



SEVEN RANGES

Scout Reservation

2010 LEADER'S GUIDE

Contents

Section I - Summer Camp Overview	3
Seven Ranges Scout Reservation.....	3
Your Unit in Camp.....	3
Section II - Planning for Camp and Arrival	6
Camp Fees.....	6
Preparing For Camp.....	7
Medical Forms.....	9
Your First Day at Camp.....	9
Section III - Program Offerings.....	11
Program Areas.....	11
C.O.P.E.....	11
Ecology / Conservation.....	11
Field Sports.....	13
Handicraft.....	14
Native American Cultures (N.A.C.).....	14
Outdoor Skills.....	15
Learning Outdoor Survival Techniques (L.O.S.T.).....	15
Waterfront.....	15
Quartermaster / Ranger.....	16
Training.....	17
Trading Post.....	19
Commissary.....	19
Support Services.....	19
Chaplain.....	20
2010 Historical Merit Badges.....	20
Section IV - Advancement & Schedule	21
Prerequisites.....	21
Order of the Arrow.....	22
SPL2B.....	23
Thursday Night Campfires.....	23
Merit Badge Schedule.....	25
Merit Badge Grid Schedule.....	26
Important Meeting Times.....	26
Section V - Pipestone	27
History.....	27
Sunday Night Campfire.....	27
Friday Activities.....	27
Wear of and Care of the Pipestone Award.....	28
Requirements.....	28
Notes on Pipestone Requirements:.....	30
Section VI - Glossary of Policy	32
1. Camp Attire.....	32
2. Facilities.....	32
3. Firearms & Bows.....	33
4. Health and Safety.....	33
5. Restricted Items.....	34
6. Youth Protection.....	34
7. In Your Campsite.....	35
8. Visitors in Camp.....	36
Section VII - Emergency Procedures.....	37

Welcome to Seven Ranges!

Dear Scouters,

Thank you for selecting Seven Ranges Scout Reservation for your Summer Camp experience. Buckeye Council Camps have a long history of providing Scouts from all across the country with a memorable, quality program. This summer is no exception.

2010 is a landmark year for all Scouts and Scouters attending Seven Ranges. This summer, along with thousands of Scouts across our nation, we celebrate the 100th anniversary of the Scouting movement in America. This is an incredible milestone! Much of the credit for the continued success of our organization and our camp is due to the volunteer Scoutmasters, leaders, and parents that give countless hours to the ideals of Scouting. Again, thank you.

While we celebrate this summer, we must look equally to our rich history and traditions as well as forward to the next 100 years. Thus, our theme for the summer is “Look at How the Future Gleams”, a reference to the potential of where we can, and will go, over the course of the next century. Our future can only gleam when built on a solid foundation of morals, traditions, and ideals.

The Summer Camp Staff of 2010 represents this important milestone and theme well. Our goal is to ensure the foundation of your Unit is strong by supporting the Aims and Methods of Scouting throughout the week. We have assembled an outstanding group of passionate individuals, ready to guide you through your week in camp. Joining us on staff this summer will be alumni from Camp Tuscazoar, Camp Buckeye, and Camp McKinley as well as many returning Seven Ranges Staff.

If you are a new Troop or leader, this guide should help guide you through the week ahead. If you are returning, you will notice this guide has been heavily revised. Hopefully this encourages you to do something you may not have done for several years - read the guide cover to cover. The continued improvement of this guide and our summer camp program is dependant on your suggestions and feedback.

Again, welcome to Seven Ranges. We look forward to serving your Unit this summer.

Yours in Scouting,

Will Duderstadt
2010 Reservation Director

duder@mac.com
(614) 446-8526

Christian Shoemaker
2010 Program Director

christianshoemaker@yahoo.com

Section I - Summer Camp Overview

Seven Ranges Scout Reservation

The summer camp program at Seven Ranges is designed to provide the adventure, fun, and activities that are promised to every youth that joins Scouting. While at camp, Scouts have the opportunity to put into action the skills that they have practiced year round within your unit program.

Seven Ranges Scout Reservation is operated by the Buckeye Council, Inc., Boy Scouts of America. It is located in Northern Carroll County and encompasses nearly 900 acres of rolling hills, woods, meadows, lakes and ponds. "Reservation" is the proper term used to describe a large tract of land that has multiple camping facilities. On the Seven Ranges Scout Reservation, we have Camp Algonkin, Camp Calumet, Camp Akela and several other activity areas that are utilized year round. Contact the Buckeye Council office for a full description of the facilities and off-season rates.

