



Troop 179
Summer Camp

Island Lake Recreation Area
Group Campsite

July 29 through August 2, 2020

Participant's Guide



What to Bring to Camp

What We Wear Everyday!

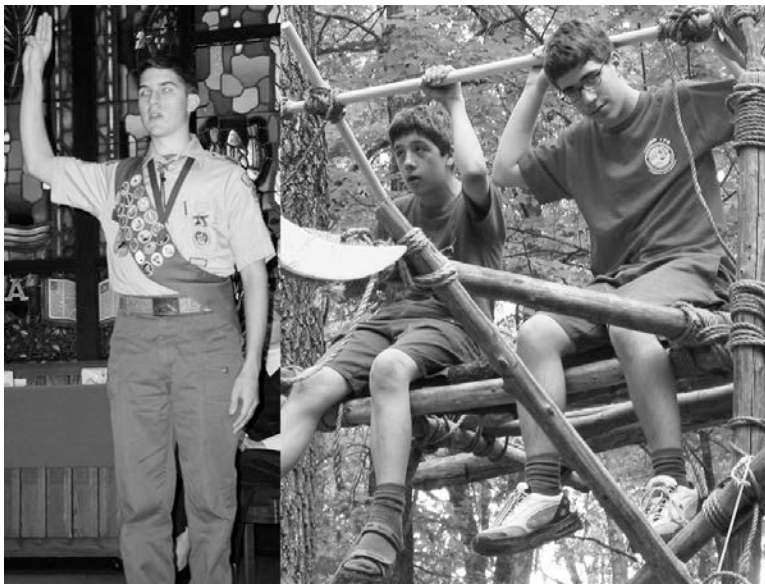
| Scout Uniform | Activity Uniform |
|---------------------------------------|---|
| Scout shirt (long or short sleeve) | Red Scout t-shirt or a blank red t-shirt |
| Scout trousers & shorts | Scout trousers & shorts |
| Scout socks (any length) | Scout socks (any length) |
| Troop hat (red ball cap) | Troop hat (red ball cap) |
| Web Scout Belt | Web Scout Belt |

We will wear the Scout Uniform while traveling to and from camp and every day for flag ceremonies. The Activity Uniform can be worn at all other times throughout the day. The leaders will encourage the Scouts to only wear uniforms when required and to change anytime a dirty activity is about to happen.

Personal Equipment

| |
|---|
| Uniforms |
| 2 Blankets or Sleeping Bag |
| Sheet |
| Foam Pad or Small Cot |
| Pillow |
| Jacket |
| Rain Gear |
| Extra Shorts |
| Extra Trousers |
| 4 Blank Red or Troop T-shirts |
| 4 Pairs Underwear |
| Pajamas |
| 4 Pairs Socks |
| Swim Trunks |
| 2 Pairs of Comfortable Shoes (no opened toes) |
| Toilet Kit (including bio-degradable soap) |
| 2 Beach Towels |

| |
|---|
| Laundry Bag |
| Flash Light |
| Insect Repellant (rub on type only/no aerosol) |
| Scout Handbook |
| Closing Pocket Knife |
| Compass |
| 3 Pens and Ruled Paper |
| Mess Kit (plate-cup-bowl-utensils-water bottle) |
| Blank Red or Troop Sweatshirt |
| Optional Items |
| Fishing Gear |
| Fun Swim Toys |
| Books |
| Leisure Toys |
| Clothesline |
| Bicycle |
| Extra Batteries |



Advancement

Scout, Tenderfoot and Second Class Scouts

The program that is designed for Scouts who have joined Troop 179 in the six months prior to summer camp is our Scout Skills Area. The basic skills of Scouting are incorporated into a program of fun and adventure as it orients the new Scout in the ways of Scouting and helps him along the path to First Class. We concentrate on working on requirements, having fun, learning about Scouting, and getting to know our Patrol and Troop members. The Scouts will be learning the skills that may be applied toward meeting requirements for the Scout, Tenderfoot, Second Class, and First Class ranks.

First Class, Star, Life, and Eagle Scouts

Scouts and parents need to keep in mind that earning the rank of Star, Life, and Eagle is much, much, more than earning Merit Badges. There are requirements that deal with Participation, Scout Spirit, Community Service and Positions of Responsibilities; it is these requirements that the Scouts will be able to spend the most time on accomplishing. These requirements are what makes up the essence of each of the ranks and what tells us, has a Scout really earned the right to hold the status that comes with the ranks he is going for. There is no other activity like Summer Camp that allows the Scouts to work on these requirements and hone their abilities to understand their esoteric meanings.

