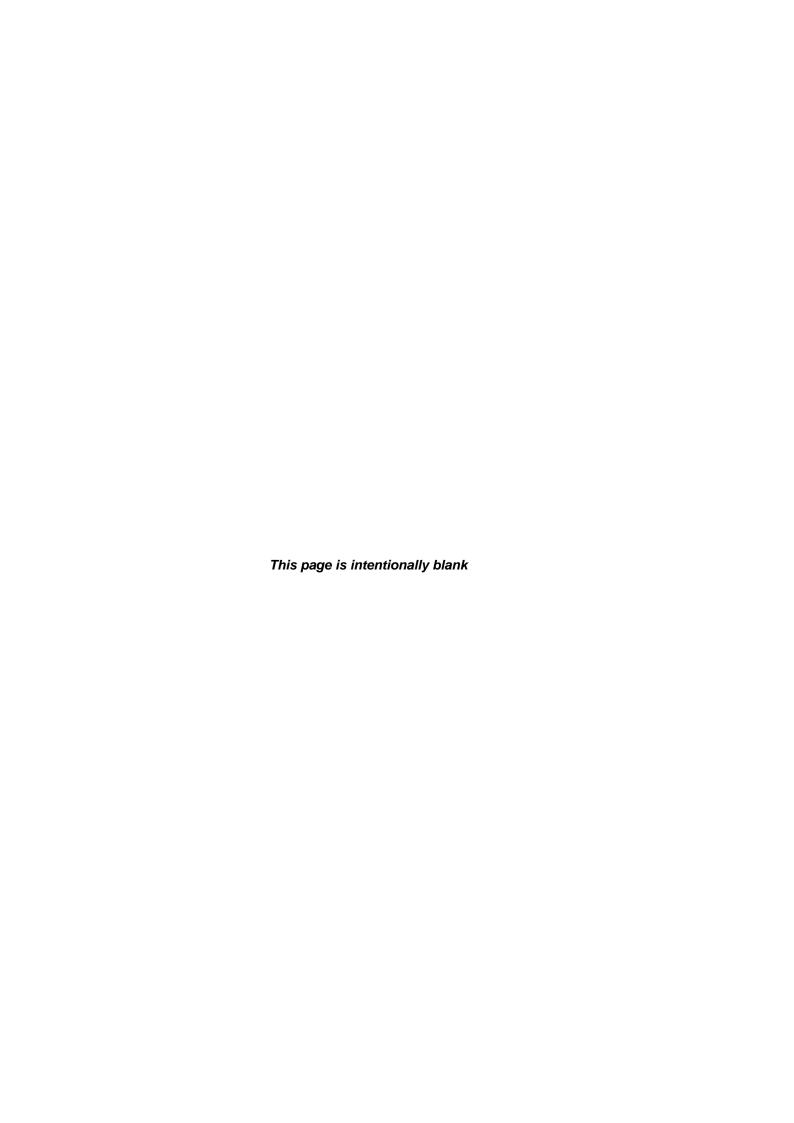
Note: The 2012 Leaders Guide is not yet final

Some sections/information in the guide are not yet confirmed

The sections of this guide which have not yet been updated, or which have yet to be confirmed, are highlighted in grey. As we update these sections we will list the updates on this page.

Most outstanding updates are around the high adventure program where we are still confirming fees and schedules.

Version 0.1



Baden Powell High Adventure Camp Leader's Guide

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^{*} Indicates forms which can be completed online at bphac.com.

Baden Powell High Adventure Camp

An Introduction...

Baden-Powell High Adventure Camp (BPHAC) is a traditional Scout camp with a differenceit offers a combination of an excellent merit badge program and a fully-fledged high adventure program. In addition, it offers an extensive first year camper program, known as ACE (Accelerated Camping Experience).

The camp itself is at Walesby Forest Outdoor Adventure Activity Centre, a British Scout Association-linked property in the heart of Sherwood Forest (of Robin Hood fame – the Great Oak is a five mile one-way hike from the campsite). The camp is within relatively easy reach of the M1 and A1 roads and its location allows us to offer a full range of activities – from climbing to water-skiing to gorge walking – and provides access to thousands of acres of open moorland. Walesby Forest provides BPHAC with a range of facilities including a swimming pool, a lake, an indoor rifle range, climbing tower and obstacle course.

BPHAC is a patrol cooking camp, allowing Scouts to hone and improve their outdoor skills while at camp. Each unit or patrol prepares its own meals using food from the camp's central commissary. Meals can either be cooked over open fires or on stoves. The camp fee does cover all foodstuffs and site rentals but, just in case you wish to spice up the menu, there is a large supermarket approximately 2 miles from camp.

Over the coming months, we will select and train a staff who will offer you and your unit the best possible summer camp experience. Most of our staff are well experienced and return year after year to work at camp. Eagle Scouts number heavily amongst our staff, from Instructors to the Camp Director. In 2011, Eagle Scouts comprised 90% of our male staff. We take great pride in developing and training a camp staff that will provide your entire unit with the best possible summer camp experience.

If, after reading this guide, you have any questions please contact:

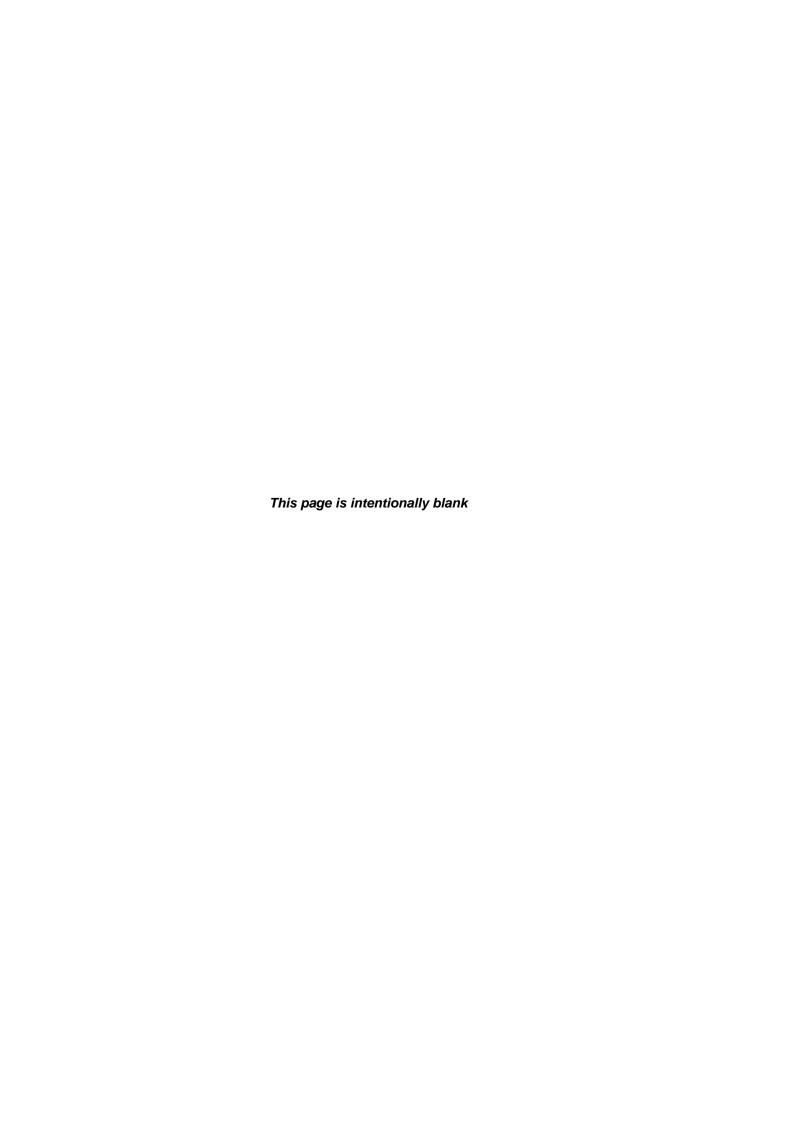
Nick Airey, Camp Director, at: Tel: 00-44-20-7547-5422 (Office - Commercial)

00-44-7785-292657 (Cell)

00-44-07946-415050 (Cell during camp)

E-mail: nicholas.airey@db.com

Please note the Camp Director is not a full-time employee of the Boy Scouts of America; staff at the camp director's office number will not be able to answer questions about Summer Camp.



The BPHAC Program

We have developed three main programs to provide an experience for all Scouts. These programs start with our first year camper program, known as the Accelerated Camping Experience or ACE. This program is designed to equip Scouts with the majority of the basic skills they need to earn the first three main Scout ranks. The program also aims to motivate Scouts to advance towards Eagle and to benefit from all that Scouting has to offer. Our second program is our merit badge program, which offers a total of 26 merit badges, ranging from archery to woodcarving. This program provides Scouts with a wide range of choices. They can work on Eagle required merit badges such as camping, find out more about canoeing or kayaking, or develop skills in woodcarving or leatherwork. At BPHAC we place great emphasis on not only teaching a merit badge, but on developing skills that Scouts can use for the rest of their lives. Our final program is the High Adventure program, which uses local specialist staff to provide Scouts with a wide range of activities such as basic kayaking, caving and mountain biking. The High Adventure program can also provide an opportunity for adult leaders to spend a few hours away from camp trying out a totally new activity. All in all, we believe that we can provide a fun and exciting program for every Scout who attends BPHAC.

A Word or Two about Advancement in Camp

Some parents and unit leaders believe that a summer camp program consists solely of the merit badges earned by a Scout during the week at camp and that the success of the program is measured by counting badges. This should not be the case.

Some of the most important lessons that young people learn while in Scouting are not part of any badge requirement. They come from the informal interactions among Scouts and between Scouts and their Scoutmaster. They come from a Scout taking time to contemplate in a quiet spot. They come from a group of Scouts pausing to watch the sunset or cooking a meal together.

BPHAC provides a number of activities; a good unit program will consist of a mixture of camp staff-run activities, unit activities and informal activities, such as a wide game with a neighboring unit. Elements of a good program include patrol and troop activities, camp-wide activities, advancement, free time and conservation and service projects. Ensure that your troop program includes activities which make use of the patrol method and which give your junior leadership opportunities to build troop spirit. The summer camp program is actually everything that a Scout or Venturer experiences while they are at camp. Unit leaders are responsible for ensuring that their unit's program meets the needs of their unit and its individual members.

Advancement at camp is the same as it is at home, and it remains the responsibility of the unit. As a staff, we work hard to maintain the standards of the Boy Scouts of America in advancement as well as in all of the other areas of camp. BSA does not give special allowances to alter merit badges merely to suit the camp. The staff will give credit for the completion of requirements only where the standards established by the BSA are satisfied. Our ACE sessions and our merit badge sessions will be designed so that they are fun, informative, and assist the Scout in completing requirements which can feasibly be completed at camp. Credit is not given for the ability to parrot a skill – we will not certify completion, if, for example, a Scout is simply shown how to tie a knot and then, a few seconds later, asked to tie it. Finally, please note that Boards of Review are the responsibility of the unit committee. The camp staff may not, and will not, step in to fill the role of unit committee members for Boards of Review in camp.

The First Year Camper Program (ACE)

The purpose of our Accelerated Camping Experience Program (known as ACE) is to provide an experience geared to the needs of Scouts who are at the very beginning of their Scouting career, whether recently graduated from Webelos, or Scouts brand new to the program. ACE is designed primarily to teach, practice and test basic Scouting skills. The skills that will be taught include:

- fire safety and fire building
- ♦ knots and their uses
- ♦ lashings
- ♦ hiking safety
- ♦ proper packing
- ♦ first aid

- ♦ use and safety of knife, ax, and saw
- ♦ proper clothing
- oper equipment use and maintenance
- open camp health and safety
- ♦ patrol method
- ♦ archery, climbing, and BB guns

These skills will be taught, discussed, practiced and tested by a series of games, lectures, and demonstrations. There will also be time for special activities to further develop a scout's self-confidence and to show the broad range of activities that a camp has to offer. Indeed our aim is to ensure that none of our main programs appear to be "junior" or "baby" versions of any of our other programs. Our aim for the ACE program is to help each new Scout become more interested in advancement and the overall Boy Scout program.

The ACE program places heavy emphasis on the patrol method, and we place all participating Scouts into patrols which work, together with their staff guides, towards learning, practicing and completing the basic Scouting skills required for the first three main Scout ranks. At least one patrol usually consists of Scouts who have some experience. These are the Scouts who already possess the basic Scouting skills but would like to join ACE from time to time to gain more skills as needed for advancement to the First Class rank. If any of your Scouts need to work on specific requirements, please contact the ACE Director when you arrive at camp.

To overcome the administrative nightmare that this program can cause, attendance will be taken during each class session - enabling us to track the topics covered by each Scout. The attendance records are collated on to a master roster at the end of each day. The ACE Director will hold the master roster to enable him to deal with any questions from unit leaders. Please remind your Scouts that being present does not, of course, indicate proficiency, so they will have to demonstrate proficiency before having items signed off on the master roster. A listing of the skills taught to each Scout will be issued to the unit leader on the last day of camp. The unit leader, or their designee, may then determine whether or not they believe the requirement has been completed and sign-it off, if appropriate, in the Scout's handbook.

Paily Schedule

The ACE program runs daily during Sessions 1 to 3 and during Sessions 5 and 6 (except for Thursday when the program runs during Sessions 1 to 3 and then Session 5 only). The program does not run during Session 4; this gives Scouts the opportunity to either take a merit badge or use the time to participate in a troop-run activity. The daily schedule below is from a previous year and is given as a guide to indicate what is covered by the ACE Program. An actual schedule will be issued to Troops at check-in.

