issuance of Firearms/Special Activities Form
- \_\_\_ List of parent/emergency phone numbers
- \_\_\_ Copy of approved Tour Permit
- \_\_\_ All camp fees paid on time
- \_\_\_ Troop and patrol cooking gear
- \_\_\_ Ice chest (all Troops for Wednesday)
- \_\_\_ Sufficient emergency funds
- \_\_\_ Adequate adult leadership (Minimum of 2)
- \_\_\_ Merit badge cards and pamphlets
- \_\_\_ Troop merit badge library
- \_\_\_ Planned program while at camp
- \_\_\_ Prescribed medication for Scouts
- \_\_\_ Troop flag and American flag
- \_\_\_ Propane stoves
- \_\_\_ Propane or electric lanterns
- \_\_\_ Water filter for overnight hike
- \_\_\_ Extra rope for campsite use

## NOTES

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# PERSONAL HEALTH AND MEDICAL RECORD

## CLASS 1 AND CLASS 2

**Class 1 (update annually for all participants).** Activity: Day camp, overnight hike, or other programs not exceeding 72 hours, with level of activity similar to that of home or school. Medical care is readily available. Current personal health and medical summary (history) is attested by parents to be accurate. This form is filled out by all participants and is on file for easy reference.

**Class 2 (required once every 36 months for all participants under 40 years of age).** Activity: Resident camp or any other activity such as backpacking, tour camping, or recreational sports involving events lasting longer than 72 consecutive hours, with level of activity similar to that at home or school. Medical care is readily available.

**Note:** Some states require an **annual** precamp medical evaluation. Your BSA local council service center can advise you about the requirements for your state.

If your child has had a medical evaluation (**physical examination**) within the last 36 months, a copy of the results of this examination must be attached to the health history for all participants in a camping experience lasting longer than 72 consecutive hours. If a copy is not available, a physical examination (using the Class 2 section of this form) must be scheduled by a \*licensed health-care practitioner. This medical evaluation (physical examination) also is required if your child is currently under medical care, takes a prescribed medication, requires a medically prescribed diet, has had an injury or illness during the past 6 months that limited activity for a week or more, has ever lost consciousness during physical activity, or has suffered a concussion from a head injury.

\*Examinations conducted by licensed health-care practitioners, other than physicians, will be recognized for BSA purposes in those states where such practitioners may perform physical examinations within their legally prescribed scope of practice.

**THIS FORM IS NOT TO BE USED BY ADULTS OVER 40, BY HIGH-ADVENTURE PARTICIPANTS (USE FORM NO. 34412A), OR FOR NATIONAL SCOUT JAMBOREE (USE FORM NSJ-34412-97).**

### CLASS 1 PERSONAL HEALTH AND MEDICAL HISTORY

(To be filled out annually by all participants)

To be filled out by parent, guardian, or adult participant. Please print in ink.

#### IDENTIFICATION

Name \_\_\_\_\_ Date of birth \_\_\_\_\_ Age \_\_\_\_\_ Sex \_\_\_\_\_

Name of parent or guardian \_\_\_\_\_ Telephone \_\_\_\_\_

Home address \_\_\_\_\_ City \_\_\_\_\_ State \_\_\_\_\_ Zip \_\_\_\_\_

Business address \_\_\_\_\_ City \_\_\_\_\_ State \_\_\_\_\_ Zip \_\_\_\_\_

If person named above is not available in the event of an emergency, notify

Name \_\_\_\_\_ Relationship \_\_\_\_\_ Telephone \_\_\_\_\_

Name \_\_\_\_\_ Relationship \_\_\_\_\_ Telephone \_\_\_\_\_

Name of personal physician \_\_\_\_\_ Telephone \_\_\_\_\_

Personal health/accident insurance carrier \_\_\_\_\_ Policy No. \_\_\_\_\_

I give permission for full participation in BSA programs, subject to limitations noted herein.

**In case of emergency,** I understand every effort will be made to contact me (if participant is an adult, my spouse or next of kin). In the event I cannot be reached, I hereby give my permission to the licensed health-care practitioner selected by the adult leader in charge to secure proper treatment, including hospitalization, anesthesia, surgery, or injections of medication for my child (or for me, if participant is an adult).

Date \_\_\_\_\_ Signature of parent/guardian or adult \_\_\_\_\_

**Some hospitals require the parent/guardian signature to be notarized. Check with your BSA local council.**

NAME

TROOP

CAMPSITE

Check all items that apply, **past or present**, to your health history. Explain any "Yes" answers.