Camp Algonkin

Camp Algonkin is the largest camp in the reservation. It has 25 campsites, including one specially designed for Scouts with special needs. Each campsite is adjacent to an outdoor latrine and covered washstand. Campsite furnishings include standard BSA Canvas Wall Tents, pitched on wooden platforms and steel cots. Modern hot water showers are located in close proximity to campsites. Camp Algonkin is home to the Frank G. Hoover Dining Hall and kitchen facility that prepares meals for campers.

The Deaver Administration Building houses offices and a complete first-aid facility. Two woodland lodges house the I.W. Delp Ecology Center and Handicraft Department. The camp also has areas for Field Sports, Outdoor Skills, a 40+ acre lake for Waterfront Activities and a C.O.P.E. course for older campers.

Camp Calumet

Camp Calumet is a more primitive camp area for those Troops who wish to partake in Troop or Patrol cooking. The camp contains latrine and washstand facilities, and refrigerators and freezers for food storage. Camp Calumet can accommodate four units per week and all share the program areas in Camp Algonkin.

Camp Akela

Camp Akela is home to the Buckeye Council's Webelos Resident Camp. Camp Akela maintains a separate entrance from Meter Road. The large pavilion provides dining facilities, indoor restrooms, and acts as the main gathering spot in camp. Camp Akela has a beautiful amphitheater, a "Schoolhouse Pond", two large campsites, and a large activity field.

Turkey Ridge

Turkey Ridge is a portion of the reservation dedicated to off-season, primitive camping. The Summer Camp program will occasionally utilize portions of this area for Merit Badge campouts. For more information about the availability of Turkey Ridge and how your unit could utilize this area, please visit the Deaver Administration Office.

Your Unit in Camp

Unit Organization in Camp

Summer Camp is the proving ground for the "preferred method" of Scout camping: a unit operating under its own leadership. Your week in camp will give the Scouts an opportunity to grow as leaders. Time will be given for each Scout to work on personal advancement. There will be troop and patrol time, as well as time for Scouts to explore a range of personal interests. The unit organization used for the year-round program should be used for the implementation of each unit's summer camp program.

- Each unit must be under the direction of a competent adult leader, 21 years of age or older, and registered with the Boy Scouts of America. This leader must be in residence with the unit at all times. This individual, normally the **Scoutmaster**, is in charge of the entire camp life of the unit.
- **Assistant Unit Leaders** or **Assistant Scoutmasters**, 18 years of age or older, should be in charge of a phase of camp life assigned by the Scoutmaster. It is suggested that they be placed in direct charge of the program. There must be at least two (2) adult leaders in camp at ALL TIMES. This requirement is both a local and national

regulation. One of these leaders must be at least 21 years old, and the other 18 or older. All leaders must be registered with the Boy Scouts of America prior to coming to camp.

- **Junior Assistant Scoutmasters** are usually given specific responsibilities involving definite skills such as instructor in camp craft, ecology, or the directing of certain activities such as campfires and games.
- The **Senior Patrol Leader**, as the youth leader of the troop, leads the patrols in all their patrol activities. He also chairs in the **Troop Leaders' Council**. At least once a day, the Troop Leaders' Council should meet to discuss the day's schedule of duties and programs.
- The **Patrol Method** is the cornerstone of any Scouting program. There is no reason to suspend this method during summer camp. Occasionally, new patrols will have to be formed when coming to camp because all Scouts may not attend. Patrols should be established before coming to camp.
- There are several other leadership positions needed at camp that may not be typical in your troop operation:
- The **Troop Astronomer** should be an older Scout or even an adult that has an interest in Astronomy. The Troop Astronomer can guide Scouts through the astronomy requirements of the camp honor program. Training for this position will be provided.
- The **Troop Naturalist** should be one or two people, youth or adults that have some knowledge and familiarity with the environment and can guide other members of the unit through the nature requirements of their camp honor. Training for the Troop Naturalist will be provided.
- The **Chaplain's Aide** is a Scout that shows an interest in helping his unit to be ever mindful of the twelfth point of the Scout Law: "A Scout is Reverent." The Camp Chaplain will conduct a special training program for Scouts who wish to fill this role.
- The **Fire Warden** is a Scout who is charged with the responsibility of making sure the unit is following the Camp/Unit Fireguard Plan. Your unit's Camp Commissioner will provide training for this position.