Sunday's Program

	Skills
Morning (1000 to 1150) ACE Area	Staff Introductions Patrol Assignments Knife, Ax & Saw Safety
Afternoon (1330 to 1420 and 1530 to 1720) ACE Area	The Scout Oath & Law Hiking Safety Swimming Safety Buddy System

Monday's Program

	Skills
Morning (0900 to 1150) ACE Area	Drug, Alcohol & Tobacco Abuse Tautline & Two Half Hitches Whipping & Fusing
Afternoon (1500 to 1650) ACE Area	Menu & Food Selection Food Preparation & Storage Navigation without a Compass

Tuesday's Program

	Skills
Morning (0900 to 1150) ACE Area	Timber Hitch Clove Hitch Bowline Using a Map & Compass
Afternoon (1500 to 1650) ACE Area	Fire Building Fires & Stoves

Wednesday's Program

	Skills	
Morning (0900 to 1150) ACE Area	Citizenship Lashings Camp Gadgets	
Afternoon (1500 to 1650) ACE Area	Selecting & Setting-up a Campsite Orienteering Course	

Thursday's Program

	Skills
Morning (0900 to 1105) ACE Area	5-Mile Hike
Afternoon (1400 to 1435) ACE Area	Skill Review

Additional Notes...

- Any leaders who wish to accompany the ACE Staff on the 5-mile hike are welcome to do so and should advise the ACE Director accordingly once at camp.
- ♦ Special sessions will be available for ACE Scouts who wish to use the obstacle course, climbing tower and the rifle and archery ranges.

The Merit Badge Program

BPHAC offers 26 merit badges at camp and these are all listed on the following pages, together with our merit badge schedule. Some Scouts will be encouraged by their units to take as many merit badges as possible. Whilst this is a unit decision, experience shows that trying to learn six new skills at the same time is difficult, especially when some merit badges require a number of additional hours work or practice. Accordingly, a Scout who works on six merit badges will learn how to get by with the least amount of work, rather than actually learning skills. We recommend that, before camp, Scoutmasters hold a conference with each of their Scouts to assist them in setting realistic goals. Scouts should be encouraged to allow time for the proper completion of merit badges - the completion rate for summer camp partials is around 20% across all of the BSA's summer camps.

We have developed our merit badge schedule based on the demand of past years. We do, however, like to be able to adjust the schedule and instructors to meet demand and therefore *all units should register for merit badges before camp*, using the schedules and sign-up forms contained in this guide or online at www.bphac.com **no later than June** 1st. Some of our sessions have maximum numbers to ensure teaching quality, so if a unit does not sign-up for merit badges before camp, there is a chance that their Scouts will not be able to work on some merit badges. Please note that if units sign up for merit badges before camp, then they do not need to rush to arrive first! Once a Scout is signed up for a merit badge we assume that the Scoutmaster has given his approval for the scout to work on that badge.

We will only approve requirements completed at camp. In cases where a Scout comes to camp with a partial merit badge, a unit leader needs to provide the area director with proof of the requirements that have already been completed. The proof can either be a "blue card" showing the completed requirements, a signed statement listing the completed requirements, or the "Prerequisite Card" that is given to Scouts at camp. If a Scout completes a merit badge at camp, a blue card will be issued to his unit leader at the end of the week. If a Scout only completes some of the requirements, his unit leader will be issued with a green partial certificate, showing the requirements completed.

Prerequisites

A number of the merit badges we offer in camp require some work to be undertaken either before or after camp in order to complete the merit badge. These requirements are shown in the prerequisites column in the listing of merit badges on the next page. In addition, there are some merit badges with prerequisites, which may include the completion of the BSA Swim Test, a rank or a merit badge. Where this is the case the prerequisite *must* be completed before a Scout starts working on the merit badge. There will not be any exceptions to this rule.

First Aid Requirements for Merit Badges

A number of merit badges offered at camp have one or two first aid requirements. These are Camping, Canoeing, Climbing, Orienteering, Swimming, Wilderness Survival and Woodcarving Merit Badges. These additional requirements can be covered by earning the First Aid merit badge before, during, or after camp. Alternatively Scouts may wish to participate in the evening first aid and CPR courses which we will offer at camp to meet these requirements.

Merit Badges on Offer at BPHAC

The table below lists all of the merit badges that are offered at BPHAC. We have also included some information that Scouts may find helpful when deciding on merit badges. Some of the badges on offer are relatively easy to learn whilst others are much harder. We have therefore included an "experience guide" as an indication of the experience required for merit badges.

- Merit Badge Suitable For New Scouts
- Merit Badge Suitable for Advancing Scouts
- Ω Merit Badge Suitable for Experienced Scouts

The prerequisite column of the table tells you what requirements a Scout needs to complete before or during camp if he wants to earn the merit badge at camp. If the prerequisite is in italicized bold print then it *must* be completed before the Scout starts work on the merit badge - no exceptions. The last column provides additional useful information on the merit badge and includes items which need to be purchased for a specific badge. Such items may be purchased at the Trading Post once the Scout arrives at camp.

Merit Badge	Experience Guide	Prerequisites	Comments
Archaeology	③ Ω	Requirement 8 & 9.	We hope that Scouts will be able to complete most of the requirements for this merit badge in camp.
Archery	③ Ω	Age 12 or over.	Taught in double sessions to provide 10 hours of instruction. Scouts need to spend lots of time practicing in order to qualify. It can be a very difficult badge to earn. Very difficult for younger, smaller Scouts or Scouts with low upper body strength.
Astronomy	⊕ Ω	Requirement 5b, 6 & 7b.	Can be difficult to complete if the weather and the moon do not cooperate.
Basketry	•		This is not as easy to earn as it used to be a few years ago as Scouts need to make both a square and a round basket. Scouts need to purchase TWO basket kits for about \$9 each and may also need to buy an \$12 stool kit although the camp has some stool kits which can be made and then taken apart.
Camping	. Ω	Requirements 1, 4b, 8d & 9.	This badge is done both in the Scoutcraft area and in the unit site.
Canoeing	⊕ Ω	Completion of BSA Swim Test as a Swimmer. Age 12 or over.	Very difficult for younger, smaller Scouts or Scouts with poor upper body strength.
Climbing	⊕ Ω	Requirements 1 & 2.	A challenging merit badge to work on. Offered in block instruction sessions as part of the High Adventure Program (see the High Adventure section for details).

Merit Badge	Experience Guide	Prerequisites	Comments
Cooking	⊕ Ω	Requirement 7d.	Although this merit badge is not as outdoor-related as it used to be, we will teach as many requirements as we can using our Commissary and Scoutcraft staff. Requirement 4 will need to be done in the unit campsite.
Emergency Preparedness	③ Ω	First Aid Merit Badge. Requirement 2c & 8c. Need to bring or make an evacuation kit.	A number of requirements for this merit badge, although it can be fun.
Environmental Science	③ Ω		Offered as a double session. Scouts may also need to allow time for six 20-minute observation periods in the week.
First Aid	③ Ω		Must also take CPR instruction one evening. Under First Class First Aid requirements are taught in the evenings at camp if Scout has not met these requirements (First Aid MB Req. 1).
Geocaching	⊕ Ω	Requirement 7	A relatively new merit badge introduced in 2010 – a great way to start a new hobby.
Geology	& Ω		Great badge for getting your hands dirty.
Indian Lore	Φ 🕭 Ω		Completion of the badge usually involves spending \$18 to \$26 on Indian Lore kits.
Leatherwork	Φ 🟵 Ω		Completion of the badge usually involves spending about \$16 for leather projects.
Lifesaving	Ω	Requirement 1 (Second & First Class Swimming requirements and 400- yeard swim) MUST be completed before starting the rest of the requirements.	This is a double session class taught in the pool on site. Scouts taking this merit badge need to be good swimmers.
Nature	⊕ Ω		A merit badge for the nature enthusiast!
Oceanography	⊕ Ω		Be prepared to write a 500-word report or give a five-minute speech.
Orienteering	& Ω	Age 12 or over.	This badge requires plenty of practice so allow time for it. A compass is handy!
Pioneering	& Ω	First Class or above. Age 12 or over.	Review knots & lashings. Lots of ropework. Extremely difficult for novices.
Rifle	③ Ω		Scouts need to be prepared to spend time practicing in order to qualify.

Merit Badge	Experience Guide	Prerequisites	Comments
Space Exploration	Φ 🟵 Ω		A fun merit badge. A contribution to a rocket kit (\$12.00) is needed to complete the requirements.
Swimming	Φ 🟵 Ω	Requirement 3 - Second and First Class Swimming Requirements.	A cotton long sleeve shirt and long cotton pants are also needed. Some swimming experience required. Scouts taking this merit badge will need to leave early for the first session each morning.
Wilderness Survival	③ Ω	Requirements 1 & 5. Age 12 or over. Camping Merit Badge.	One night away from the unit site is required. This is a fun badge to earn.
Woodcarving	Φ 🟵 Ω	Must have Totin' Chip.	Completion of the badge usually involves spending about \$6 for a woodcarving kit and plenty of band-aids.

ACE or Merit Badge Program?

A decision many troops face is whether a Scout should participate in the ACE program or the merit badge program. Our ACE program reviews and builds on basic scouting skills, whilst the merit badge program builds skills, develops hobbies, and represents a skill that has been mastered. When making such a decision, consideration should be given to the type of badges that any new scout attempts. As an example, if a new scout is not proficient at knots, then taking Pioneering Merit Badge will frustrate the Scout (and the other Scouts in the session). Learning five knots, just one of the requirements, could take a new Scout an entire week to learn (then splicing, lashings etc.). It is not fair to Scouts who have mastered those skills and who are ready to develop additional skills to be in the same class. As scouts sign up for badges look at the requirements and consider whether the Scout is ready to be an active participant in the session.

Merit Badge Schedule

The following page contains the BPHAC 2012 Merit Badge Schedule. When reviewing the schedule, please bear the following in mind:

- Merit badges are offered in the non-shaded (white) times.
- Archery, Canoeing, Environmental Science, Lifesaving, and Swimming Merit Badges all require two sessions per day.
- 4th Session Leatherwork Merit Badge is reserved for ACE Scouts as many ACE Scouts choose this merit badge (although they can choose any merit badge).
- Learn to Swim and Mile Swim will be offered at camp as "independent study" sessions and will be dependent upon both logistics and the availability of appropriately qualified staff. Scouts should sign up for these sessions using the "Independent Study" column on the Merit Badge Sign-Up Sheet and then check arrangements with the Aquatics Director once they arrive at camp.
- The additional fees for merit badges and merit badge kits mentioned in the guide are estimated and Scouts will need to bring the money with them to camp. Scouts will need to purchase the kits from the Trading Post and will usually visit the Trading Post as part of their first merit badge session. We would advise Scouts to wait until they have had their first merit badge session before purchasing any kits. The exception is Space Exploration Merit Badge where a \$12 fee is charged to help cover the cost of rockets, rocket engines and launch pads. This fee should also be paid at the Trading Post during camp.
- Scouts wishing to sign-up for Archery and Rifle Free Shoots should do so at the Trading Post during camp.

BPHAC Merit Badge Schedule

(Please read notes on previous page before using this schedule)

Merit badges are offered in the non-shaded (white) times

Merit Badge	Session 1	Session 2	Session 3	Session 4	Session 5	Session 6	
Archaeology							
Archery	Double	Session	Free Shoot	Double	Session		
Astronomy							
Basketry							
Camping							
Canoeing					Double	Session	
Climbing			See High Adventu	re Section for times			
Cooking							
Emergency Prep							
Env Science	Double	Session	Double	Session	Double	Session	
First Aid							
Geocaching							
Geology							
Indian Lore							
Learn to Swim		Make arrang	ements with Aquatics [Director at camp - Inde	pendent Study		
Leatherwork				See Note 3			
Lifesaving	Double	Session					
Mile Swim		Make arrang	ements with Aquatics [Director at camp - Inde	pendent Study		
Nature							
Oceanography							
Orienteering							
Pioneering							
Rifle				Free Shoot			
Space Exploration							
Swimming		Double	Session				
Wilderness Survival							
Woodcarving							

The High Adventure Program

The High Adventure Program puts the "H" and the "A" in to to BPHAC! Our high adventure activities introduce new skills, interests, and excitement. They provide, without doubt, a sense of adventure, and boost self-confidence and leadership skills amongst Scouts and Scouters alike. High Adventure participants can undertake a series of activities throughout the week aimed at bringing out the best in each individual by challenging them mentally, physically and morally.

This year Scouts can choose one (or more) of four options for participating in BPHAC's High Adventure program; they can either sign up to join a crew for a whole week of high adventure activities, sign up to join a half-day crew for a whole week of high adventure activities, sign-up for Climbing merit badge or they can make a selection from our "à la carte menu" of block scheduled activities. Whatever the choice, we are sure that Scouts will find activities that will challenge them and which they will enjoy.

For some Scouts, a balance may need to be struck between high adventure and merit badges, in which case we recommend the half-day crew program. For older Scouts who have most (or even all) of the merit badges we offer at camp, the week-long crew program may be more appropriate. In cases where Scouts need to complete certain merit badges for rank advancement, it should be noted that participating in more than one high adventure activity may take significant time away from the merit badge program (although our counselors will do all they can to assist those who need to make up a missed session or two). In such cases, the Scout, parents and leaders should consider the pros and cons of participation in the high adventure program. Scouts opting for the Climbing merit badge option should note that it will also take significant time away from earning other merit badges and should not expect to complete many merit badges at camp.