**ALLERGIES:** Food, medicines, insects, plants Yes  No  Explain: \_\_\_\_\_

<b>GENERAL INFORMATION:</b>		Yes	No		Yes	No		Yes	No
ADHD (Attention-Deficit)									
Hyperactivity Disorder	<input type="checkbox"/>	<input type="checkbox"/>	Convulsions/seizures	<input type="checkbox"/>	<input type="checkbox"/>	Hemophilia	<input type="checkbox"/>	<input type="checkbox"/>	
Asthma	<input type="checkbox"/>	<input type="checkbox"/>	Diabetes	<input type="checkbox"/>	<input type="checkbox"/>	High blood pressure	<input type="checkbox"/>	<input type="checkbox"/>	
Cancer/leukemia	<input type="checkbox"/>	<input type="checkbox"/>	Heart trouble	<input type="checkbox"/>	<input type="checkbox"/>	Kidney disease	<input type="checkbox"/>	<input type="checkbox"/>	

Explain: \_\_\_\_\_

Please list ALL medications taken in the 30 days **prior** to arrival at the Scouting activity where this form is to be used: \_\_\_\_\_

List any medications to be taken at camp: \_\_\_\_\_

List any physical or behavioral conditions that may affect or limit full participation in swimming, backpacking, hiking long distances, or playing strenuous physical games: \_\_\_\_\_

List equipment needed such as wheelchair, braces, glasses, contact lenses, etc.: \_\_\_\_\_

**Immunizations:** (Give date of last inoculation.)

Tetanus toxoid _____	Measles _____	Polio _____
Diphtheria _____	Mumps _____	_____
Pertussis _____	Rubella _____	_____

### CLASS 2 MEDICAL EVALUATION

(Read additional requirements outlined on front of form.)

Name \_\_\_\_\_ Age \_\_\_\_\_

**NOTE TO LICENSED HEALTH-CARE PRACTITIONERS\*:** The person being evaluated will be attending one or more weeks of camp that may include sleeping on the ground and participating in strenuous activities such as hiking, boating, and vigorous group games. Please review the health history with the participant for any interim changes. **Explain any "abnormal" evaluations.**

**PHYSICAL EXAMINATION** (To be filled out by a licensed health-care practitioner\*)

Height \_\_\_\_\_ Weight \_\_\_\_\_ BP \_\_\_\_\_ / \_\_\_\_\_ Pulse \_\_\_\_\_

VISION: Normal \_\_\_\_\_ Glasses \_\_\_\_\_ Contacts \_\_\_\_\_

HEARING: Normal \_\_\_\_\_ Abnormal \_\_\_\_\_ Explain \_\_\_\_\_

Check box:	N	Abn		N	Abn		N	Abn
Growth development	<input type="checkbox"/>	<input type="checkbox"/>	Teeth	<input type="checkbox"/>	<input type="checkbox"/>	Genitalia	<input type="checkbox"/>	<input type="checkbox"/>
Skin	<input type="checkbox"/>	<input type="checkbox"/>	Cardiopulmonary system	<input type="checkbox"/>	<input type="checkbox"/>	Musculoskeletal	<input type="checkbox"/>	<input type="checkbox"/>
HEENT	<input type="checkbox"/>	<input type="checkbox"/>	Hernia	<input type="checkbox"/>	<input type="checkbox"/>	Neurobehavioral	<input type="checkbox"/>	<input type="checkbox"/>

Explain: \_\_\_\_\_

#### Limitations

Activity restrictions \_\_\_\_\_

Diet restrictions \_\_\_\_\_

Signature \_\_\_\_\_ Date \_\_\_\_\_

Licensed health-care practitioner\*

Address \_\_\_\_\_ Phone \_\_\_\_\_

City, State, Zip \_\_\_\_\_

**\*Examinations conducted by licensed health-care practitioners, other than physicians, will be recognized for BSA purposes in those states where such practitioners may perform physical examinations within their legally prescribed scope of practice.**

INTERVAL RECORD	SCREENING EXAMINATION	
Date, Time, Place, Etc.	(Findings, diagnoses, treatment, instructions, disposition, etc.)	By
#34414A		
<b>730176344140</b>	PHOTOCOPYING THIS FORM IS PERMITTED.	