Campsite Description

The center of the unit's program in camp is the campsite. Campsites are between one and two acres in size. This is to allow a two or three year rotation of the tents in order to better conserve the quality of our land.

It is important that each Scout be informed that there should never be any flames in a tent and that any kind of aerosol, especially insect repellent, should never be sprayed in a tent, as it will remove the water repellent protection. Most patrol sites will have a picnic table. We encourage units to bring Troop dining flies as well.

Designated areas are provided for cooking and campfires. The conservation policy of Seven Ranges forbids fires to be built outside of these circles and forbids new fire circles to be selected without prior approval from the Camp Ranger. In extremely dry weather, it may be necessary for the reservation to be put under a "Limited Fire Plan" by the Ranger. If this happens, the camp administration will advise whether fires are permitted.

Each campsite has a flagpole. Units are strongly encouraged to display the American Flag and the Unit Flag during the day. Each campsite has a bulletin board on which to post important information. The buddy board should also be displayed in this area.

The Camp Commissioner

Every unit camping in Seven Ranges will be assigned a Camp Commissioner for the duration of their stay in camp. This staff member is your ambassador to camp life and has direct communication with all other camp departments. Your Commissioner's primary duties are:

- Ensure the health and safety of your unit and your campsite.
- Inform of daily camp wide program offerings.
- Help with your unit's Troop Leaders' Council organization both in and out of camp.
- Provide youth leader training and guidance.
- Suggest programming ideas for entire Troop or individual Patrols.
- Any other assistance that the Scoutmaster requests within reason.

Your Commissioner was selected to serve on the camp staff because of his working knowledge of Scouting skills and the

summer camp program. Commissioners serve as a direct line of communication with the camp administration. Commissioners work directly for the Program Director, which give them the unique ability to keep him abreast of the concerns and comments of unit leaders.

The Commissioner staff offers an optional incentive evaluation to be conducted by your SPL and your Commissioner. This daily campsite evaluation will be conducted by assigning a score to several areas. An additional patrol activity may occur in the afternoon. This evaluation score will determine which unit will have the honor of performing the retreat ceremony for that evening. In the event of a tie, the Commissioners Staff will advise units of their respective roles in the ceremony. Participation in this program is optional and is meant only to enhance your week at camp. Specific details of this evaluation program will be announced at the Leader’s Meeting on Sunday evening.

A daily health and safety check is required at each campsite regardless of a Troop’s participation in the evaluation process.

Dining Hall Procedures

The Dining Hall procedures at Seven Ranges are rooted in over 80 years of tradition at Buckeye Council camps. Great pride is taken in the orderly and mannerly way Scouts are expected to participate in.

Upon arrival at the dining hall ten (10) minutes prior to the meal, members of the camp staff will greet your unit at the doors. Your unit should be under the leadership of your Senior Patrol Leader and other junior leaders when entering the dining hall. Scoutmasters, adult leaders, and visitors should meet at the patio behind the dining hall.

Prior to entering the dining hall, Scouts will be asked to demonstrate their ability to tie specific knots. A different knot, as outlined in this guide, is the Scout’s “key” to entering the dining hall. Either a staff member, or preferably, a patrol leader or senior patrol leader in your unit will teach Scouts who cannot successfully tie the knot. Under no circumstances will anyone be denied access to the dining hall. This is an opportunity for your Scouts to hone their skills while also serving as an opportunity for the camp staff to interact personally with the members of your unit.

	Monday	Tuesday	Wednesday	Thursday	Friday
Breakfast		Two Half Hitches	Timber Hitch	Stevedore	Figure Eight
Lunch	Whipped Rope	Slip Knot	Clove Hitch	Fisherman’s Knot	Sheep Shank
Dinner	Square Knot	Sheet Bend	Bowline	Girth Hitch	Taut-Line Hitch

When the bugle sounds, units will enter the dining hall in an orderly manner, in absolute silence and with arms folded. Scouts should find their way to their patrol tables and wait until grace is sung before taking a seat and engaging in conversation. Leaders, visitors and staff should find a designated guest spot at any table in the dining hall. Despite great efforts made by the staff, every leader may not always be able to sit with other troop members. There will be seats available somewhere in the dining hall for these leaders.