Merit Badges

Troop 179 will have merit badges available at our campsite. The Scouts will sign up for Merit Badges and should take time to look at the requirements and become familiar with them. After the Scout has signed-up for the Merit Badges they should next secure a current copy of the BSA Merit Badge Pamphlet and in most cases the counselors want the Scout to go to <http://usscouts.org/mb/worksheets/list.asp> and print out the Merit Badge Worksheet for the badge they will work on. Most Merit Badges will require some work to be completed at home prior to arrival at camp. Scouts should look for the pre-camp work list included in this guide.

Whether a Scout returns home with a completed Merit Badge or a partial is most often dependent on whether they have completed the pre-camp work assigned by the counselor. Merit Badges are earned at the discretion of the Scoutmaster. Scouts must choose from the following list of Merit Badges and may only use counselors selected by the Scoutmaster. Earning a Merit Badge at anytime that has not be preapproved by the Scoutmaster or using a Counselor that is not from our Troop's approved list may result in nonacceptance of the Merit Badge Application (Blue Card).

Instructional Schedule

| | 9:00 am | 11:00 am | 2:30 pm |
|---|---|---|--|
| INSTRUCTIONAL ACTIVITIES (pick one from each column) | | | |
| Merit Badge Center | CIT IN THE COMMUNITY PERSONAL MANAGEMENT PIONEERING PUBLIC SPEAKING ENVIRONMENTAL SCIENCE | CAMPING CIT IN THE NATION COOKING FIRST AID REPTILE & AMPHIBIAN STUDY | BIRD STUDY CIT IN THE WORLD EMERGENCY PREPAREDNESS MAMMAL STUDY COMMUNICATION WILDERNESS SURVIVAL |
| Scout Skills Center | KNOTS, LASHINGS & PIONEERING | TOTIN' CHIP & FIREM'N CHIT | FIRST AID |

Merit Badge Pre-Camp Work

Bird Study: It is recommended that scouts complete 2 and start 5 & 6.

Camping: requirements 4b, 8c (camp menu), 8d, 9b

Citizenship in the Community: requirement 2 (map and govt. chart), 3 (meeting), 4 (community issue), 7 (research and volunteer), and 8 (presentation).

Citizenship in the Nation: requirement 2a, OR 2b, OR 2c, 3. It is suggested scouts bring a speech to discuss for 6. Scouts have written the letter for requirement 8 already, please bring response (if any) to camp.

Citizenship in the World: research current world events for requirement 3 to be prepared for discussion.

Communications: requirement 5(meeting)

Cooking: 2a&c, 5a,b,& c (buy food) and 7.

Emergency Preparedness: requirement 1 (First Aid Merit Badge), 2c (family meeting), 6c (community emergency management director info), 7b (troop mobilization plan), 8b (personal emergency service pack)

Environmental Science: complete 3c, 3d, 3e, 3f, 3g, & 4

First Aid: requirement 1 (basic first aid knowledge from Tenderfoot, Second Class and FirstClass), 2d (home first aid kit).

Geology: None. It is suggested that scouts complete requirements 4 (geology careers) and 5 (resource/ history options) prior to camp.

Mammal Study: requirements 3c, unless they choose to do 3a at camp OR 3b prior to camp.

Personal Management: 1, 2, 8, 9. Bring business section containing stock quotes for requirement 5.

Pioneering: None

Reptile and Amphibian Study: requirements 8a OR 8b

Wood Carving: requirement 2a (Totin' Chip) Kit is recommended and available in the River Store for approximately \$4.00 or scrap pieces are available at the Crafts Pavilion.