**PERSONAL HEALTH AND MEDICAL RECORD FORM—Class 3**

**I. IDENTIFICATION**

Age \_\_\_\_\_ Sex \_\_\_\_\_ Date of Birth\* \_\_\_\_\_  
 Name \_\_\_\_\_  
 Last name First name Initial Mo. Day Year  
 Address \_\_\_\_\_  
 City & State \_\_\_\_\_ Zip \_\_\_\_\_  
 Health/Accident insurance \_\_\_\_\_ Policy no. \_\_\_\_\_

**IN AN EMERGENCY NOTIFY:**

Name \_\_\_\_\_ Relationship \_\_\_\_\_  
 Address \_\_\_\_\_ Home phone \_\_\_\_\_  
 City & State \_\_\_\_\_ Business phone \_\_\_\_\_  
 Personal phone \_\_\_\_\_  
 Physician \_\_\_\_\_ Phone \_\_\_\_\_

**III. PARENTAL STATEMENT**

Has it ever been necessary to restrict applicant's activities for medical reasons?  No  Yes Does applicant take medicine regularly or have special care?  No  Yes If yes, explain.  
 \_\_\_\_\_  
 To the best of my knowledge, the information in sections I, II, III, IV, and VI is accurate and complete. I request a licensed health-care practitioner to examine applicant, to give needed immunization, and to furnish requested information to other agencies as needed. I give my permission for full participation in BSA programs, subject to limitations noted herein. In the event of illness or accident in the course of such activity, I request that measures be instituted without delay as judgment of medical personnel dictates.  
 Parent or guardian \_\_\_\_\_  
 (Must sign if applicant is 18 or younger)  
 Applicant's signature \_\_\_\_\_  
 Date signed \_\_\_\_\_

**IV. IMMUNIZATIONS**

If disease, put "D" and year. Last year given  
 Tetanus \_\_\_\_\_  
 Diphtheria \_\_\_\_\_  
 Pertussis \_\_\_\_\_  
 Measles \_\_\_\_\_  
 Mumps \_\_\_\_\_  
 Rubella \_\_\_\_\_  
 Polio \_\_\_\_\_  
 Chicken Pox \_\_\_\_\_


Religious preference \_\_\_\_\_

**BOY SCOUTS OF AMERICA**

All Class 3 activities require a health examination within the past 12 months by a licensed health-care practitioner.\* This includes youth and adult members participating in high-adventure activities, athletic competition, and world jamborees. Annually, this form is to be used by adults over 40 for all activities requiring a physical examination and applies to *all* Wood Badge participants/staff regardless of age.

**II. EMERGENCY MEDICAL INFORMATION**

Has or is subject to (check and give details):  
 Allergy to a medicine, food†, plant, animal, or insect toxin  
 Any condition that may require special care, medication, or diet  
 ADHD (Attention Deficit Hyperactive Disorder)  
 Asthma  Convulsions  Heart trouble  Contact lenses  
 Diabetes†  Fainting spells  Bleeding disorders  Dentures

 EXPLAIN \_\_\_\_\_

**V. LICENSED HEALTH-CARE PRACTITIONER'S EVALUATION AND ADVICE**

Approved for participation in:  
 Hiking and camping  Water activities  
 Competitive sports  All activities  
 Specify exceptions \_\_\_\_\_  
 Recommendations (explain any restrictions OR limitations): \_\_\_\_\_  
 \_\_\_\_\_  
 Signed \_\_\_\_\_ Date \_\_\_\_\_  
 \*Licensed health-care practitioner

\*Examinations conducted by licensed health-care practitioners other than physicians will be recognized for BSA purposes in those states where such practitioners may perform physical examinations within their legally prescribed scope of practice.

**PLEASE TYPE OR PRINT.**

**NOTE:** Keep original form for your personal record. Make reproductions for agency use. Be sure information and signatures are legible on reproduced copies. This upper section may be reproduced and carried with you for emergency identification and care.

NAME \_\_\_\_\_

UNIT \_\_\_\_\_

**VI. MEDICAL HISTORY**

**Parent (or applicant if 18 or older):** Fill in sections I, II, III, IV, and VI before seeing a licensed health-care practitioner. Check immunizations to be given at this time. Be sure to include any emergency information and restrictions or special care that should be observed. Especially be sure to record any injuries, illnesses, surgery, or significant changes in condition of health of applicant since last complete examination.

- Date of most recent complete physical examination (month and year) \_\_\_\_\_ 19\_\_\_\_
- Are you aware of any current health problems?  No  Yes
- Now under medical care or taking medicines?  No  Yes
- Has there been any surgery, injury, illness, allergy, or change in health status since last complete physical examination?  No  Yes

Give dates and full details below for any "yes" answers.