Meals in the Frank G. Hoover Dining Hall are served family style using the host / waiter system. For each table, a waiter should be selected who will report to the dining hall prior at 7:05am, 11:55am and 5:30pm to prepare for the respective meal. Each Scout will act as waiter for three consecutive meals beginning with Sunday dinner. Please follow this procedure as instructions are only given at dinner meals.

Waiters will be called to the kitchen to pick up food for their table. Your waiter is the only person permitted to enter the kitchen, retrieve beverage refills, etc. The camper seated to the left of the waiter will serve as the host. The host will portion the food out and pass the plates clockwise around the table. The waiter will receive his plate first followed by the leaders and staff seated to the waiter’s right. It is the responsibility of the leaders and staff to ensure that Scouts follow this traditional eating style and use manners during meals. Remember: “manners maketh the man”.

Immediately following the meal, some lively program including skits, songs, and special announcements will follow. At the conclusion of the meal, the Program Director will request everyone to “stand quietly for Trail the Eagle”. After singing, units may exit the dining hall.

It is the sole job of the waiter to remain in the dining hall for approximately 25 minutes to clean up the table after meals. Please do not stack dishes or begin cleaning up during program, as this is distracting to others. To avoid injury, please instruct Scouts to remain seated at their tables during the meal and program.

Section II - Planning for Camp and Arrival

Camp Fees

Disclaimer

All camp fees and discounts are subject to change without notice. Not responsible for typographical errors or omissions. All decisions made by the Buckeye Council Camping committee are final

Scouts

The cost of attending Camp Algonkin is \$230 for Scouts registered in the Buckeye Council and \$250 for Scouts from out of council units. In Camp Calumet (outpost camping), the price is \$150 for Scouts registered in the Buckeye Council and \$160 for Scouts from Troops out of council. Outpost camping does not include meals. If your Troop is staying in Camp Calumet, and requires any food from the camp commissary, you must make arrangements with the Food Service Manager prior to your week in camp.

Leaders

The fee for each adult leader attending Camp Algonkin is \$90.00. The fee for adults in Calumet is \$35.00.

Discounts

If more than one Scout from the same household is attending Camp Algonkin or Camp Calumet, the fee for the second Scout will be reduced by \$10.00. A third sibling Scout will receive an additional \$10.00 discount.

Scouts who have paid \$100 by March 15th and have paid their full camp fee no later than April 15th for Units attending periods 1-4, May 15th for Units attending periods 5-7 will have their total camp fee reduced by \$20.00. Adult leaders who have paid \$25 by March 15th and have paid their full camp fee at the same schedule listed above will have their total camp fee reduced by \$5.

Payment

The full camp fee should be paid at the Buckeye Council Service Center ten working days prior to your week in camp. We prefer not to handle cash camp fees in camp. Full payment at the Service Center will speed up your Troop's check-in. If at the last minute any payment is necessary, we prefer this be done with a single check.

Refunds

All activities offered by the Buckeye Council require significant planning and purchase of materials well in advance of the event. These plans include, but are not limited to: staffing, food, program materials, patches, awards and other equipment that are a part of the program fees. When an individual or unit makes a reservation, the expenses related to that event are incurred to support that reservation.

- Reservations cancelled at least 30 days prior to the first day of an event will receive a 100% refund.
- Cancellations between 7 and 30 days prior to an event will receive a 50% refund.
- Cancellations 1 to 7 days prior to an event will receive a 25% refund.
- No refunds will be issued for cancellations made the day of an event!
- All refunds will be issued to the unit and sent to the Pack, Troop, or Crew.

All cancellations must be made directly to the Buckeye Council Service Center in writing or by calling (330) 580-4272 or toll free at 1-800-589-9812 and then confirmed in writing, by FAX, or via e-mail.

Deposit

Previously, the 'Site Reservation Fee' was paid to reserve a site for your unit. The amount paid was not applied towards your camping fees for the week. With our current 'deposit' system - the amount paid may be used towards your summer camp fees for 2010, or "rolled over" into a deposit for 2011. The Site Deposit is: \$150.00 for In Council units and \$200.00 for Out of Council units.

NOTE: Please bring a check for your campsite reservation for the next summer camping season.

Insurance

The Buckeye Council's accident and sickness insurance plan covers **only** Buckeye Council Troops.