Troop Schedule

| | Wednesday | Thursday | Friday | Saturday | Sunday |
|-------|----------------------------|--------------------------------------|---|---|--|
| 7:00 | | Reveille | Reveille | Reveille | Reveille |
| 7:30 | | BREAKFAST | BREAKFAST | BREAKFAST | BREAKFAST |
| 8:30 | | FLAGS | FLAGS | FLAGS | SCOUTS OWN / FLAGS |
| 9:00 | | Instructional | Instructional | Instructional | AMAZING RACE LUNCH BY GOATs |
| 11:00 | | Instructional | Instructional | Instructional | |
| 1:00 | ARRIVE & SET-UP | LUNCH | LUNCH | LUNCH | |
| 2:30 | | Instructional | Instructional | Instructional | |
| 4:30 | | Program Planned Activities | Program Planned Activities | Program Planned Activities | CAMP CLOSING |
| 6:00 | DINNER | DINNER | DINNER | DINNER | |
| 7:00 | FLAGS | FLAGS VENTURE GAMES | FLAGS PROGRAM ACTIVITY (Venture & New Scout Swimming) | FLAGS PROGRAM ACTIVITY (Traditional Swim) | |
| 8:00 | KICKBALL TOURNAMENT | | | | |
| 9:30 | TROOP CAMPFIRE | | | | |
| 10:30 | | Program Fire | Program Fire | | |
| 11:00 | Taps | Taps | Taps | Taps | |

Troop Duty Roster

2020 Camp Duty Roster

| | WEDNESDAY | THURSDAY | FRIDAY | SATURDAY | SUNDAY |
|--------------------------------|--------------------|---------------|------------------------|------------------------|-------------------|
| Clean Latrine AM | | Moose Patrol | Ax-Men Patrol | Eagle Patrol | |
| Clean Latrines PM | | Rams Patrol | Wolves Republic Patrol | Teddy Bear Patrol | |
| Help Manage Trash after Dinner | | Pedro Patrol | Bison Patrol | Paul Bunyan Patrol | |
| Morning Flags | | Ax-Men Patrol | Eagle Patrol | Bison Patrol | Teddy Bear Patrol |
| Evening Flags | Paul Bunyan Patrol | Rams Patrol | Moose Patrol | Wolves Republic Patrol | Pedro Patrol |

Clean Latrines: Sweep out stalls and all cement floor area, throw away all garbage, clean around toilet holes with cleanser and brush, police area all around the bathroom including paths leading to the latrine, change out the trash bag and take trash bag to GOAT camp. This should be done prior to breakfast and after dinner.

Help Manage Trash: Following dinner collect up trash/garbage from Patrol campsites and load on wagons, Take to the designated area for pick up by the park.

Flags: One-half hour before flags have five (5) patrol members meet Mr. Wauldron at the Flag Pole to practice; 1 caller, 2 at American Pole Guards, 2 Featured Flag Pole.



Camp Set-up Plan

Camp Set-up Plan

New Scout Team: Includes ASPL, 2 Guides, 2 Instructors, Quartermaster & Assistant Scoutmasters. Unload Trailer and place in each patrol area a picnic table, Kitchen Box, Equipment Box, and dining fly w/poles.

Troop Equipment Set-Up:

- 10 X 20 (GOAT) Dome - Instructional Area
- 8 X 8 Screen Tent - SM & BOR Area

Scouts BSA Team: Includes ASPL, 3 Instructors, Quartermaster & Assistant Scoutmasters. Unload Trailer and place in each patrol area a picnic table, Kitchen Box, Equipment Box, and dining fly w/poles.

Troop Equipment-Set Up:

- 10 X 20 (GOAT) Dome - Instructional Area
- Extra Dining Fly - Instructional Area
- 8 X 8 Screen Tent - SM & BOR Area
- 3 To 4 Ax-Yards For Instruction



Venturing Team: Includes President, 2 VPs, Quartermaster & Advisors. Unload Trailer and place in each patrol area a picnic table, Kitchen Box, Equipment Box, and dining fly w/poles.

Troop Equipment Set-Up:

- 10 X 20 (GOAT) Dome - Instructional Area
- Hooker Dome - Instructional Area
- Extra Dining Fly - Instructional Area
- 8 X 8 Screen Tent - SM & BOR Area

GOAT Team: Includes SPL, Quartermaster & Assistant Scoutmasters. Unload Trailer: set-up 2 - 10 X 20 (GOAT) Dome for dining/cooking area, 3 picnic tables, Kitchen Box, Equipment Box, stoves, grill, dutch oven area, smoker area, GOAT campfire pit, and hot water burner.

Troop Equipment Set-Up:

- Hooker Dome - Dawn/Instructional Area

All Paul Bunyan's: Upon Finishing With Their Program Areas

Troop Equipment Set-Up:

- Main Fire Bowl With Ax-Yard
- Flag Display Area
- Troop Bulletin Board