All that said, don't forget that, for most Scouts, high adventure will boost a Scout's interest in Scouting (and possibly in advancement as well).

A Word on Age Requirements...

Due to the nature of the high adventure activities there are specific age requirements for each high adventure activity. These requirements are either based on BSA standards or on the advice of the staff conducting the program and **are not negotiable under any circumstances**. The stricter requirement always applies. The age is based on the age of the Scout on the day of the activity.

And on Cost...

The High Adventure program is in addition to the normal camp fees and, for block scheduled activities, each activity is priced separately. We will reserve spaces on activities when we receive registrations. For the week-long crew programs, we offer one price <u>which is instead of and not additional to</u> the usual camp fee. As the US Dollar to British Pound exchange rate continues to be volatile, we would prefer not to guess at the exchange rate and fix a dollar cost for High Adventure. Accordingly we will charge and collect high adventure fees in pound sterling, payable at registration on Saturday, the first day of camp. We will accept payment in US Dollars at the same time using the prevailing exchange rate. Final registration for high adventure activities must, however, still be made by June 3rd.

Joining a BPHAC High Adventure Crew

The all day crew program is appropriate for Scouts who have most (or even all) of the merit badges we offer at camp, while the half-day programs allow Scouts to work on merit badges and participate in high adventure in a more structured format. All of the crew programs offer Scouts the opportunity to become part of a crew during the relevant program hours and participate in a five-day long high adventure program (four days for half-day crew programs). Please note that Scouts will still camp and eat with their unit, but will be offsite for most of the day - or half the day if it is the half-day crew option. This is something to consider if your SPL is planning on participating in the crew program. The crew program is open to all registered Scouts and Venturers who will be 14 or older on the day on which camp starts for the all day crew program and 13 or older on the day on which camp starts for the half-day programs. The high adventure crews will do a series of activities throughout the week aimed at challenging them mentally, physically and morally. Members will be working as individuals and as teams.

We are still currently finalizing the details of this year's programs, but the important details are below:

- All day crew \$490 discount camper fee/\$515 regular camper fee includes climbing, kayaking, water skiing, a river gorge scramble and whitewater rafting. Note that participants in the all day crew should be able to complete the requirements for Climbing merit badge if they choose to complete it.
- Morning crew \$400 discount camper fee/\$425 regular camper fee includes climbing, kayaking mountain biking and whitewater rafting (afternoon crew offers whitewater rafting instead of water skiing and runs Monday through Thursday)
- Afternoon crew \$360 discount camper fee/\$385 regular camper fee includes climbing, kayaking, mountain biking, and water skiing (morning crew offers water skiing instead of whitewater rafting and runs Sunday through Wednesday)

The prices above include all activities for the week, camp fees, meals, and special gear. Remember that the costs indicated above are instead of the regular camper fee and are not additional fees. The qualifications for the discount camper fee are outlined in the council summer camp reservation procedures available on the TAC website. The additional fees for out of council Scouts and provisional Scouts as outlined in the summer camp reservation procedures still apply and are in addition to the fees mentioned above.

To participate in this program Scouts must register by June 3rd.

Climbing Merit Badge

The High Adventure program now includes dedicated climbing sessions which can be used to complete the Climbing merit badge. The practical instruction for climbing will take place on the challenging cliffs of Stanage Edge. Stanage Edge is rated in the top 10 climbing locations in the UK and is a grit-stone surface which gives great traction even in the "English weather." And then there are views from the top.

The age requirement for Climbing merit badge is 13 years or older on the day camp starts.

Equipment for High Adventure

There is some equipment, listed below, that scouts will need to bring for all high adventure programs:

Sturdy hiking boots
Swimsuit (not needed for climbing)
Towel (not needed for climbing)
Old clothes to get muddy and wet (for river gorge scramble only)
A medium sized daypack to contain:
Raingear
☐ Change of clothes
Sunscreen
☐ Insect repellant
☐ Canteen with water (1-2 Liters)
☐ Small first aid kit
☐ Compass

All necessary safety equipment for the planned activities will be provided. This includes helmets for climbing and lifejackets for water sports. If you wish to bring your own equipment, such as climbing shoes or helmets, you will only be allowed to use them if our instructors have inspected them and agreed to their use. Note that the instructors will have the final say on whether or not Scouts can use their own personal gear and their decision can not be over-ridden by anyone!

Transportation for High Adventure Activities

Unfortunately we are not able to secure a fleet of vehicles to transport participants to the various high adventure sites and, therefore, we may need your help with transportation. If you bring a bus or van to camp we may ask you to use it to transport Scouts and staff to a high adventure activity. We will pay the cost of the gas we use **and** drivers may participate in the high adventure activity free of charge (provided that they meet the requirements for the activity - such as a swim test). Please note that whilst we would like to pay for anyone willing to drive, we will only pay for the drivers who are actually needed for the activity.

In the event that we are unable to secure transport for an activity we will be forced to cancel it at short notice. Please help us by volunteering vehicles and drivers for these activities.

Reservations

Our high adventure program involves contracting with a qualified and insured contractor (under UK law this contractor also has to be registered in a government scheme and meet stringent criteria). This means that we have to make all bookings in advance. Accordingly, **ALL reservations for High Adventure activities must be submitted by June 3rd.** Booking changes, removals and additions after June 3rd will only be on a space-available/replacement basis.

Adults and High Adventure

We will take adults in the high adventure program on a space available basis - unless of course an adult is driving Scouts to an activity in which case they may participate in the activity free of charge. Please note that each unit will need to leave at least one adult in camp.

High Adventure Points to Remember:

- ⇒ Every camper needs a BSA Annual Health and Medical Record with all parts completed.
- ⇒ Participants will need suitable clothing for High Adventure. This usually means old, durable clothes, waterproof clothing and soft-soled shoes as well as sturdy hiking boots. All necessary equipment such as helmets, personal flotation devices, and climbing gear will be provided. It is always a good idea to take along a towel and a spare set of clothes on High Adventure activities.
- ⇒ Participants must have been completed the BSA swim test and been certified as a Swimmer in order to participate in water-based high adventure activities. Wherever possible, participants should complete the swim test before coming to camp.
- ⇒ All High Adventure registration is on a first come, first served basis. If an activity becomes over-booked we will do our utmost to try and schedule additional sessions.
- ⇒ Some High Adventure activities are weather dependent and may be canceled if there is inclement weather.
- ⇒ High Adventure fees cannot be refunded after payment at camp check-in. After that, fees will only be refunded if events are canceled due to inclement weather, insufficient numbers, or if a replacement participant can be found.

High Adventure Block Scheduled Programs

Activity	Description	Cost	Times Offered	Minimum & Maximum #s
Cable Water Skiing	This program will be offered at nearby Rother Valley Country Park. It will not be possible to complete Water-skiing Merit Badge, but it will be fun for Scouts aged 12 or over. You will need a towel, wetsuits are provided. If you want to see what this is like, go to http://sheffieldcablewaterski.com/Albums.aspx. Wetsuits are provided	£16.00 (Youth) £20.00 (Adult)	Monday afternoon or Tuesday afternoon.	??
Climbing & Rappelling – All Day	The all day climbing, taken together with one of the half-day climbing sessions, will allow Scouts to complete most of the requirements for Climbing Merit Badge. The all day session takes place on one of the UK's most impressive outdoor climbing areas — Stanage Edge — which has over 800 different climbs. You will need sturdy hiking or climbing boots and gloves. Helmets, ropes etc. will be provided.	£37.00	All day Wednesday.	Minimum: 5 Maximum: 8
Climbing & Rappelling – Half Day	There are climbs for novice to very experienced climbers within a half-hour of camp. You will need sturdy hiking or climbing boots and gloves. Helmets, ropes etc. will be provided. Scouts who take the half-day and all day climbing sessions can complete most requirements for Climbing Merit Badge.	£25.00	Monday morning or Monday afternoon.	Minimum: 5 Maximum: 8

Minimum Age for All High Adventure Activities is 13, except for the River Gorge Scramble where the minimum age is 14.

For All Water-Based Activities, Participants Must Have Been Classed as Swimmer in the Swim Tests.

Participants should ensure that they bring raingear with them on every high adventure activity.

There will not be any exceptions to these requirements under any circumstances.

All necessary specialist and safety equipment will be provided. Bagged lunches will also be provided for all day activities. Where Maximum Numbers are indicated by "??" the maximum number will depend on the maximum number of people we can transport.

Activity	Description	Cost	Times Offered	Minimum & Maximum #s
Climbing Merit Badge	The requirements for climbing merit badge can be completed by participating in a number of on and off site activities. Note that anyone participating in the all day crew program will also complete all requirements. Scouts must take all sessions.	£50.00	Sunday afternoon, Monday Morning, Wednesday all day	Minimum: 6 Maximum: 8
Kayaking	This will be offered at the UK's National Watersports Centre using nationally accredited instructors who will teach basic kayaking skills from the wet exit to rolls. This introduction to kayaking is exciting and fun. You will need a towel, change of clothes and lightweight shoes.	£18.00	Tuesday afternoon or Wednesday afternoon.	Minimum: 5 Maximum: 8
Mountain Biking	This activity takes place through Sherwood Forest. The route is not easy, especially given the short timeframe!	£18.00	Sunday afternoon or Tuesday morning.	Minimum: 6 Maximum: 8
River Gorge Scramble	Make your way up a deep gorge fighting back river water as you go, scrambling over rocks and avoiding freezing cold river pools! You will need a towel and change of clothes.	£35.00	All day Thursday.	Minimum: 5 Maximum: 8
Whitewater Rafting	While natural white water can be hard to find near camp, the UK's National Watersports Centre, with its man-made whitewater rafting course, is not far from camp and a great opportunity to get a taste of whitewater!	£35.00	Tuesday morning or Thursday morning.	Minimum: 5 Maximum: 8

Minimum Age for All High Adventure Activities is 13, except for the River Gorge Scramble where the minimum age is 14.

For All Water-Based Activities, Participants Must Have Been Classed as Swimmer in the Swim Tests.

Participants should ensure that they bring raingear with them on every high adventure activity.

There will not be any exceptions to these requirements under any circumstances.

All necessary specialist and safety equipment will be provided. Bagged lunches will also be provided for all day activities. Where Maximum Numbers are indicated by "??" the maximum number will depend on the maximum number of people we can transport.

Special Programs at BPHAC

In addition to our three main programs of ACE, merit badges and high adventure, BPHAC offers a number of other special programs that supplement all three main programs. Many of these special programs are activities in which both Scouts and Scouters can participate.

Campfires

On Saturday evening the staff presents and hosts a campfire for everyone in camp. Be warned however, the troops' SPLs are expected to plan, host and present a closing campfire on Thursday night in return. Scouts can also invite their parents to attend the Thursday night campfire. In addition, we also encourage inter-troop campfires on Tuesday night.

Climbing and Rappelling Tower

As an additional program, all Scouts will have the opportunity to try the camp's artificial rock climbing tower which uses the latest climbing technology. Patrol Leaders should sign-up their patrols at the Trading Post once at camp. ACE participants will have the opportunity to climb the tower as part of their schedule, but can also participate with their unit.

Cobbler Cook Off

The cobbler cook-off is sponsored by the Scoutcraft Area on Tuesday evening. This competition is open to adults and Scouts and is not limited to the food provided by the Camp Commissary. You are free to bring your secret ingredients from home to try and produce the best cobbler in camp. Sign-ups will take place at camp in the Trading Post.

Fishing

Campers have the opportunity to go fishing during camp. Basic equipment will be provided as will transportation to the near-by country park which has a stocked fishing area. Although catch & release is in effect, Scouts will still enjoy the time spent lakeside, even if they can't have a seafood meal afterwards! Participants will need to purchase a fishing license in the local town. Please ask at camp for more details.

Free Swims

The pool is open in the evening for free swimming on either an individual (with a buddy) or troop basis. Sign up is on a first come, first served basis. Bring your buddy!

Hike/Visit the Great Oak of Sherwood Forest

The Great Oak of Sherwood Forest is a 5 mile hike out of camp (and a 5 mile hike back, too). There is also a small Sherwood Forest Visitor Center at the same location. We will have more information available at camp.

Honor Troop of the Day

Each unit will have its campsite inspected daily by the Camp Commissioners. The inspection focuses on camp cleanliness, preparation for inclement weather, Scout uniform, on-time attendance and many, many other things! Any troop which passes the standard for Honor Troop of the Day will be recognized at that evening's retreat ceremony. A courtesy inspection is carried out by the Camp Commissioners on Sunday to give you a heads up on what they will be looking for. Troops are expected to have cheers at Retreat Ceremonies (part of Scout Spirit). However do not expect to be an Honor Troop if your cheer is negative (pokes fun at another troop, staff, leaders etc....). Everything we do and say should reflect the best aspects of Scouting...our oath and law.

Learn to Swim Program

Depending on the availability of qualified instructors, and the logistics of our pool, we will offer a "Learn to Swim" program for any scout who wishes to learn how to swim, or who wishes to improve his swimming ability. Interested Scouts should contact the Aquatics Director once at camp. This program, if available, will take place during sessions 1 and 2 each day.

Leave No Trace Training

As part of our Staff Friend program (see General Information – Arrival and Departure), units are offered the opportunity to learn about the principles of Leave No Trace. Leave No Trace is an international program designed to build awareness, appreciation and respect for the outdoor wilderness, and the program is an important part of Scouting's outdoor ethics. More details will be available from your Staff Friend once you have arrived at camp.