**IS THERE DISEASE OF (OR PAST OR PRESENT HISTORY OF):**

	No	Yes	Year	Details/Medicines
Serious illness	<input type="checkbox"/>	<input type="checkbox"/>	_____	_____
Serious injury	<input type="checkbox"/>	<input type="checkbox"/>	_____	_____
Deformity	<input type="checkbox"/>	<input type="checkbox"/>	_____	_____
Surgery	<input type="checkbox"/>	<input type="checkbox"/>	_____	_____
Skin, glands	<input type="checkbox"/>	<input type="checkbox"/>	_____	_____
Ears, eyes	<input type="checkbox"/>	<input type="checkbox"/>	_____	_____
Nose, sinus	<input type="checkbox"/>	<input type="checkbox"/>	_____	_____
Teeth, tonsils	<input type="checkbox"/>	<input type="checkbox"/>	_____	_____
Dentures	<input type="checkbox"/>	<input type="checkbox"/>	_____	_____
Bridge	<input type="checkbox"/>	<input type="checkbox"/>	_____	_____
Chest, lungs	<input type="checkbox"/>	<input type="checkbox"/>	_____	_____
Heart	<input type="checkbox"/>	<input type="checkbox"/>	_____	_____
Murmur	<input type="checkbox"/>	<input type="checkbox"/>	_____	_____
Rheumatic fever	<input type="checkbox"/>	<input type="checkbox"/>	_____	_____
Stomach, bowels	<input type="checkbox"/>	<input type="checkbox"/>	_____	_____
Appendicitis	<input type="checkbox"/>	<input type="checkbox"/>	_____	_____
Kidneys or urine	<input type="checkbox"/>	<input type="checkbox"/>	_____	_____
Albumin	<input type="checkbox"/>	<input type="checkbox"/>	_____	_____
Sugar	<input type="checkbox"/>	<input type="checkbox"/>	_____	_____
Infection	<input type="checkbox"/>	<input type="checkbox"/>	_____	_____
Bed-wetting	<input type="checkbox"/>	<input type="checkbox"/>	_____	_____
Menstrual problems	<input type="checkbox"/>	<input type="checkbox"/>	_____	_____
Hernia (rupture)	<input type="checkbox"/>	<input type="checkbox"/>	_____	_____
Back, limbs, joints	<input type="checkbox"/>	<input type="checkbox"/>	_____	_____
Sleepwalking	<input type="checkbox"/>	<input type="checkbox"/>	_____	_____
Nervous condition	<input type="checkbox"/>	<input type="checkbox"/>	_____	_____
Other (explain)	<input type="checkbox"/>	<input type="checkbox"/>	_____	_____

Please list ALL medications taken in the 30 days prior to arrival at the Scouting activity where this form is to be used:

**VII. HEALTH EXAMINATION**

**Licensed Health-Care Practitioner:**

The applicant will be participating in a strenuous activity that will include one or more of the following conditions: athletic competition, adventure challenge or wilderness expedition (afloat or aloft) that may include high altitude, extreme weather conditions, cold water, exposure, fatigue, and/or remote conditions where readily available medical care cannot be assured.

- Please insist applicant furnish complete medical history (VI) before exam.
- Review immunizations; for youth (18 or younger) tetanus and diphtheria toxoids, measles, mumps, and rubella vaccines, and trivalent oral polio vaccine are required; youths and adults must have had tetanus booster within 10 years. A measles booster is recommended at age 12.
- After completing section VII, summarize any restrictions and/or recommendations in sections II and V, above, and sign.

VISION: \_\_\_\_\_ HEARING: \_\_\_\_\_  
 Normal \_\_\_\_\_ Normal \_\_\_\_\_  
 Ht. \_\_\_\_\_ Wt. \_\_\_\_\_ Glasses \_\_\_\_\_ Abnormal \_\_\_\_\_  
 B.P. \_\_\_\_\_ / \_\_\_\_\_ Pulse \_\_\_\_\_ Contacts \_\_\_\_\_

Check box if normal; circle if abnormal and give details below:

- Growth, development  Teeth, tonsils  Genitourinary
- Skin, glands, hair  Respiratory  Skeletomuscular
- Head, neck, thyroid  Cardiovascular  Neuropsychiatric
- Eyes, ears, nose  Abdomen, hernia, rings  Other (specify)

**COMMENTS** \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

**FOR THOSE ATTENDING PHILMONT OR NATIONAL HIGH-ADVENTURE BASES:**

\* The minimum age for all participants is 13 by January 1 of the year of participation, or have completed the seventh grade. No exceptions.  
 † Trail food is by necessity a high-carbohydrate, high-calorie diet. It is high in wheat, milk products, sugar, corn syrup, and artificial coloring/flavoring. Dinner meals contain meat. If these food products cause a problem in your diet, you need to bring appropriate substitutions with you and so advise base personnel.  
**Note:** Licensed health-care practitioners representing high-adventure bases reserve the right to deny access to the trails or other program activity on the basis of a medical evaluation performed at the base after arrival.