Campership Funds

Every Scout should have the opportunity to experience long-term camping whether he has the funds to do so or not. Two campership funds are available for Scouts who need financial assistance in order to attend summer camp. Scouts in a Buckeye Council troop can apply for the Buckeye Council Campership Fund. Additionally, The Ohio Elks Association's Scout Financial Assistance Program is designed to assist any individual Scouts who will not have the opportunity to participate in troop activities, such as summer camp programs or summer Scouting trips, due to family situations.

Both applications are available by writing or calling the Buckeye Council Service Center. All information provided is considered confidential. Please be aware, in keeping with the ninth point of the Scout Law (Thrifty) each Scout is encouraged to earn some amount of money towards camp.

Preparing For Camp

Personal Gear To Bring:

- Field Uniform and Activity uniform(s)
- 1 pair of sturdy hiking boots with good ankle support
- 1 pair of tennis shoes
- 7 blank or Scouting related T-shirts
- 2 pairs of pants or jeans, 5 pairs of shorts, and belt
- 1 long sleeve shirt and 1 sweatshirt
- underwear/socks (1 week worth)
- personal hygiene items
- shower shoes, 2 towels, and swim suit
- flashlight and pocketknife
- spending money
- pad or plastic to cover spring or wooden bunk
- sleeping bag and backpack
- notebook, writing utensils, envelopes, and stamps
- blank or Scouting related hat
- 3' whipped knot rope (for Dining Hall traditions)
- fishing pole, camera, and film (optional)
- Scout Handbook and merit badge prerequisites
- rain gear, sun screen, and insect repellent
- Pipestone wood (if applicable)
- mattress (Optional - youth campers, including Senior Patrol Leaders, will not be provided with mattresses)

Patrol Gear To Bring

- patrol flag
- twine or rope
- dining fly
- 2qt pot, cooking utensils, and frying pan or griddle
- water cooler and camp stove (optional)

Troop Gear To Bring

- buddy board (see Section VI - Glossary of Policy - "In Your Campsite")
- American Flag (state flag if other than Ohio)
- Troop flag (for display in campsite)
- first aid kit
- extra lantern(s)
- **Note:** If your unit has two troop flags, one may be flown at the parade grounds. Troops that do not have a second troop flag will be provided with a campsite flag by the camp staff to be flown at the parade grounds each day and to be retired at retreat. Your 'primary' official troop flag must be flown in your campsite.

As Soon as Possible

- Inform all Scouts, second year Webelos, and their parents of the dates and cost of camp.
- Recruit two adult leaders for every eight Scouts.
- Start developing unit leadership and goals for camp.
- Develop a savings program to help Scouts prepare for camp.
- Review the summer camp program. Help Scouts select merit badges and get them started on prerequisites.
- Attend a “pre-planning conference”. The pre-planning conference is an opportunity for a representative of the camp staff to meet with Scoutmasters and Senior Patrol Leaders to discuss all aspects of camp programming and procedures, including changes or special program features for the summer. It is also an excellent opportunity to ask questions.

One Month Before Camp

- Out of council troops should request a tour permit.
- Send out a final camp notice to parents.
- Have troop committee members visit parents of Scouts not registered for camp.
- Finalize merit badge selections and continue to encourage Scouts to complete any necessary prerequisites.
- Provide Scouts with a list of what to bring to camp. Some suggestions are included in this guide.
- Check all Scout medical forms to make sure that they have been signed by parents this year and that the medical forms are no more than 1 year old.
- Ensure that adults 40 years of age or older have new medical forms.
- Verify a certified and licensed health-care provider recognized by the BSA has signed all medical forms.
- Ensure that Scouts have awareness of, and have started on Merit Badge Prerequisites.
- Consider the resources that summer camp program can provide and complete a program of activities your troop would like to undertake.
- If your Senior Patrol Leader wishes to participate in the SPL2B program, please request an application from the Buckeye Council Service Center. See Section IV - Advancement & Schedule.

Two Weeks Before Camp

- Call Seven Ranges (330) 738-2085 and give a count of how many Scouts and leaders will be attending camp with your unit. This is necessary to ensure enough food is ordered for the dining hall.
- Pay in full any money owed for camp to the Buckeye Council Service Center. The address is:

2301 13th St. NW
Canton, OH 44708

- Ensure that all other necessary forms have been mailed to the Council Service Center and that you have registered your Scouts for their merit badges via BadgeTracker (<http://sevenranges.badgetracker.com/>) Please call the Council Service Center if you have any questions or concerns regarding these forms or merit badge registration.