Mile Swim

This is a program for the advanced swimmer. Mile Swim BSA includes swimming a mile and also the process of working up to that high goal. Before attempting to swim a mile, Scouts and adults are required to complete the four one-hour long practice sessions (one on each day). Then, on Thursday, it is time to see just how far you can really swim. Please be aware that attendance and completion of the practice sessions is compulsory for those who wish to attempt the mile swim. This program is dependent on the logistics of our pool operation and, if available, will take place during sessions 1 and 2 each day.

Obstacle Course

The course is a guaranteed way of making sure everyone takes a shower. The obstacle course is offered to patrols throughout the week as part of the evening program. After crawling through tunnels and under and over cargo nets, a shower is essential. Patrol Leaders should sign-up their patrols at the Trading Post once at camp. ACE participants will have the opportunity to complete the obstacle course during their schedule, but may participate with their unit as well.

Order of the Arrow

There will be an Order of the Arrow Day with a Fellowship on Monday evening. We promote the spirit of brotherhood, cheerfulness, and service throughout the camp and encourage all OA members to wear their sashes with their Class A uniform on Monday. In accordance with Namassakett Chapter policy and our own camp policy, we are unable to conduct Ordeal or Brotherhood Ceremonies during camp.

Patrol Scavenger Hunt

Introduced in 2005, the BPHAC Patrol Scavenger Hunt is a great way for a patrol to work together throughout the week of camp. At registration, each patrol will receive a score card listing seven program areas. During the daily open program session or evening program as appropriate, patrols visit the program areas listed on the card and complete a task related to that area. Once the task is completed, a staff member will stamp a unique hole in the card. Collect four out of the seven stamps and each member of the patrol will receive a Root Beer or Mountain Dew Float at the camp-wide picnic on Thursday.

Polar Bear Swim

This is the fast way to wake up each day... Take a (quick) dip in the pool at 6:45am, Sunday through Thursday for a guaranteed wake-up call that you won't forget. Scouts and adults who participate on at least three days will receive a Polar Bear Patch.

Raft Race/Camp-Wide Activity

We will be looking in to the logistics of trying to host a raft race at the new location (particularly since it has a lake deep enough where rafts can not be walked across the lake). If we are unable to work out the logistics (which are mostly around getting rafts down to the waterfront), the staff will host a different camp-wide activity on Thursday afternoon.

Robin Hood Competition

On Tuesday evening, each unit can send a team of one Scout and one adult down to the Archery Range to compete in our inaugural Robin Hood Competition in Sherwood Forest (where else could be more fitting?). Sign-ups will take place at camp in the Trading Post.

Silver Spoon Award

On Wednesday evening the staff check out your unit's cooking and hosting ability. Your unit will be provided with extra food and two or more staff members. Then, late on Wednesday evening, all of the staff get together and compare notes to decide which unit will win the coveted Silver Spoon Award for preparing and hosting the best meal. Everyone is, however, limited to what is available from the Camp Commissary - so no running down to the local supermarket to buy lobster or sirloin steak. Some things you may wish to consider, however, are: writing an invitation to the staff guests, wearing Class A uniforms, sending an escort for the guests, eating at the same time, saying grace, washing hands, offering facilities for the guest to wash their hands, and not starving the scouts and stuffing the guest! Staff assignments for each unit will be posted by Tuesday afternoon in the Camp Office.

Training for Adult Leaders

We will offer a number of adult training courses at various times during camp (sign-ups for these courses will take place at camp). These will include Scoutmaster and Assistant Scoutmaster Leader Specific Training, Safe Swim Defense, Safety Afloat, Climb on Safely and Trek Safely training. More details on these courses can be found below.

Scoutmaster and Assistant Scoutmaster Leader Specific: This course is an introduction to the Boy Scouts of America and to the responsibilities, opportunities, and resources that will ensure a successful troop leadership experience. It is appropriate for Scoutmasters, Assistant Scoutmasters, and Committee Members. Course topics include troop positions and organization, meetings, working with youth leadership, advancement, program planning, membership, and finances.

Troop Committee Challenge: This course is for Boy Scout Troop Committee members to enable them to better understand their roles and responsibilities. Through hands-on learning, this course will enable committee members to better deliver the promise of support to the troop, Scoutmaster, and Scouts. This course is also recommended for Scoutmasters.

Safe Swim Defense, Safety Afloat, BSA Aquatics Supervision Swimming and Water Rescue, and BSA Aquatics Supervision Paddle Craft Safety: These courses are designed to train adult leaders in the basics of water safety and unit aquatic activity planning. Participants who attend this training will receive a Safety Afloat certification and a Safe Swim Defense certification. The courses focus on the eight points of Safe Swim Defense and the nine points of Safety Afloat. The classes address major concerns about aquatic and boating safety and water rescue. This certification is required in order to obtain a tour permit for outings with aquatic activities. It is recommended that all adult leaders achieve this certification. Safety Afloat and Safe Swim Defense certifications are valid for two years.

Climb on Safely: This course is similar to the Safe Swim Defense and Safety Afloat courses and is designed to train adult leaders in the basics of climbing safety. Adults who attend this training will receive a Climb on Safely certification. The course focuses on the eight points of climbing safety.

Paily Program Schedule

(Monday to Wednesday - see Special Program Schedule for other days)

0630 -	Reveille (in unit site)
0645 -	Polar Bear Swim
0715 -	Breakfast
0840 -	High Adventure Transportation Departs (Hall Field Car Park)
0900 -	Program Session 1
1000 -	Program Session 2
1100 -	Program Session 3
1200 -	Lunch
1300 -	High Adventure Transportation Departs (Hall Field Car Park)
1330 -	Daily SPL Meeting - Handicraft Tent Daily food pickup - Commissary
1400 -	Program Session 4
1500 -	Program Session 5
1600 -	Program Session 6
1650 -	Open program session for additional help by appointment with counselor BPHAC Patrol Scavenger Hunt – Program Areas Rifle Free Shoot (sign up at Trading Post) - until 1715 only
1730 -	All program areas close
1800 -	Dinner
1930 -	Colors (Flagpole on Sports Area)
1945 -	Evening Programs (see special program schedule)
2200 -	Taps

Note: All program sessions last 50 minutes

Special Program Schedule

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Saturday - 23 June

- 1300 Check-in Begins
- 1330 Trading Post Opens
- 1600 Check-in Closes
- 1730 Dinner
- 1900 Leaders Meeting (location to be confirmed)
- 2030 Retreat followed by Camp Tour and Campfire
- 2230 Taps

Sunday - 24 June

- 0630 Reveille (in unit site)
- 0645 Polar Bear Swim
- 0715 Breakfast
- 0800 Church of JESUS CHRIST of Latter Day Saints Worship Service
- 0900 Interfaith Worship Service
- 1000 Program Session 1
- 1000 High Adventure AM session at High Adventure Meeting Point
- 1100 Program Session 2
- 1200 Lunch
- 1300 Daily SPL Meeting Handicraft Tent Daily food pickup - Commissary
- 1315 High Adventure Transportation Departs
- 1330 Program Session 3
- 1430 Program Session 4
- 1530 Program Session 5
- 1630 Program Session 6
- 1720 All program areas close
- 1800 Dinner
- 1930 Colors (Flagpole on Sports Area)
- 1945 Climbing and Rappelling (sign up your patrol in advance at the Trading Post)
 Obstacle Course (sign up your patrol in advance at the Trading Post)
 ACE 2nd and 1st Class Swimming Requirements Pool
 Free Swim (first come, first to swim)

Monday - OA Day - 25 June

- 0930 Scoutmaster Leader Specific Training Part 1 Robin Hood Suite (2 hours)
- 1500 Safe Swim Defense and Safety Afloat Adult Leader Training Robin Hood Suite (1 hr)
- 1945 Climbing and Rappelling (sign up your patrol in advance at the Trading Post)
 Obstacle Course (sign up your patrol in advance at the Trading Post)
 Free Swim (first come, first to swim)
- 2000 CPR Training First Aid Tent sign up at the Trading Post in advance (1 hr)
- 2100 Order of the Arrow Rededication and Crackerbarrel Handicraft Tent (1 hr)

Tuesday - 26 June

- 0930 Scoutmaster Leader Specific Training Part 2 Robin Hood Suite (2 hours)
- 1530 Climb on Safely Adult Training Robin Hood Suite (1 hour)
- 1945 Climbing & Rappelling (sign up your patrol in advance at the Trading Post)
 Obstacle Course (sign up your patrol in advance at the Trading Post)
 Robin Hood Competition Archery Range (sign up at the Archery Range)
 Cobbler Cook-Off bring entries to the Commissary Tent by 2010
 (sign up in advance at the Trading Post)

Free Swim (first come, first to swim)

- 2000 CPR Training First Aid Tent sign up in advance at the Trading Post (1 hr)
- 2100 Inter-Troop Campfires

Wednesday - 27 June

- 0930 Scoutmaster Leader Specific Training Part 3 Robin Hood Suite (2 hours)
- 1530 Trek Safely Leader Training Robin Hood Suite (1 hour)
- 1800 Silver Spoon Competition in Unit Campsites staff members will be assigned
- 1945 Climbing & Rappelling (sign up your patrol in advance at the Trading Post)
 Obstacle Course (sign up your patrol in advance at the Trading Post)
 First Class First Aid Requirements ACE area (1 hour)
 Free Swim (first come, first to swim)
- 2000 CPR Training First Aid Tent sign up in advance at the Trading Post (1 hr)
- 2100 Scoutmaster & Senior Patrol Leader Crackerbarrel Handicraft Tent

Thursday - 28 June

- 0645 Polar Bear Swim
- 0840 High Adventure Transportation Departs
- 0900 Program Session 1
- 0930 Troop Committee Challenge Training Robin Hood Suite (2.5 hours)
- 0945 Program Session 2
- 1030 Program Session 3
- 1115 Program Session 4
- 1200 Lunch
- 1330 Daily SPL Meeting ACE TentDaily food pickup Commissary
- 1400 Program Session 5
- 1445 Program Session 6
- 1600 Campwide Competition details and location to be confirmed
- 1830 Camp Picnic by the Commissary Tent (one adult volunteer from each unit needed at 1800)
- 2000 Colors (Flagpole in Sports Area) followed by Closing Campfire

Friday - 29 June

- 0700 Reveille
 - Check-Out begins
- 0730 Breakfast
- 1000 Check-Out Ends

!!Subject to Change as Required!!

Health & Safety

The number one goal for our BPHAC Camp Director is that each and every Scout, Scouter and Staffer has a safe camp experience. On the following five pages you will find some health and safety guidelines that are in force at camp. In addition to these guidelines we will follow those in the Guide to Safe Scouting and the BSA's National Camp Standards. Safety is a concern for everyone, not just the camp staff, and you are encouraged to take action to correct safety concerns as quickly and as tactfully as possible.

Medicals

Every individual in camp *must have a BSA Annual Health and Medical Record with all parts (A, B, and C) fully completed.* Anyone arriving at camp without a medical will have to obtain a medical before they can check-in. We will not offer this service at camp and the local British doctor will charge anything up to \$250 for a medical - so make sure everyone in your unit has a completed medical before leaving for camp. Medical forms can be downloaded from the Forms section of the camp website at www.bphac.com. These medical forms will be collected as part of the check-in procedure and returned when you check out. During the week they will be kept in the First Aid Station.

Although BPHAC has a high adventure program, it is not a BSA High Adventure Base and therefore Part D of the medical record is not required.

Emergency Procedures

BPHAC has a camp-wide fire alarm and an emergency procedures plan. It is essential for everyone's safety that every member of your unit fully understands the camp's emergency procedures - their life, your life, or someone else's life could depend on it.

The sounding of an emergency siren is the fire alarm. It will only be utilized by an authorized member of the camp staff. Upon hearing the alarm, all Scouts and leaders should return to their campsites and await instructions from the Walesby Forest staff. The camp staff will secure the program areas and head towards the Camp Office as soon as possible. Campers are to remain in their campsites and away from the site of any emergency.

The same alarm will also be used if there is an immediate need to assemble units in their sites because of some other emergency. In such an incident all Scouts and leaders should remain in their campsites and await instructions from the Walesby Forest staff.

Firequard Equipment

Each unit should bring tools to camp to enable them to set up a unit fire station. The station should include a shovel, two or more water buckets (kept filled with water at all times), and a fire extinguisher suitable for use on any stoves your unit may bring to camp.

The Pool and the Waterfront

All youths and adults in camp who wish to use either the pool or the waterfront must take the swim qualification test to determine their swimming ability. A "Buddy Tag" will be issued to each individual once they have completed their swim test and it will be retained at the pool or at the waterfront. The Buddy Tag will indicate the individual's classification as a Learner, Beginner, or Swimmer.

The swimming classification will also be used to determine the type of watercraft an individual may use. A person who has not been classified as a swimmer may only ride as a passenger in a rowboat with an adult swimmer. Only swimmers are permitted to use or to be a passenger in a canoe. Everyone - youth, adult and staff - is required to wear a personal flotation device. Scouts participating as riders in the Thursday afternoon raft race will need to have passed the test as a swimmer and been issued with a buddy tag.

All Aquatics areas are "off-limits" except during program times. Even if they are in use by a non-BSA group, the areas are still off-limits.

Activity Stations and Program Areas

Activity stations are off-limits except when individuals are being guided through activity stations by an authorized member of the camp staff during an activity session. Similarly program areas are off-limits except during program sessions. There are parts of the activity stations and the program areas which are dangerous if used incorrectly and all adults in camp are asked to ensure that Scouts do not use the activity sites and program areas except during the times stated above.

Fires, Stoves, Tents, and Open Flames

For safety reasons, there are to be **no open flames in tents**. This ban on open flames in tents includes a ban on the use of matches, candles, kerosene, propane or liquid lanterns in tents. Lighting in tents is to be provided by battery-powered lanterns or flashlights only. It is, however, acceptable to use a lantern under a dining fly.