**REVIEW FOR CAMP OR SPECIAL ACTIVITY**

DATE	AGENCY AND ACTIVITY	BY	"OK"	PHYSICIAN RECHECK NEEDED	RESULTS OF RECHECK	INITIAL

**INTERVAL RECORD**

(CAMP, CAMPOREE, TOURNAMENT, TRAVEL, ETC.)

DATE, TIME, PLACE, ETC.	FINDINGS, DIAGNOSES, TREATMENT, INSTRUCTIONS, DISPOSITION, ETC.	BY:

# Parent/Guardian Authorization to Treat/Issuance of Firearm/Special Activities

Scout's name (please print): \_\_\_\_\_ Unit #: \_\_\_\_\_ Date of Birth: \_\_\_\_\_

**The** undersigned do hereby authorize the adult leaders of my child's Scouting unit, medical personnel, camp director of Camp Marin Sierra or the director's designated agent, to act for the undersigned in matters related for consent to any x-ray, medical examination, anesthetic, medical, dental or surgical diagnosis or treatment and hospital care required for the above named minor, which is deemed advisable by and/or rendered, under the general or special supervision of any physician and surgeon, licensed under the Provision of Medicine Practice Act, or any dentist licensed under the Dental Practice Act, where such diagnosis or treatment is rendered by the physician, surgeon, or dentist at an office, hospital, Scout camp or elsewhere. *(Pursuant to California Civil Code Section 25.8)*

**Further**, the undersigned consent that the rifle range or archery instructor of the Marin Council Boy Scouts may furnish a BSA approved firearm or archery equipment, respectively, to the above-named minor for the purpose of instruction in the safe handling and shooting of firearms or archery equipment and related activities. Please **initial** each box below where permission is granted for the minor to participate. *(Pursuant to California Penal Code 12552)*

- Archery
- Rifle Range (.22 caliber)
- Shotgun
- Black Powder

**And** that the above-named minor may participate in the activities of the program experience including, but not limited to swimming, boating, games, and hiking, etc. In addition to these, permission is granted to participate in the following special activities listed below (Please **initial** those for which permission is granted.)

- C.O.P.E. Activities (13 years old and with Scoutmaster approval)*
- Rock Climbing Program (13 years old or 3<sup>rd</sup> year camper)*
- Outpost hikes (13 years old or 3<sup>rd</sup> year camper).*

Or, I do not give the above-named minor permission to participate in (be specific): \_\_\_\_\_

**\*\*Please Note:** If a Scout has two parents or legal guardians, the Marin Council requires the signatures of both. If there is only one parent or legal guardian, then one signature is sufficient.

**Mother's Signature:** \_\_\_\_\_ **Date:** \_\_\_\_\_

**Mother's Name (please print):** \_\_\_\_\_

**Mother's Address:** \_\_\_\_\_ **City:** \_\_\_\_\_ **Zip:** \_\_\_\_\_

**Mother's Phone:** \_\_\_\_\_ **Alternate Phone:** \_\_\_\_\_

**Father's Signature:** \_\_\_\_\_ **Date:** \_\_\_\_\_

**Father's Name (please print):** \_\_\_\_\_

**Father's Address:** \_\_\_\_\_ **City:** \_\_\_\_\_ **Zip:** \_\_\_\_\_

**Father's Phone:** \_\_\_\_\_ **Alternate Phone:** \_\_\_\_\_

# MARIN SIERRA TROOP ROSTER (page 1)

TROOP# \_\_\_\_\_ COUNCIL \_\_\_\_\_ CAMPSITE \_\_\_\_\_

Feeding: Jamboree or Central (Circle One)

**On Wednesday, all troops will be preparing their food Jamboree Style in their campsites. Please complete this Troop Roster to reflect the way you wish to receive your food for Jamboree-Style cooking.**

\_\_\_\_ We would like to receive food for \_\_\_\_\_ patrols as shown below.  
(number of patrols)

{ (Don't forget to include adult leaders in the patrols for feeding purposes)

\_\_\_\_ We will eat together as one group (no specific patrols). (List all Scouts and adults; leave off Patrol Names.)