One Week Before Camp

- Inspect each Scout’s personal and patrol gear.
- Prepare troop equipment for packing.
- Prepare the troop roster.
- Remind Scouts of the customs, practices, and rules of the camp.
- Make a final check on transportation to and from camp. (You will be able to move your troops trailer to your campsite during Sunday check-in. No person is allowed past the main camp gate before 1:00 pm. Please check-in with the camp staff member at the main gate in order to take your trailer to your camp site. No camp pass will be required. No pintle hitches.)
- If you haven’t yet done so, please call the camp office with the number of Scouts and adults attending.
- Call the camp office with any special dietary needs requests.

- Depending on your departure time, remind Scouts to bring Sunday's lunch. The first meal at camp is not until dinner on Sunday evening.
- Give parents the reservation address so that they may send mail. The address is:

Scout's name
Troop Number and Campsite Name
7070 Meter Rd. NE
Kensington, OH 44427

The Day Before Camp

There is no leadership provided in Seven Ranges from 12:00 PM Saturday until 1:00 PM Sunday; therefore, no campers or leaders are permitted on the reservation Saturday night. Out of council units that have a long distance to drive are invited to camp at Camp McKinley in Lisbon, Ohio on Saturday. They may spend the night and travel a shorter distance to Seven Ranges on Sunday. Units wishing to take advantage of this opportunity need to make arrangements ahead of time through the Buckeye Council Service Center.

The Day You Leave for Camp

- Make sure you have all camp medical forms and ensure they are signed and dated before leaving for camp.
- Bring six (6) copies of your troop roster.
- Check gear to ensure everyone is properly equipped and no restricted items are being brought to camp.
- Arrive between 1:00 PM - 3:00 PM. No units may enter camp before 1:00 PM. This policy is non-negotiable.
- Verify scheduled transportation home. Advise drivers to be at camp at 11:00 AM the following Saturday.

Medical Forms

A health history and a physical examination conducted within the past 12 months is required for each youth and adult camper. Form #34605 must be completed and signed by a certified and licensed health-care provider recognized by the BSA (MD, DO, nurse practitioner, or physician's assistant). Additionally, attach a photocopy of both sides of insurance card.

Important: As of Jan 1, 2010, **only** the new BSA Physical form (#34605) will be accepted.

Be sure that the emergency name, address and phone number appear on the medical forms and parents or guardians have signed and dated the form in the specified space. Use form #34605 for all youth and adults. This forms is available at the Buckeye Council Service Center.

Your First Day at Camp

The following section attempts to ensure that your Sunday check-in moves as smoothly as possible. Please read this section carefully and well in advance.

Check In (1:00 PM - 3:00 PM)

- Units report to the picnic area near the Deaver Administration Building.
- The Scoutmaster will be greeted by the Reservation and Program Director at the front picnic table. Here, the Scoutmaster will receive wristbands, troop financial records, and Sunday's Commissioner Notes, which will aide your unit through the rest of the day.
- Once the Scoutmaster has received all of the information required, the troop will move into the check-in area for medical re-check. The Senior Patrol Leader should have the unit in a single file roster order line to ensure a smooth check in process. The Senior Patrol Leader should have six copies of the troop roster to begin this process.

NOTE: No one will be permitted to stay in camp overnight without a completed medical form.

- Personal rifles, bows, shotguns, paintball guns, paintballs and ammunition are not to be brought to camp.
- The "Pipestone wood trailer" will be located near the parking lot. It is the unit's responsibility to record the completion of the wood gathering requirement for their Scouts' camp honors. Units may drop their wood off at

the trailer at this time so they do not have to carry it to the campsite. It is the SPL's duty to sign off on this Pipestone requirement. It is the SPL's responsibility (not the Camp Staff) to ensure the quality of the bundle.

- A member of the camp staff will inform the unit of a time which they should report back to the camp office during the week to finish their financial paperwork.
- The troop will also receive a time for their Swim Check at the Waterfront. Please be on time to ensure a smooth swim check.
- Every Troop will sit for a camp photo. Scoutmasters will receive a complimentary photo during check out.
- Provisions for transporting unit gear in any reasonably sized trailer with applicable ball hitch connection will be made. The trailer will be left in the campsite throughout the week and removed during departure on Saturday morning. No personal vehicles will be permitted in camp at any time for any reason without permission from the camp office. Of course, accommodations for Scouts and Scouters with special needs will be made. Equipment brought for use in good turn projects can be moved later in the week.
- Once in your campsite, a Camp Commissioner will stop by to check if you have any needs as well as take a quick inventory of tents and other camp equipment.
- Everyone should put on swimsuits and report to the lake for swim checks. Be sure to take the blue copy of the roster with you when reporting for swim tests. Every unit will be assigned a time in which they will complete their swim check.