All cooking fires, campfires and stoves are to be attended while they are burning. Fires are only to be built on designated altars and must be extinguished so that they are cold to the touch when unattended.

Liquid Fuels

The Boy Scouts of America permits the use of liquid fuels only under the direct supervision of a knowledgeable adult. **Liquid fuel is never to be used as a fire starter.**

Youth Protection Policies

Leaders are asked to review the Guide to Safe Scouting before attending camp and ensure compliance by their unit with policies as detailed in the Guide, particularly in respect of youth protection policies. Failure to comply with Guide to Safe Scouting and youth protection policies will result in disciplinary action. Key portions of the youth protection policies found in the Guide to Safe Scouting are reproduced below. Other Guide to Safe Scouting policies are also contained elsewhere in this guide.

Barriers for Youth Protection

- **Two-deep leadership:** Two registered adult leaders or one registered leader and a parent of a participant, one of whom must be 21 years of age or older, are required on all trips and outings. The chartered organization is responsible for ensuring that sufficient leadership is provided for all activities.
- **No one-on-one contact:** One-on-one contact between adults and youth members is not permitted. In situations that require personal conferences, such as a Scoutmaster's conference, the meeting is to be conducted in view of other adults and youths.
- Respect of privacy: Adult leaders must respect the privacy of youth members in situations such as changing clothes and taking showers at camp, and intrude only to the extent that health and safety require. Adults must protect their own privacy in similar situations.
- Separate accommodations: When camping, no youth is permitted to sleep in the tent
 of an adult other than his own parent or guardian. Councils are strongly encouraged to
 have separate shower and latrine facilities for females. When separate facilities are not
 available, separate times for male and female use should be scheduled and posted for
 showers.
- **Proper preparation for high-adventure activities:** Activities with elements of risk should never be undertaken without proper preparation, equipment, clothing, supervision, and safety measures.
- No secret organizations: The Boy Scouts of America does not recognize any secret organizations as part of its program. All aspects of the Scouting program are open to observation by parents and leaders.
- **Appropriate attire:** Proper clothing for activities is required. For example, skinny-dipping is not appropriate as part of Scouting.
- **Constructive discipline:** Discipline used in Scouting should be constructive and reflect Scouting's values. Corporal punishment is never permitted.
- **Hazing prohibited:** Physical hazing and initiations are prohibited and may not be included as part of any Scouting activity.
- **Junior leader training and supervision:** Adult leaders must monitor and guide the leadership techniques used by junior leaders and ensure that BSA policies are followed.

All allegations of child abuse in Scouting must be reported to the TAC Scout Executive, Vince Cozzone (+32 (0)476 317 555)

Leadership Requirements for Trips and Outings

- Safety rule of four: No fewer than four individuals (always with the minimum of two
 adults) go on any backcountry expedition or campout. If an accident occurs, one person
 stays with the injured, and two go for help. Additional adult leadership requirements
 must reflect an awareness of such factors as size and skill level of the group, anticipated
 environmental conditions, and overall degree of challenge.
- Male and female leaders must have separate sleeping facilities: Married couples may share the same quarters if appropriate facilities are available.
- Male and female youth participants will not share the same sleeping facility.
- Single-room or dormitory-type accommodations for Scouting units: Adults and
 youth of the same gender may occupy dormitory or single-room accommodations,
 provided that there is a minimum of two adults and four youth. A minimum of one of the
 adults is required to be youth-protection trained. Adults must establish separation
 barriers or privacy zones such as a temporary blanket or sheet walls in order to keep
 their sleeping area and dressing area separated from the youth area.
- When staying in tents, no youth will stay in the tent of an adult other than his or her parent or guardian.

Responsibilities of Youth Members

All members of the Boy Scouts of America are expected to conduct themselves in accordance with the principles set forth in the Scout Oath and Law. Physical violence, hazing, bullying, theft, verbal insults, drugs and alcohol have no place in the Scouting program and may result in the revocation of a Scout's membership in the unit.

If a Scout cannot conduct himself in an acceptable manner, the unit may, at their discretion, arrange for the Scout to return home. The Camp's leadership team should not be expected to take over the role of the unit leadership in disciplining youth although they may serve as a resource to assist the unit in their efforts.

Unit Responsibilities

Adult leaders of Scouting units are responsible for monitoring the behavior of youth members and interceding when necessary. Parents of youth members who misbehave should be informed and asked for assistance in dealing with it. The BSA does not permit the use of corporal punishment by unit leaders when disciplining youth members.

The unit committee should review repetitive or serious incidents of misbehavior in consultation with the parents of the child to determine a course of corrective action including possible revocation of the youth's membership in the unit. If problem behavior persists, units may revoke a Scout's membership in that unit. When a unit revokes a Scout's membership, it should promptly notify the council of the action.

The unit should inform the Scout executive about all incidents that result in a physical injury or involve allegations of sexual misconduct by a youth member with another youth member.

Medical Matters

BPHAC is required to have at least one qualified medic in camp. In addition, all of our staff will be trained in basic first aid and we will have a number of other qualified staff members who will provide support and assistance to the camp medics. However, our medics may or may not be doctors. There are certain things they are not legally or ethically permitted to do. This may include prescribing medicine, telling an individual to take internal medicine and, in some cases, suture. We will, however, provide the best possible medical care in camp. Where there are any doubts we will refer the case to the local hospital or doctor. As BPHAC is located well over an hour away from the closest US military medical facility, we use local hospitals and doctors when we need to. As we are using local British facilities it is important that all individuals who are military members or dependents bring their ID cards to camp. Civilian individuals, who are not resident in the UK, will either need a European Health Insurance Card from their local host country social security office/national medical service office or appropriate medical insurance and should bring proof of insurance and/or their European Health Insurance Card with them. Naturally the power of attorney, found on the Annual Health and Medical Record, must also be completed for each Scout and adult attending camp.

As space in our medical facility at camp is limited, only those cases requiring confinement of less than 24 hours will be retained in camp. If longer confinement is required, the Camp Director and the Camp Medic will notify the individual's parents or relatives so that they can make arrangements to pick him up.

We will expect leaders and units to bring first aid kits with them to treat any minor injuries. However, we do need to log all accidents and first aid treatment, so if you treat an individual yourself please let the medic know so that it can be annotated in the camp medical log. If you have someone who requires medical treatment during camp, please send them to the First Aid Station if they can walk. If the individual cannot walk send someone to the First Aid Station or the Camp Office to get help. During program sessions the medic can also be contacted by radio from a number of our program areas (these will be confirmed at camp). Remember, if an individual has a suspected back or neck injury do not move the individual nor ask them to move (unless they are in danger) - just send someone to get the medic.

Prescription Medications

All medications *must* be turned in to the Camp Medic during the medical screening which each individual will go through as part of the camp check-in procedure. The Camp Medic will control access to these medications for the safety of all in camp. Those individuals who are required to keep medication, such as inhalers, with them will be allowed to do so, but the Camp Medic must still be notified of the medication during check-in. All medications should also be listed on the individual's medical form.

Allergies and Special Medical Needs

All individuals, youth and adult alike, who have allergies or special medical needs (e.g. asthma), must be brought to the attention of the Camp Medic. Unit leaders who have individuals with special dietary requirement or food allergies should contact the Commissary Director at check-in to discuss food requirements.

Food Service Information

BPHAC uses the patrol cooking method, as we believe it is part of the total camp experience. Patrol cooking builds upon the patrol method and helps to develop teamwork and leadership. There is no other method that achieves the same ends as the patrol method. We urge you to use it as much as possible during camp, not just for cooking, but for everything. This will help your unit, your adult leaders, and your Scouts, derive the maximum benefit possible from camp.

Food for patrol cooking is issued daily by our central commissary and the frequency of issue will depend upon the storage requirements of the food being issued. Units will pick up their food from the commissary. The food issued will cover breakfast, lunch and dinner, but not evening snacks (which, if desired, are the responsibility of the unit).

We will do our best to provide the items for the menu on the next two pages, but we may, from time to time, have to change meals or items in accordance with supply or storage logistics. Where this happens you will be notified by the Commissary Director as soon as possible. If you get "shorted" on a food item at camp, or feel that something is missing from a food issue, please contact the Commissary Director as quickly as possible so that we can try to rectify the situation. There are a number of items on the menu that we will only issue when you ask for it. Each unit will receive an initial issue of items such as coffee, hot chocolate, sugar, salt, pepper, cooking oil, butter and spices. After the initial issue, you will need to let the Commissary Director know of any items that you need when you pick up your daily food issue. Equally, if you find that you are building up a surplus of food items, please let the Commissary Director know and return any excess food items. Please also make sure that you return your food issue crates to the Commissary as soon as possible – we need them for the next food issue!

Cooking and Fuel/Propane

Units may choose to cook over fires, or bring gas or propane stoves - all to be used with adult supervision. Ground fires are not allowed at camp due to peat and coal in the soil, so altar fires are provided in each campsite. If you are traveling from the Continent we can procure Coleman Fuel or propane for you as, depending on how you travel to camp, it can be difficult, as well as illegal and dangerous, to transport it. If you need us to procure fuel or propane, please complete the order form in this guide or online at www.bphac.com and send it to us no later than June 3rd. We will charge the unit the exact price we pay for the propane or the fuel at the local Base Exchange. If, after camp, you have extra fuel you may try to sell it to another unit. The camp will not buy back extra propane or Coleman Fuel as we have no use for it and cannot store it.

Coleman Fuel is difficult to find locally and is very expensive (over \$40 per gallon). US specification propane canisters – both large and small – are not widely available locally. You are advised to bring with you all of the fuel you will need to camp (or order in advance if you are traveling from the Continent).

Special Dietary Requirements and Food Allergies

If you have an individual who requires a special diet or who has food allergies please contact the Camp Director before camp and advise him of the dietary requirements or food allergies. In addition you should contact the Commissary Director when you arrive at camp.

The Camp Menu

Listed below is the camp menu for 2012. Please note that this is a provisional menu and it may change based on the availability of the quantities of food needed to feed everyone we will have in camp. Our central commissary will provide units with basic spices and cooking ingredients, but if you want to add that little bit extra to your meals you'll need to bring or buy your own special ingredients to go with the meals listed below.

Saturday Dinner

		Hamburgers Potato Chips Salad Milk Kool-Aid Dessert
Sunday Breakfast	Sunday Lunch	Sunday Dinner
Pancakes Sausage or Bacon Syrup Bread & Butter Milk Juice Cocoa	Cold Cuts Potato Chips Bread & Butter Soup Mustard Mayonnaise Kool-Aid	Spaghetti Salad & Dressing Bread & Butter Garlic Salt Ice Cream Kool-Aid Milk
Monday Breakfast	Monday Lunch	Monday Dinner
French Toast Bacon or Sausage Syrup Bread & Butter Milk Juice Cocoa	Ravioli Canned Fruit Kool-Aid	Chicken Baked Potatoes Corn Bread & Butter Salad & Dressing Barbecue Sauce Milk Kool-Aid Dessert
Tuesday Breakfast	Tuesday Lunch	Tuesday Dinner
Pancakes Pork Sausage or Bacon Bread & Butter Syrup Milk Cocoa Juice	Soup Grilled Cheese Sandwich (2) Kool-Aid	Ham Mashed Potatoes (Instant) Green Beans (Canned) Kool-Aid Milk Dessert

Wednesday Breakfast	Wednesday Lunch	Wednesday Dinner
Eggs (2) Bacon or Sausage Bread & Butter Milk Juice Cocoa	Soup Macaroni Cheese Fruit Kool-Aid	Stew Beef Potatoes Peas & Carrots Gravy Thickener Bisquik for Dumplings Bread & Butter Milk Kool-Aid Dessert
Thursday Breakfast	Thursday Lunch	Thursday Dinner
French Toast Bacon or sausage Syrup Bread & Butter Milk Juice Cocoa	Hot Dogs Potato Chips Mustard Relish Fresh Fruit Kool-Aid	Campwide meal
Friday Breakfast (a quick, get on the road meal)		
Cold Cereal Bread & Butter Jam Milk Juice Cocoa		

Staples

Please make sure that you bring your own staples (or obtain them from one of the local grocery stores). The camp commissary does not issue soap, dish soap or other cleaning supplies, and provides only an initial issue of hot chocolate, coffee and tea.

General Information – Arrival & Departure

Camp Dates

Baden-Powell High Adventure Camp runs from *Saturday*, June 23rd to *Friday*, June 29th. The staff will be at camp from June 15th to July 1st so if you need to contact us during that time please use the camp address and telephone numbers given on page 33.

Check-In

Check-in for BPHAC starts at 1300 hours on Saturday. We ask you to arrive between 1300 and 1500 so that your unit has enough time to set up camp. If you need to arrive before check-in starts, please contact the Camp Director as soon as you know when you will be arriving so that we can make arrangements for a campsite to be ready for you. If you need to arrive earlier than Saturday, you will be charged a camp fee of \$8.00 per person per night (note that this does NOT include food). Food service does not start until Saturday evening and, even if arriving early, you will not be able to check-in before 1300 on Saturday. The only camp service that we provide before 1300 hours on Saturday is campsite allocation.