**Patrol Name:** \_\_\_\_\_

1. \_\_\_\_\_
2. \_\_\_\_\_
3. \_\_\_\_\_
4. \_\_\_\_\_
5. \_\_\_\_\_
6. \_\_\_\_\_
7. \_\_\_\_\_
8. \_\_\_\_\_
9. \_\_\_\_\_
10. \_\_\_\_\_

**Patrol Name:** \_\_\_\_\_

1. \_\_\_\_\_
2. \_\_\_\_\_
3. \_\_\_\_\_
4. \_\_\_\_\_
5. \_\_\_\_\_
6. \_\_\_\_\_
7. \_\_\_\_\_
8. \_\_\_\_\_
9. \_\_\_\_\_
10. \_\_\_\_\_

**Patrol Name:** \_\_\_\_\_

1. \_\_\_\_\_
2. \_\_\_\_\_
3. \_\_\_\_\_
4. \_\_\_\_\_
5. \_\_\_\_\_
6. \_\_\_\_\_
7. \_\_\_\_\_
8. \_\_\_\_\_
9. \_\_\_\_\_
10. \_\_\_\_\_

**Patrol Name:** \_\_\_\_\_

1. \_\_\_\_\_
2. \_\_\_\_\_
3. \_\_\_\_\_
4. \_\_\_\_\_
5. \_\_\_\_\_
6. \_\_\_\_\_
7. \_\_\_\_\_
8. \_\_\_\_\_
9. \_\_\_\_\_
10. \_\_\_\_\_

Please indicate the following next to the appropriate names above: (A) = Adult leader, (PL) = Patrol Leader, (SPL) = Senior Patrol Leader Please make more copies if needed.

# MARIN SIERRA TROOP ROSTER (page 2)

TROOP# \_\_\_\_\_ CAMPSITE \_\_\_\_\_

**Patrol Name:** \_\_\_\_\_

11. \_\_\_\_\_

12. \_\_\_\_\_

13. \_\_\_\_\_

14. \_\_\_\_\_

15. \_\_\_\_\_

16. \_\_\_\_\_

17. \_\_\_\_\_

18. \_\_\_\_\_

19. \_\_\_\_\_

20. \_\_\_\_\_

**Patrol Name:** \_\_\_\_\_

11. \_\_\_\_\_

12. \_\_\_\_\_

13. \_\_\_\_\_

14. \_\_\_\_\_

15. \_\_\_\_\_

16. \_\_\_\_\_

17. \_\_\_\_\_

18. \_\_\_\_\_

19. \_\_\_\_\_

20. \_\_\_\_\_

<b>Adult Leaders</b>	<b>Circle the Days in Camp</b>
1. _____	S M Tu W Th F Sat
2. _____	S M Tu W Th F Sat
3. _____	S M Tu W Th F Sat
4. _____	S M Tu W Th F Sat
5. _____	S M Tu W Th F Sat
6. _____	S M Tu W Th F Sat
7. _____	S M Tu W Th F Sat

# LEADER VOLUNTEER FORM

The summer camp staff can use the help of adult troop leaders in the following areas:

- Teaching the Trail to Eagle merit badges (Communications, all 3 Citizenship Merit Badges)
- Teaching Tenderfoot, Second Class, and First Class skills in the Trail to First Class area
- Teaching Totin' Chip, Fireman Chit, and Paul Bunyan in the Trail to First Class area
- Teaching Peter McClaren Axemanship
- Shuttling older Scouts for Outpost Activities if needed
- Commissioner duties serving the attending troops and helping with campsite inspections
- Lifeguarding during the Mile Swim
- Helping with Rock Climbing merit badge (must have Climbing Instructor Certification)
- Helping work on miscellaneous camp improvement projects

We recognize that the main job of the adult leader is to supervise and help facilitate your own Scouts' program. But there are often hours at camp when the leader's time is freed up. We are only asking for help during those free hours and don't want any leader to help us at the expense of their Scouts. Most who do help find that it greatly enhances their own camp experience.

If any adult leader coming to camp is interested in helping the camp staff provide a better program in any of the above areas, please list that person's name, phone number, and e-mail below. You can send this form in with your troop Fees Payment Form due April 1, 2005. Any volunteers will be contacted before summer camp by the camp staff for confirmation. Thank you.

**TROOP #** \_\_\_\_\_ **COUNCIL:** \_\_\_\_\_

_____	_____
Leader's Name	Area Where I Can Help
_____	_____
Phone (with area code)	e-mail (please print neatly)

_____	_____
Leader's Name	Area Where I Can Help
_____	_____
Phone (with area code)	e-mail (please print neatly)

_____	_____
Leader's Name	Area Where I Can Help
_____	_____
Phone (with area code)	e-mail (please print neatly)

# 2006 Troop Payment Form

Include a copy of this form with each payment made.

Troop #: \_\_\_\_\_ Council (not District): \_\_\_\_\_

Circle your week:      **Week 1**      **Week 2**      **Week 3**      **Week 4**      **Week 5**  
                                  July 2-8      July 9-15      July 16-22      July 30- Aug.5      July 23- 29

Person making payment: \_\_\_\_\_

Mailing address: \_\_\_\_\_

City/State/Zip: \_\_\_\_\_

Home phone: \_\_\_\_\_ Work phone: \_\_\_\_\_

Email address: (we use this for most communications) \_\_\_\_\_

**Early Bird Payment \$230- Before April 1, 2006.**  
 Number of Scouts \_\_\_\_\_ x \$230 = \$ \_\_\_\_\_

Free camp T-shirt for Scouts with early payment: \_\_\_ S \_\_\_ M \_\_\_ L \_\_\_ XL \_\_\_ 2XL  
 (Mark the number needed of each size. Total should equal number of Scouts paid on this form.)

**Regular Camp Fee \$250- After April 1, 2006.**  
 Number of Scouts \_\_\_\_\_ x \$250 = \$ \_\_\_\_\_

**New Scouts and Webelos**  
 Number of Scouts \_\_\_\_\_ x \$230 = \$ \_\_\_\_\_  
 Webelos crossing into the troop or new Scouts pay the \$230 fee if registered before 24 hours prior to beginning of camp.

**High Adventure Program Applicants**  
 Number of Applicants \_\_\_\_\_ x \$ \_\_\_\_\_ = \$ \_\_\_\_\_  
\$230 per applicant before April 1, 2006; \$250 per applicant after April 1, 2006.

To apply for the High Adventure Program, you must list the Scouts on the High Adventure Application Form and submit that form additionally. Camp Fee for applicants not accepted into High Adventure Program is fully refundable upon request before May 25, 2006.

**Adult Leaders**  
 Number of adults \_\_\_\_\_ x \$70 = \$ \_\_\_\_\_  
 Youth Protection requires a minimum of two adults in camp at all times and a ratio of 1 adult to every 12 Scouts.

**Less \$250 deposit on first payment only.** Please circle the \$-250 when you apply it.      \$      -250.00

**Total payment \$** \_\_\_\_\_

**REFUND POLICY:** Full refund before April 1, 2006; 50% refund April 1-30, 2006; 25% refund May 1-31, 2006; no refund after June 1, 2006. Deposits are non-refundable.

<b>Payment Method</b>	Marin Council Troop Account # _____ Amount \$ _____	<b>Total payment enclosed \$</b> _____
Check # _____	Credit card # _____ - _____ - _____ - _____ Exp. ____/____	Visa or Mastercard
Name _____	Name _____	Signature _____

**Mail to:** Camp Marin Sierra 2006, 225 West End Ave. San Rafael, CA 94901 or Fax: (415) 454-5511



# 2006 Provisional Scout Registration Form

**July 2-8 or July 30 – August 5**  
 Circle one

Arrive at 11:00AM on Sunday Pick-up at 8:30AM on Saturday  
**Cost \$250**

The Provisional Scout Registration is for Scouts who need to attend camp separately from their troop. A troop will be made of these Scouts and will participate at camp the same as all other troops under the guidance of an appointed Scoutmaster. For more information or to register, submit this form or call or email Danielle Ing at 415-454-1081 ext.111 or [camping@boyscouts-marin.org](mailto:camping@boyscouts-marin.org).

**Scout's name:** \_\_\_\_\_

Troop #: \_\_\_\_\_ Council: \_\_\_\_\_

(not district)

Scoutmaster: \_\_\_\_\_ Rank: \_\_\_\_\_

Scout must be registered in a Boy Scout Troop to Participate. To join a troop, contact your local council or call 415-454-1081 x111.

Mailing address: \_\_\_\_\_

City/State/Zip: \_\_\_\_\_

Home phone: \_\_\_\_\_ Email address: \_\_\_\_\_

**Primary Parent/Guardian's name:** \_\_\_\_\_

Phone: \_\_\_\_\_ Email: \_\_\_\_\_

Fax: \_\_\_\_\_ Other: \_\_\_\_\_

**Second Parent/Guardian's name:** \_\_\_\_\_

Phone: \_\_\_\_\_ Email: \_\_\_\_\_

Fax: \_\_\_\_\_ Other: \_\_\_\_\_

**Payment information**

Name of account holder: \_\_\_\_\_

Check # \_\_\_\_\_ Amount \$ \_\_\_\_\_ Date \_\_\_\_\_

or

Credit card # \_\_\_\_\_ Exp. \_\_\_\_\_

Type (circle one)      Visa      Mastercard

**Refund Policy: Full refund before June 30, 2006. No refunds will be made after June 30, 2006.**

**Please mail to: Camp Marin Sierra 2006, 225 West End Avenue, San Rafael, CA 94901 or fax to 415-454-5511. Registrations accepted on space available basis.**

# **MARIN SIERRA 2006**

## **Information for Parents of Boys at Camp.**

Scoutmasters, please copy this sheet and give it to the parents of each Scout attending summer camp. This sheet will be useful for parents to have while their sons are at camp. You may want to have parents fill in the blanks at your pre-camp meeting or next Court of Honor.