Check-Out

Check-out from camp starts at 0700 on Friday and ends at 1000. If you need to leave earlier please let us know so that we can make arrangements. Regardless of your actual departure time, you must check-out by 1000 on Friday. There will be no program or food service after Thursday evening (foodstuffs for Friday breakfast will be distributed on Thursday and we will be closing the commissary on Thursday night). Please also note that camp staff will not be available after 1000 on Friday as we will be starting to close down camp. If you need to remain in camp for an extra day to catch a return flight home, you may do so. You will need to pay the site fee of \$8.00 per day per person. Units staying on site after the end of check out should be aware that the camp will not be able to provide any services including food and transportation.

Fees and Registration

Registration for camp can be completed online at http://tac-bsa.kintera.org/baden-powell. Fee information can also be found online at http://tac-bsa.org/Camps.

Hotel Arrangements for Drivers

Hotel accommodation in the area is scarce. If you need assistance finding hotel accommodation, please contact the camp director (see page 7).

Staff Friend

When you arrive at BPHAC, your unit will be greeted by a Staff Friend. He will guide you to your campsite and show you the nearest water point and woodpile. Throughout the week, your Staff Friend will visit your unit site to pass on information, to interact with Scouts, and to help answer questions. The Staff Friend will also teach your Scouts the seven principles of Leave No Trace.

Traveling by Air and Loan Equipment

The UK is served by many discount airlines, making BPHAC one of the most accessible camps in TAC. As it can be quite a challenge traveling by air with unit camping gear, we can provide a limited amount of equipment that units traveling by air can use at camp. This includes stoves, tables, benches, patrol cooking kits, and dining flys. We hope to build on our inventory and it will be available on a first come, first served basis (reserved through Nick Airey, the Camp Director, before camp starts). If the camp's own inventory of equipment becomes exhausted, we will try to put you in contact with a UK-based BSA Scout troop who might be able to help you with equipment. For patrol equipment other than tables or benches, we charge a \$100 per set deposit, which is refunded to the unit when all the equipment is returned clean and ready to be used the following year. Damaged equipment will be charged at replacement cost. For a listing of what is included in the loaner gear, please visit www.bphac.com.

General Information - Contact Info & Stores

Camp Mailing Address

The following is the mailing address to be used for all Scouts and adults attending BPHAC:

Name & Unit BPHAC Brake Road Walesby nr Newark, Nottinghamshire NG22 9NG ENGLAND

Outgoing mail may be left at the camp office. Incoming mail will be distributed daily by the Camp Commissioners.

Camp Telephone

Only emergency calls will be accepted for campers at the Camp Warden's Office. The emergency phone number is **civilian** 01623-860202 (from outside the UK, the number is 00-44-1623-860202). Outside of office hours, this phone is answered by an answering machine and we will not receive messages until the following morning. Alternatively you can call 07946-415050 (00-44-7946-415050 from outside the UK), the Camp Director's cell phone, which will be answered 24 hours a day.

Grocery Store (Tesco)

Units may purchase items for snacks, or for meals if arriving in advance of camp food service, in the village of New Ollerton (less than 2 miles from camp). This store is open seven days a week and opening times will be posted at the Camp Office. Please note that the grocery store will only accept British Pounds.

Providore

The Providore sells snack food as well as camp items, including British Scout badges and the like and will accept British currency and US currency at an exchange rate established by the Camp Director. It is recommended that British currency is used in the Providore.

Trading Post

The Trading Post is maintained as a service to campers. The Trading Post will be stocked with a good supply of program materials, literature, craft material, camp t-shirts, camp belts, camp hats, and TAC merchandise. All food items and sundries will be sold at the Providore by agreement with Walesby Forest. The Trading Post will accept US currency, MasterCard, Visa, British currency and Euros (necessary exchange rates will be established by the Camp Director). It is recommended that US currency is used in the Trading Post.

General Information - Other Camp Policies

Included below are a number of Boy Scouts of America, Transatlantic Council, BPHAC or Walesby Forest policies that are not covered elsewhere in this guide. Please ensure that all of your Scouts and Adult Leaders are familiar with the policies contained both in this section and elsewhere in the guide.

Adult and Youth Registration

All adults serving in any type of leadership capacity for their unit at camp must be registered as an adult leader with the Boy Scouts of America. We do realize that often times a parent will volunteer to serve as a leader at camp at the last minute. That parent, however, does need to become a registered member of the Boy Scouts of America - it is for the parent's "protection" as well as our own.

All youth participants must be registered members of a Scout Troop, Venture Crew, or Varsity Scout Team.

Alcoholic Beverages and Drugs

Any and all use of alcoholic beverages on site is prohibited, regardless of age. The use of illegal drugs (i.e. non-prescription) is prohibited. Violators will be asked to leave the campsite and appropriate action will be taken. There is a bar located on the camp property that may be open some evenings during camp. We pretend that the bar is not there and it is off limits to Scouts, leaders, and staff alike.

Cell Phone Policy

Our instructors are not permitted to carry or use cell phones during any program sessions (except when working in areas out of the range of the camp radios). We would request that, similarly, you ask your Scouts not to take cell phones to program sessions or, at the very least, to turn them off during sessions. Use of cell phones during program sessions is inconsiderate to other participants and, in some cases can be extremely dangerous (Scouts using axes, climbing, lighting fires, etc, should not be distracted by a ringing phone).

Family Camping

The camp is not permitted to accept siblings of Scouts or adults staying in the campsite in anything other than a leadership capacity. This is in accordance with Boy Scouts of America policy. There is, however, some flexibility for families desiring to attend the last night at camp and to see the closing campfire before departing for home the next day. Transatlantic Council camps are not to be used as lodging for families wishing to tour the local area while their Scouts are attending camp.

Initiations, Hazing and Military Training

Corporal punishment, hazing, initiation of any sort, and military training and drill are not permitted in the Boy Scouts of America. Unless acting in an official capacity, military uniforms, parts of military uniforms, or BDUs are not to be worn at camp. We do make an exception for rain gear as often times it is the only rain gear owned by the participant.

Leaving the Site

A sign in/sign out log is located inside the main door of the staff headquarters. Scouts and adults must use this when leaving camp. In no circumstances will a youth member of a unit be allowed to leave camp without adult supervision. Each unit must have a minimum of two adult leaders (i.e. over the age 21) traveling to and from camp, in addition to being in residence at all times unless cleared with the Camp Director.

Money and Valuables

Each family must decide how much spending money a Scout should take to camp. Each Scout is, however, responsible for the safeguarding of his money and personal property. It is recommended that expensive cameras, watches, and personal entertainment devices be left at home. Units may, if they wish, have items stored in the camp safe, although neither the council nor its employees will accept liability or responsibility for any items which you ask to be stored in the safe. Regardless, all items should be clearly marked, with the boy's name and unit number. There are banks in New Ollerton that will exchange foreign currency - the camp will not provide any foreign exchange services.

Pets

For the safety of both pets and campers (as well as for owner liability reasons), pets are prohibited at camp. The only exceptions are for working guide dogs belonging to visually impaired persons.

Recyclina

The camp encourages all Scouts, Leaders and Staff to recycle. During check-in, each unit is issued with special recycling bags for cans and glass. Can and glass recycling bags should be emptied in to the relevant recycling containers at the trash points. Bins for paper recycling can be found in the Camp Office, Commissary and in the Nature Program Area. Unfortunately there are not any local facilities for recycling plastic.

Smoking

There will be no smoking by Scouts in camp. Smoking by adult leaders is only to take place in a **designated area away from Scouts, campsites and activity areas.** Adult leaders are expected to support the attitude that young adults are better off without tobacco.

Swim Testing

Under the current BSA Policy on swim tests, units may, if they choose to do so, conduct swim tests before arriving at camp (and units are encouraged to complete swim tests before arriving at camp). The details of how to conduct the tests at the unit level are included in the appendix to this guide. Units which do not conduct swim tests before camp should contact the Aquatics Director on arrival at camp to schedule a unit swim test. Please remember that it is imperative that each Scout and adult who plans to be in or on the water during the week completes this swim test. This is especially important for Canoeing, Lifesaving, and Swimming merit badges where the successful completion of the BSA Swim Test is a prerequisite. Scouts participating in any water-based activity, including high adventure, will need to have been passed as a swimmer and issued with a buddy tag.

Uniform and Dress Code

The BSA Class A uniform is the expected uniform for retreat ceremonies. A more casual uniform, such as Scout shorts and a scouting t-shirt may be worn during most other activities. Adults are asked to always wear at least one item of Scout clothing – hat, jacket, t-shirt, etc.

Closed-toe shoes are to be worn in and around the camp to prevent injury. Hats must be Scout hats and must be worn correctly.

Please ensure that Scouts bring a poncho or raincoat as well as warm clothes such as a sweater, sweatshirt, and/or a jacket. The climate is mild, but extended spells of rain and cold weather are not unusual. Clothing with inappropriate symbols or messages is not permitted.

Weapons, Knives, Full Length Axes, Fireworks, Firearms & Ammunition

Non-folding sheath knives, flick knives, throwing stars and martial arts weapons are not allowed at camp. Please be aware that UK law classifies any knife with a blade of more than three inches in length as an offensive weapon and carrying such a knife can be deemed a criminal offense. Fireworks of any kind are also prohibited. Personal firearms and ammunition are not to be brought to camp unless required by military or law enforcement authorities. In addition, full-length axes are also not permitted in camp.

Wristbands

In order to comply with BSA policies and UK law, all campers (youth, staff and adult) are required to wear a wristband while they are at BPHAC. At registration, the unit leader will be issued with color-coded waterproof wristbands for each participant.

Any campers or visitors arriving at camp after registration will need to visit the camp office in order to receive a wristband. Lost wristbands can also be replaced at the camp office. As part of our procedures, staff will conduct "wristband checks" during program sessions.

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Appendix

How to Get to BPHAC
Unit Pre-Camp Checklist
Check-In Procedures
Camp Roster*
BSA Swim Classification Procedures
Transportation Logistics Information*
ACE Sign-Up Sheet*
Merit Badge Sign-Up Sheet*
High Adventure Sign-Up Sheet*
High Adventure Release Form
Fuel Order Form*
Media Release Form
Program Quick-Guide
Unit & Patrol Equipment Checklist
Personal Equipment Checklist

^{*} indicates forms which can be completed online at www.bphac.com

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How to Get to BPHAC

By Train or Public Bus

The closest rail stations are Mansfield (12 miles), Worksop (11 miles) and Retford (7 miles). Retford has direct connections to London's King's Cross with trains taking approximately 90 minutes every one to two hours. Rail travel from Manchester or East Midlands Airport is also possible and arriving at Mansfield, Worksop or Retford will depend on the time of arrival and the airport. www.nationalrail.co.uk has details of rail services and fares.

Limited direct bus travel from Manchester Airport to Mansfield is also possible using the national coach network. www.nationalexpress.co.uk has details of services and fares.

A local public bus network connects the village of Walesby and Mansfield with hourly services taking approximately 55 minutes – see:

http://www.stagecoachbus.com/PdfUploads/Timetable 2067 14-15.pdf.

There is also a less regular service connecting the village of Walesby and Retford with services taking approximately 35 minutes – see:

http://www.nottinghamshire.gov.uk/large-static/nottsbus/timetables/TW35.htm.

By Road

Walesby Forest is between the M1 and A1 highways (17 miles from M1 junction 29 and 5 miles from the A1).

If you are travelling south along the A1, leave the A1 at the A1/A57/A614 junction (signposted Worksop/Sheffield, Nottingham/Ollerton and Babworth), taking the A614 (Blyth Road) south towards Ollerton and Nottingham (from the A1, continue along the exit road until you come to a roundabout/traffic circle and then take the first available exit). Continue along the A614/Blyth Road for 5.1 miles, passing over two streams and turn left in to Whitewater Lane. It is at a crossroads and signposted Walesby (if you miss the turn, keep going and you will come to a roundabout/traffic circle after 1.5 miles, turn around at the roundabout and then Whitewater Lane will be the first road you come to on your right). After 0.8 miles, Whitewater Lane turns in to Brake Road. Shortly after crossing another stream, you will see Walesby Forest on your left.

If you are travelling south along the M1, leave the M1 at Junction 31, taking the A57 towards Worksop (first exit off the roundabout/traffic circle). Continue on the A57 for 13 miles, passing through 6 roundabouts. At the seventh roundabout, take the third exit for the A614 (Blyth Road) towards Ollerton and Nottingham then follow directions as above.

If you are travelling north along the A1, exit the A1 at the A6075, signposted to Lincoln and Ollerton. Follow the road for 0.4 miles until you come to a T-junction (just after passing a car dealership. At the junction, turn left and continue on the A6075, signposted to Doncaster, Retford and Ollerton. Continue on the A616 through three roundabouts until you have passed through the village of Ollerton and come to a roundabout with a McDonalds and a fish restaurant. Take the fifth exit on to the A614 (Blyth Road), signposted to Doncaster and the A1. Continue along this road for just over 1.5 miles and take the first right on to Whitewater Lane. It is at a crossroads and signposted to Walesby. After 0.8 miles, Whitewater Lane turns in to Brake Road. Shortly after crossing a stream, you will see Walesby Forest on your left.

If you are travelling north along the M1, exit the M1 at junction 27, signposted for Mansfield and the A608. Continue on the A608 for 1.5 miles, going through one roundabout/traffic circle, until you come to the junction of the A611 and the A608. At the junction, take the left slip road on to the A611 (Derby Road). Continue north along the A611 for almost 4.5 miles to the junction of the A611 and the A60. Continue south on the A60 for a quarter of a mile and then turn left on to A617, signposted to Newark. Continue on the A617 for almost 6 miles, passing through three roundabouts until you come to a roundabout at the junction of the A614 and A617. At this roundabout, take the first exit on to the A614 heading north, signposted to Doncaster and Ollerton. Continue on the A614 for 6 miles, coming to a roundabout with a McDonalds on the right. At this roundabout take the third exit, still continuing on the A614. Just over 1.5 miles after the roundabout, take the first right on to Whitewater Lane. It is at a crossroads and signposted to Walesby. After 0.8 miles, Whitewater Lane turns in to Brake Road. Shortly after crossing a stream, you will see Walesby Forest on your left.

Once you get to camp, park in one of the designated areas. Vehicles may not, under any circumstances, be kept on a unit's campsite. Transportation of equipment by the unit to the campsites is only to be carried out under the supervision of a staff member once permission has been obtained from the Camp Warden. We are extremely concerned about the potential for accidents with very narrow paths and wide vehicles. If it is deemed unsafe to take vehicles to a unit's campsite, the unit's equipment will have to be taken to the nearest open location and then hauled to the campsite. Vehicles are not to be driven onto any unit campsite. If the Camp Warden finds a vehicle parked on a campsite he is likely to tow it immediately - and he is not known for his professional towing abilities.

If you get lost call us (01623 860202) or ask for directions to Walesby Forest Activity Centre (not Baden Powell High Adventure Camp - the locals have no idea what we call ourselves)

Air Travel

The nearest airport is East Midlands Airport which has BMI, BMI Baby, and Ryan Air services to a number of destinations (including destinations in Germany, Italy, Spain and Turkey). East Midlands is 30 miles from Walesby. The closest major international airports are Manchester, which is 60 miles away, and Birmingham, which is 75 miles away. Both are served by European and international carriers with destinations in most TAC countries as well as some intercontinental destinations.

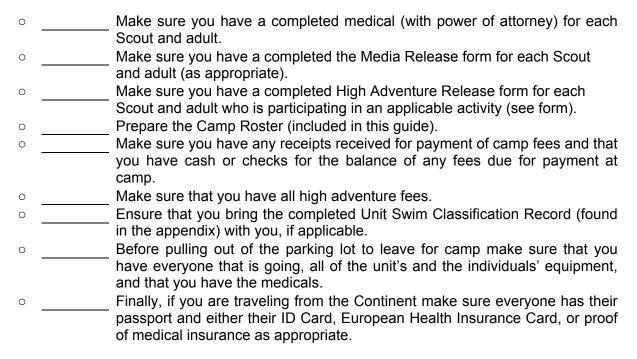
Regardless of the airport, we can assist you by providing information for you to plan your onward travel to camp. Larger troops may find it economical to hire a bus (coach) to travel to camp.

BPHAC Unit Pre-Camp Checklist

Request Your Unit Committee To:

Prepare and distribute a unit summer camp information pack to include information on BPHAC, travel plans, medical forms, power of attorneys, parents itineraries, equipment lists, media release form (as appropriate), and the program quick guide (copies of the last three documents are included in this quide). Arrange transportation. Visit homes of Scouts who are not signed up for camp and encourage them to attend. Collect all fees and forward them to the Transatlantic Council Service Center. Request Loan Gear, if applicable 0 Arrange for *medical examinations* for both Scouts and adults. 0 Arrange for *unit swim test*. 0 Arrange for troop *progress reviews/Board of Reviews* in camp if desired. Submit the ACE, Merit Badge and High Adventure Sign-Up Forms. 0 Submit the *Transportation Logistics Information*. Submit the *Fuel Order Form* (if applicable). At A Troop Meeting: Review the different programs with your Scouts. 0 Conduct conferences with your Scouts to enable them to set realistic goals for what they want to do at camp. Review the personal equipment list with your Scouts. 0 Fill out merit badge, ACE program and high adventure sign-up sheets. At A Meeting of Your Troop Patrol Leader's Council: Make patrol service assignments. 0 Review unit and patrol equipment lists. Review *program opportunities*. Review travel plans. At A Parents' Meeting Held At Least Two Weeks Prior To Camp: **Confirm travel plans** both to and from camp. Check on progress towards medical examinations and follow up on any problems. Introduce unit leaders for Baden Powell High Adventure Camp Confirm with parents the activities and merit badges their Scout(s) want to work on. Review program opportunities. 0 Review general information.

Before Leaving For Camp:



Check-In Procedures

On arrival at BPHAC, your unit's vehicles should park in the Hall Field car park (follow signs to Event Parking). You will be met by a staff member who will introduce you to your Staff Friend who will guide your unit to your campsite (only vehicles carrying troop gear will be allowed to drive to unit campsites, personal gear must be carried to campsites). One representative from your unit should report to Registration to register your unit. If your unit has requested loaner gear, this should be in your campsite when you arrive.

Once your unit has started to set up camp, **one** adult should go back down to Registration to complete check-in as soon as possible and no later than 1600 when check-in closes (your unit will need to have completed check-in before you can pick-up your food from the commissary).

The adult coming down to complete check-in should bring with them:

	A completed Camp Roster (see appendix)
	Any camp fees yet to be paid
	All completed Media Release Forms (see appendix)
	All High Adventure Fees (see appendix)
	All High Adventure Release Forms (see appendix)
	A completed Unit Swim Classification Record (or contact the Aquatics Director at checkin and make arrangements to have Scouts and adults swim tested).
	Scout ACE, Merit Badge and High Adventure Choices (we will provide you with a printed copy of our records which will be based on initial sign-ups submitted by the unit prior to camp). During check-in, unit leaders will be able to make changes to ACE, Merit Badge and High Adventure selections (subject to availability).
Ond	ce registration is completed, your unit should
	Send at least four Scouts to the Commissary to pick up your unit's initial food issue (which will cover Saturday dinner through Sunday lunch). The dinner on Saturday night is always an easy-cook meal (typically hamburgers). If your unit has ordered propane or
_	Coleman Gas, this should also be picked up from the Commissary.
	Coleman Gas, this should also be picked up from the Commissary. Visit the Camp Medic as a unit to complete medical screening (please ensure you take
	Coleman Gas, this should also be picked up from the Commissary. Visit the Camp Medic as a unit to complete medical screening (please ensure you take all of your medical forms and prescription medications with you).
	Coleman Gas, this should also be picked up from the Commissary. Visit the Camp Medic as a unit to complete medical screening (please ensure you take all of your medical forms and prescription medications with you). Eat! Ensure that one adult leader and one youth leader attend the Leaders' Meeting at 1900

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BPHAC Camp Roster

(can be completed online at www.bphac.com)

Please complete this roster before checking in to camp

Camp Roster for Troop/Crew #

Adult Leaders (only include those staying for one or more nights):

Number	Name of Adult Leader	Leadership Role at Camp (e.g. SM, ASM)	Days Attending Camp If all days, please write All, otherwise: Sa = Saturday, Su = Sunday, M = Monday Tu = Tuesday, W = Wednesday, Th = Thursday, F = Friday
1			
2			
3			
4			
5			
6			
7			
8			

Youth Members:

Number	Name of Scout	Age*	Leadership Role at Camp (e.g. SPL, PL)	Current Scout Rank	Branch of Service of Sponsor (if applicable)**
1					
2					
3					
4					
5					

 $^{^{\}star}$ Of youth, as of the start of camp, June 23 $^{\rm rd}$

^{**} A for Army, AF for Air Force, and N for Navy

Camp Roster for Troop/Crew # _____

Number	Name of Scout	Age*	Leadership Role at Camp (e.g. SPL, PL)	Current Scout Rank	Branch of Service of Sponsor (if applicable)**
6					
7					
8					
9					
10					
11					
12					
13					
14					
15					
16					
17					
18					
19					
20					
21					
22					
23					
24					

^{*} Of youth, as of the start of camp, June 23rd ** A for Army, AF for Air Force, and N for Navy

Swim Classification Procedures

The swim classification of individuals participating in a Boy Scouts of America activity is a key element in both Safe Swim Defense and Safety Afloat. The swim classification tests should be reviewed annually, preferably at the beginning of each outdoor season. Traditionally, the swim classification test has only been conducted at a long-term summer camp. However, there is no restriction that this is the only place where the test is conducted. It may be more useful to conduct the swim classification prior to a unit going to summer camp.

All persons participating in BSA aquatics are classified according to swimming ability. The classification tests and test procedures have been developed and structured to demonstrate a skill level consistent with the circumstances in which the individual will be in the water. The Swimmer's Test demonstrates the minimum level of swimming ability for recreational and instructional activity in a confined body of water with a maximum 12-foot depth and with shallow water footing or a pool or pier edge always within 25 feet of the swimmer.

The various components of each test evaluate the several skills essential to the minimum level of swimming ability. Each step of the test is important and should be followed as listed below:

- Swimmer's Test: Jump feet first into water over the head in depth, level off, and begin swimming. Swim 75 yards in a strong manner using one or more of the following strokes: sidestroke, breaststroke, trudgen or crawl; then swim 25 yards using an easy resting backstroke. The 100 yards must be swum continuously and include at least one sharp turn. After completing the swim, rest by floating.
- Beginner's Test: Jump feet first in to water over the head in depth, level off, swim 25 feet on the surface, stop, turn sharply, resume swimming as before, and return to starting place.

Administration of Swim Classification Test

Swim classification tests done at the unit level should be conducted by one of the following council approved resource people: Aquatics Instructor BSA, Aquatics Supervisor, BSA Lifeguard, certified lifeguard, swimming instructor, swim coach or Scoutmaster. The results of the test should be recorded on the Unit Swim Classification Record (see next page). When the unit goes to summer camp, each individual will be issued a buddy tag under the direction of the Camp Aquatics Director for use at the camp. *Please note that the Camp reserves the right to review or retest, at any time, any or all participants to ensure that standards have been maintained.*

Unit Swim Classification Record

This is the individual's swim classification as of the date listed below. Any change in status after this date. i.e. non-swimmer to beginner, or beginner to swimmer, would require a reclassification test by the Camp Aquatics Director.

Note: When swim tests are conducted at the unit level the Camp reserves the right to review or retest, at any time, any or all participants to ensure that standards have been maintained.

Date of Swim Test:

Unit Number:

Full Name	Sw	Swim Classification				
(please print)	Non-Swimmer	Beginner	Swimmer			
		-				
Name of Person Conducting Test:	:					
Print Name		Signature				
Unit Leader:						
Print Name		Signature				

BPHAC Transportation Logistics Information

(can be completed online at www.bphac.com)

Please complete this sign up sheet and mail it by **June 3rd at the latest,** to Nick Airey, the Camp Director, at the address below. Alternatively, please complete the online form at www.bphac.com.

4b Warrington Road Richmond Surrey TW10 6SJ ENGLAND

Logistics Information for Troop/Crew # _____

We will be traveling by air.			
Arriving Flight Number, date and time	ne:		
Arriving airport:			
Anticipated arrival time at	train station:		
Departing flight number, date and tin			
Departure time from	เเสเท รเสแบท		
We will be traveling by public bus	network/train.		
We will arrive at	train station at	_ (time) on	(date).
We will depart from	train station at	(time) on	(date).
We will be traveling by hired coac	ch/bus.		
We anticipate arriving at BPHAC at	(time) on	(date).	
We anticipate leaving BPHAC at	(time) on	(date).	

□ W	e will be	traveling by	bus/passenger	van/cars.
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The following vehicles will remain in camp:

Vehicle Make and Model	License Plate Number	Indicate whether vehicle is Military, Personal or Rental	Number of Passengers

For drivers with military licenses only:

Name	Branch of Service	Maximum Vehicle Size Licensed to Drive (by PAX)

ACE Sign-Up Sheet

(can be completed online at www.bphac.com)

Please complete this sign up sheet and mail it by **June 3rd at the latest,** to Nick Airey, the Camp Director, at the address below. Alternatively, please complete the online form at www.bphac.com.

4b Warrington Road Richmond Surrey TW10 6SJ ENGLAND

Before signing any Scouts up for the ACE Program please read the ACE Section of the Leaders Guide.

Troop # _____ would like to sign up the following Scouts for the ACE Program:

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Merit Badge Sign-Up Sheet

(can be completed online at www.bphac.com)

Please complete this sign up sheet and mail it by **June 3rd at the latest,** to Nick Airey, the Camp Director at the address below. Alternatively please complete the form online at www.bphac.com.

4b Warrington Road Richmond Surrey TW10 6SJ ENGLAND

Troop/Crew # _____ would like to sign up the following Scouts for the merit badges listed below.

	Unit Leader's Na	ame:			Work	Phone:		
	E-mail address:			Home	Home Phone:			
	Address:							
		List the	e Merit Badge in ti	he appropriate co	lumn using the Me	erit Badge Schedu	ıle in the Leaders	Guide.
,	Scout's Name	Session 1	Session 2	Session 3	Session 4	Session 5	Session 6	Independent Study
_								

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	List the Merit Badge in the appropriate column using the Merit Badge Schedule in the Leaders Guid				Guide.		
Scout's Name	Session 1	Session 2	Session 3	Session 4	Session 5	Session 6	Independent Study

High Adventure Sign-Up Sheet

(can be completed online at www.bphac.com)

Please complete this sign up sheet and mail it by **June 3rd at the latest**, to Nick Airey, the Camp Director at the address below.

Alternatively please complete the form online at www.bphac.com.

4b Warrington Road Richmond Surrey TW10 6SJ ENGLAND

Please reserve space on the following High Adventure Activities for Troop/Crew #_____

Unit Leader's Name:	Work Phone:
E-mail address:	Home Phone:
Address:	

Activity	Session	Names and Ages of Participants*	No. of Participants	x Cost	Total Cost
Cable Water Skiing	Monday Afternoon – Youth			x £16.00	
	Monday Afternoon – Adult			x £20.00	
	Tuesday Afternoon – Youth			x £16.00	
	Tuesday Afternoon – Adult			x £20.00	
Climbing &	Monday Morning			x £25.00	
Rappelling	Monday Afternoon			x £25.00	
	Wednesday All Day			x £37.00	

^{*} Age should be the age of the participant on the day of the activity.