Your son will be attending Camp Marin Sierra, Boy Scout Resident Camp from Sunday, \_\_\_\_\_ to Saturday, \_\_\_\_\_.

### **Sending Mail to Camp**

Scouts can receive and send mail during their stay at camp. Please be sure to include a return address on all letters and packages. Troop mail will be left in the troop's mailbox located in Ibach Lodge for the troop leader to pick up. The address for sending mail to camp is:

**Name of Scout, Troop #, Council Name**  
**Camp Marin Sierra**  
**P.O. Box 86**  
**Emigrant Gap, CA 95715**

Letters and packages received after a troop has departed from camp are returned to sender.

### **Calling the Camp**

Parents, the name and cell phone number of the Troop Leader at camp is:

Troop Leader Name: \_\_\_\_\_ Cell Phone #: \_\_\_\_\_

However, if that does not work and you have an emergency, you may call the camp directly.

**For emergency calls only, the number is 530-389-2427**  
**This rings in the Camp Director's Cabin 24 hours a day.**

# WHAT SCOUTS SHOULD BRING TO CAMP

## Very Important:

- Signed Medical Release and Special Program Authorization Form (Now 1 inclusive form).
- Class 1 and Class 2 Medical Forms (Current Class 3 form may substitute for Class 1 & 2)
- Merit Badge Blue Cards

## Personal Items:

- |  |   |   |
|--|---|---|
| <input type="checkbox"/> Pack                | <input type="checkbox"/> Sleeping clothes         | <input type="checkbox"/> Flashlight             |
| <input type="checkbox"/> Sleeping bag        | <input type="checkbox"/> Hiking boots             | <input type="checkbox"/> Personal first-aid kit |
| <input type="checkbox"/> Jacket              | <input type="checkbox"/> Light shoes              | <input type="checkbox"/> Washcloth              |
| <input type="checkbox"/> Raincoat or poncho  | <input type="checkbox"/> Hat                      | <input type="checkbox"/> Toothbrush             |
| <input type="checkbox"/> Sleeping pad or cot | <input type="checkbox"/> Gloves                   | <input type="checkbox"/> Toothpaste             |
| <input type="checkbox"/> Full uniform        | <input type="checkbox"/> Swim suit                | <input type="checkbox"/> Soap                   |
| <input type="checkbox"/> T-shirts, several   | <input type="checkbox"/> Large towel              | <input type="checkbox"/> Pencils                |
| <input type="checkbox"/> Sweater             | <input type="checkbox"/> Chapstick                | <input type="checkbox"/> Note pad               |
| <input type="checkbox"/> Long pants          | <input type="checkbox"/> Water bottle             | <input type="checkbox"/> Envelopes and stamps   |
| <input type="checkbox"/> Hiking shorts       | <input type="checkbox"/> Scout handbook           | <input type="checkbox"/> Spending money         |
| <input type="checkbox"/> Underwear, several  | <input type="checkbox"/> Knife, fork, spoon       | <input type="checkbox"/> Pocket knife           |
| <input type="checkbox"/> Socks, several      | <input type="checkbox"/> Plastic plate, cup, bowl |   |

## Optional Items:

- |   |   |
|---|---|
| <input type="checkbox"/> Compass          | <input type="checkbox"/> Any Completed merit badge work to be finished at camp. |
| <input type="checkbox"/> Laundry bag      | <input type="checkbox"/> Harmonica or guitar                                    |
| <input type="checkbox"/> Pillow           | <input type="checkbox"/> Twine or light rope                                    |
| <input type="checkbox"/> Sunglasses       | <input type="checkbox"/> Clothespins  |
| <input type="checkbox"/> Insect repellent | <input type="checkbox"/> OA sash  |
| <input type="checkbox"/> Sewing kit       | <input type="checkbox"/> Sharpening stone                                       |
| <input type="checkbox"/> Fishing gear     | <input type="checkbox"/> Camera and film  |
| <input type="checkbox"/> Folding chair    |   |

## Items to Leave at Home:

- |                  |               |            |
|------------------|---------------|------------|
| Pets             | Radios        | Tape decks |
| Electronic games | Sheath knives | Fireworks  |
| Firearms         | Hatchets      | CD Players |

Scouts are not allowed to use cell phones in camp. We suggest leaving them at home.