Activity	Session	Names and Ages of Participants*	No of Participants	x Cost	Total Cost
Climbing Merit Badge	Multiple Sessions			x £50.00	
Kayaking Introduction	Tuesday Afternoon			x £18.00	
	Wednesday Afternoon			x £18.00	
Mountain Biking	Sunday Afternoon			x £18.00	
	Tuesday Morning			x £18.00	
River Gorge Scramble	Thursday All Day			x £35.00	
Whitewater Rafting	Tuesday Morning			x £35.00	
	Wednesday Morning			x £35.00	

Total payment to be brought to camp for High Adventure Activity Reservations:

Activity	Session	Names and Ages of Participants*	No of Participants	Cost	Total Cost
Week Long Crew	Full Day			x \$490.00	
Week Long Crew	Mornings			x \$400.00	
Week Long Crew	Afternoons			x \$360.00	

Fees for week-long high adventure crew participants should be submitted directly to Transatlantic Council.

Remember: High Adventure Activities are on a first come, first served basis, so mail this form in as soon as possible.

Do not forget to bring payment to camp - it will be collected during registration on Saturday, June 23rd.

^{*} Age should be the age of the participant on the day of the activity.

High Adventure Release Form

Please arrange for this release form to be completed for each Scout participating in one or more of the activities listed below. All completed forms should be handed in at Check-In on June 23rd.

Please only fill out this form for Scouts participating in Climbing or Gorge Walking

A version of this form is also available for download at www.bphac.com

Blue Mountain Activities					
Surname: First Name:	Gender:				
Home address and post/zip code:					
Home Telephone Number (including country code):					
To help in providing clothing for caving, etc, please provide the following information:					
Height: Chest: Waist:	_ Shoe Size: (UK / US / European)				
Details of any medical conditions, illness, medication of	of disability that we should be aware of:				
To be signed by all participants:					
Adventure activities may include: rock climbing, abseiling, cave or mine exploration, canoeing, kayaking, hill walking, mountaineering, rock scrambling, gorge waling, orienteering, mountain biking, high/low ropes course, problem solving and team building activities, navigation, paddle surfing, sea level traversing, and coasteering.					
My son is confident in water and can swim 50 meters.					
Outdoor activities involve an element of risk and accidents do happen, however, safety if of paramount important and Blue Mountain Activities ensures that the level of risk is acceptable in order to maintain appropriate safety standards.					
I have read the course outline above, understand the safety guidance.	nature of the course, and agree to follow all				
Signed (participant):	Date:				
Signed (parent/guardian):	Date:				

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Fuel Order Form

(can be completed online at www.bphac.com)

Only for Troops/Crews coming from the Continent

If you are traveling from the Continent and need to have Coleman Fuel or Propane purchased for you, please complete this form and send it by *June 3rd at the latest*, to Nick Airey, the Camp Director, at the address below. Alternatively, please complete the online form at www.bphac.com.

4b Warrington Road Richmond Surrey TW10 6SJ ENGLAND

You will be charged for your fuel when you check-in at camp. The price we charge you will be exactly what we paid for it.

Troop/Crew #	_ requires the follow	ing fuel.
ltem		Quantity
Coleman Fuel (in 1 Ga	llon Cans)	
Propane Bottles (Stand	dard small US size)	

Coleman Fuel is generally not sold locally and when it is is usually extremely expensive (Coleman fuel in the UK costs over \$40 a gallon in local camping stores). Propane and butane for European model stoves are available locally.

Please remember that the Camp can not buy back excess fuel - although you may be able to sell it on to one of the UK based Scout troops.

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BPHAC Media Release Form

To be completed by the parents of all Scouts and by all adult campers (campers who are using the Annual Health and Medical Record do not need to complete this form if Part C of the record has been completed.

I hereby assign and grant to the Boy Scouts of Am High Adventure Camp, and Troop/Crew #			
High Adventure Camp, and Troop/Crew # publish the media (photographs/film/video/ele recordings) made of me during the period June Powell High Adventure Camp.	ectronic repo 23 rd to June	resentations are 29 th 2012, wh	nd/or sound nile at Bader
I hereby release all parties (Boy Scouts of Ame High Adventure Camp, the aforementioned unit a and all liability from such use and publication.			
I hereby authorize the reproduction, sale, copyrigand/or distribution of said photographs/film/vide sound recordings without limitation at the distransatlantic Council, Baden Powell High Adventheir chartering organization, and I specifically was have for any of the foregoing.	o tapes/electretion of the cretion of the cuture Camp,	tronic represen ne Boy Scouts the aforementio	tation and/or of America oned unit and
Name of participant:			
US Military Postal Service Address (if applicable):	PSC	Box	
	FPO / APO /	4E	
Civilian Address (if no military address):			
Home Phone Number:			
Signature of Participant			Date
Signature of Guardian (if participant is under 18)			Date

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BPHAC Program Quick-Guide

This Quick-Guide is intended to give Scouts and parents an overview of the main programs offered at Baden-Powell High Adventure Camp and to assist in planning a Scout's summer camp experience.

The ACE Program

The ACE Program is designed to assist Scouts in meeting the basic skill requirements for the first three main Scout Ranks (Tenderfoot through First Class). In addition, the program provides them with a number of challenging activities, including archery, BB gun shooting, climbing and an obstacle course. Our ACE program has been developed over a number of years to provide a program which is fun, meaningful, and above all, motivational. If a Scout has only recently started in Scouts then this program is almost a must for them.

The Merit Badge Program

The Merit Badge Program is designed to allow Scouts to acquire new skills and to complete the requirements of 26 Eagle required and non-Eagle required merit badges. Merit badges on offer include ones as diverse as Basketry and Wilderness Survival. Listed below are all of the merit badges offered at Baden-Powell High Adventure Camp. We have included a rating column in the list which suggests the suitability of merit badges ($\stackrel{\circ}{}$ = suitable for new Scouts; $\stackrel{\circ}{}$ = suitable for advancing Scouts; Ω = suitable for experienced Scouts). The comments column tells you things you may need for the merit badges and if there is anything that must be done before you start work on the merit badge.

Merit Badge	Rating	Comments
Archaeology	- Δ	Scouts should be able to complete most of the requirements.
Archery	& Ω	Double session merit badge. Requires lots of practice. 12 or older.
Astronomy	& Ω	Requires the weather to cooperate and some requirements need to be done at home before or after camp.
Basketry	Φ Ω	\$14 will be needed to purchase two basket kits and \$10 for a stool kit.
Camping	& Ω	Requirement 9 and some others need to be done before or after camp.
Canoeing	Δ Ω	Must pass BSA Swim Test. Difficult for young Scouts. 12 or older.
Climbing*	& Ω	A challenging merit badge offered as part of the High Adventure Program. An extra cost merit badge.
Cooking	④ Ω	A few requirements need to be completed at home.
Emergency Prep	& Ω	Should have completed First Aid merit badge before coming to camp. Need to bring or make an evacuation kit.
Environmental Science	& Ω	Double session merit badge. A total of two hours may need to be spent on field study during the week.
First Aid	& Ω	May need evening classes for CPR and requirement 1.
Geocaching	& Ω	A recently introduced merit badge – find out about an awesome hobby.
Geology	3 Ω	Great badge for the rock enthusiast.

Merit Badge	Rating	Comments	
Indian Lore	≎ ⊕ Ω	Need between \$18 and \$26 to buy Indian Lore kits.	
Leatherwork	≎ & Ω	Need around \$16 to buy leatherwork kits.	
Lifesaving	Ω	Must have completed swim test. Double session class.	
Nature	& Ω	A merit badge for the true nature enthusiast!	
Oceanography	& Ω	The ocean is a long way away, but we can do this at camp.	
Orienteering	- Δ	Plenty of practice and a compass are needed. Age 12 or over.	
Pioneering	& Ω	Review knots, hitches and lashings before camp. 12 or older.	
Rifle	& Ω	Can require a lot of practice.	
Space Exploration	≎ & Ω	Need \$12 to help pay for a rocket kit.	
Swimming	≎ ⊕ Ω	Requirement 3 needs to be done before camp. Cotton long sleeve shirt and pants are needed for use in the pool.	
Wilderness Survival	& Ω	Requirements 1 and 5 need to be done before or after camp. 12 or over. Completed Camping merit badge.	
Woodcarving	≎ ⊕ Ω	Must have Totin' Chip. Need about \$6 for a woodcarving kit.	

^{*} Offered in block sessions as part of the High Adventure Program; will impact Scout's ability to complete merit badges but our staff will work with high adventure participants to ensure that they are able to complete as many of their merit badge requirements as possible.

The High Adventure Program

The High Adventure Program is designed for older Scouts and provides them with a challenging and unforgettable Summer Camp experience. All of our high adventure activities are extra cost activities and do have minimum age requirements, which in most cases is a requirement of at least twelve years old on the day of the activity. In addition to the block scheduling below we also offer an exciting program that allows Scouts to sign up for a week's worth of high adventure activities with the BPHAC High Adventure Crew as either a full day or half day option.

Cable Water Skiing	Half Day Sessions	£16.00 per session	
Climbing	All Day Session	£37.00 per session	
Cilifibility	Half-Day Sessions	£25.00 per session	
Climbing MB*	Multiple Sessions	£50.00 for Merit Badge	
Kayaking Introduction	Half-Day Sessions	£18.00 per session	
Mountain Biking	Half-Day Sessions	£18.00 per session.	
River Gorge Scramble	All Day Session	£35.00 per session	
Whitewater Rafting	Half-Day Sessions	£35.00 per session.	

^{*} Note that Scouts taking Climbing Merit Badge along with other merit badges will need to choose the other merit badges carefully as they will miss three mornings of merit badge sessions and one afternoon of merit badge sessions.

BPHAC Unit & Patrol Equipment Checklist

This is a suggested list of what a unit should bring to camp, based on our many years of experience:

9	gootou t out of a dorb moust	
	Tents Waterproof Ground Cloth (one per tent) Dining Flys or Trail Tarps Patrol Box Cook Kit & Cooking Utensil Kit Stoves (Liquid or Propane) 2 Water Carriers Wash Basins Dish Soap & SOS Pads Paper Towels Tables for eating, cooking, clean up etc. Folding Chairs and/or Stools Lantern/Flashlight	Bow Saw Ax First Aid Kit Fire Buckets Fire Extinguisher Patrol Flag Ice Chest or Cooler Chemical Ice Packs (double the number you need - one set to use and one set to freeze) Compass Toilet Paper Rope & Binder Twine
Sug	gested Unit Equipment	
	Coffee Pot Unit First Aid Kit Unit Flag American Flag Shovels Fire Extinguishers Lanterns Pencils & Pens Lockable Cash Box or Footlocker	Advancement Chart Surprise Awards & Recognition Items Pioneering Poles & Rope for Campsite Projects Resource Books Merit Badge Books Soccer Ball or Football Frisbee

A Few Notes...

Suggested Patrol Equipment

- ⇒ The following items are prohibited: Pets, Fireworks, Rifles, Archery Equipment, Electronic Games, Walkmans, Discmans, BDU or Camouflage Clothing (prohibited by the BSA at all scouting functions) except camouflage/BDU rain gear, Sheath Knives, Flick Knives or any knives with a blade longer than three inches (all of these knives are prohibited by law and will be confiscated on sight).
- ⇒ Mark all of your equipment with your unit number.
- ⇒ Remember we are a patrol cooking camp bring your own cooking equipment and staples (e.g. dish soap, hand soap, hot chocolate, coffee, tea).
- ⇒ Don't forget tents are not provided bring your own tentage and sleeping gear.

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BPHAC Personal Equipment Checklist

You should bring the following items to camp:

	Sleeping Bag Pillow Backpack Scout Uniform Shirt Scout Uniform Shorts or Pants Scout Uniform Socks Scout Belt Scout Neckerchief & Slide Sweater and/or Jacket Pants (to last a week) Changes of Underwear (for a week) Extra Socks (to last a week) Handkerchiefs or Tissues Swim Trunks Poncho or Rain Gear Tennis Shoes Waterproof Hiking Boots/Wellies Towel, Wash Cloth & Soap Shampoo Shower Shoes	0000000000000000	Toothbrush & Toothpaste Comb and/or Brush Toilet Paper Laundry Bag Non-Aerosol Insect Repellent Suntan Lotion Canteen Mess Kit and Eating Utensils Ground Cloth Flashlight & Extra Batteries Matches Pens, Pencils & Writing Paper Wallet & Money (\$, £, and/or €) Pocket Knife (<i>No Sheath Knives</i>) Military ID Card Passport (if traveling from abroad) Medical with Power of Attorney Medication with instructions and extras	
You may want to bring the following to camp:				
	Camera & Film Musical Instrument Bible, Testament or Prayer Book according to faith		Reading Books Clothes Hangers and/or Clothes Pins Extra Eyeglasses (if needed) Watch and/or Alarm Clock	
The following items are prohibited in camp:				
7	Pets Fireworks Rifle or Archery Equipment	7	Sheath Knives (Prohibited by law) Cell phones during program sessions BDU or Camouflage Clothing, except	

A Couple of Notes:

Selectronic Games

Personal Entertainment Devices

- ⇒ Make sure all of your things are clearly marked with your name and unit number.
- ⇒ Take a look through the Boy Scout Handbook for more information on gear for camp and for packing tips.

rain gear.