NOTE: It is strongly suggested that adult leaders participate in swim checks.

An adult taking his swim test sets the example and can calm any fears young Scouts may have.

- Before leaving your campsite, take time to:
 - Welcome Scouts to Seven Ranges.
 - Remind Scouts they may not go anywhere without shoes on their feet (sandals and flip-flops are NOT permitted in most areas).
 - Remind Scouts of the camp policies found throughout this booklet. Adjustments should be made immediately to ensure the unit and its members fall within the guidelines and policies of Seven Ranges, the Buckeye Council, and the Boy Scouts of America.
 - After swim tests are completed, stop by the tool house for any needed items such as a lantern, rake, shovel, broom, toilet paper, and trash bags.

Sunday Evening

- Waiter call will be at 5:20 PM signaling the time for waiters to report to the dining hall. Send one waiter for every eight Scouts in your unit unless notified otherwise at check-in. No two waiters should be from the same patrol. If possible, make sure that first year campers are not waiters for this first meal.
- Guest meals cannot be guaranteed to be available on Sunday evening. We request that visitors return to the Deaver Administration area to eat a picnic dinner (which they have prepared for themselves) or to make other arrangements for dinner off of the camp property.
- Report to the Hoover Dining Hall by 5:45 PM. All Scouts and Scouters should wear the official Scout field uniform to all dinner meals. Athletic shorts should not be worn for any dinner meal.
- Troop numbers will be posted outside of the doors of the dining hall so that units will know which door to enter the dining hall from. Staff members will be present to help units line up.
- Adult leaders will enter through the patio door at the rear of the dining hall. Bring this program guide, notepad, and a writing utensil to dinner, as a Leader Meeting will follow retreat.
- Retreat will immediately follow the meal. All Scouts and leaders are asked to assemble, in uniform, for this ceremony on the reservation parade grounds just below the dining hall. Retreat is a ceremony of participation - not observation. Please join the camp on the parade grounds for this ceremony. Troops are encouraged to bring their troop and patrol flags to retreat.
- An **important Leader Meeting** will be held immediately following retreat.
- The Senior Patrol Leaders' meeting will be at the Central Camp Administration Building following retreat.

- All first year campers should remain on the parade grounds after retreat for a tour of camp. This tour will end at the Bridgebuilder's Amphitheater where first year campers will then rejoin their units for the Sunday Night Campfire.
- The Assistant Senior Patrol Leader should have his troop at the Bridgebuilder's Amphitheater by 8:50 PM. All units and their members are required to participate in The Sunday Night Campfire. Scouts will not need to bring flashlights, since the paths will be lit back to your campsite.
- After the campfire, leaders should escort Scouts quietly back to the campsite. Scoutmasters may wish to have a quiet conference with their Scouts before going to bed.

Section III - Program Offerings

Program Areas

The purpose of this section is to give an overview of the offerings of each program area in Camp Algonkin and explain how they can provide advancement opportunities. Please use this information to decide how to best implement these resources into Troop Program.

C.O.P.E.

Camp Algonkin offers C.O.P.E. (Challenging Outdoor Personal Experience) programs for units during the summer camp season. Project C.O.P.E. is a series of interrelated events, which challenge participants on an individual and group level. Events are divided into three offered categories: initiative games, trust events and low ropes course. Project C.O.P.E. has seven objectives: Teamwork, Self-confidence, Trust, Leadership, Communication, Decision Making and Problem Solving.

Games introduce teamwork concepts while also serving as warm up exercises. Trust events further teamwork development while developing risk taking from low to higher levels. Low rope elements involve teamwork close to the ground. The concept of "challenge by choice" encourages each person to participate fully while maintaining the right to "opt out" of any individual part of the program.

All participants must be at least 13 years of age and in good physical condition. Units wishing to participate during their stay in camp should schedule a time for their unit. The C.O.P.E. Director will provide details on how to sign up during the Leader's Meeting on Sunday following retreat. Courses will be offered each afternoon during open program.

The C.O.P.E. course is operated under the supervision of a National Camp School certified director. The C.O.P.E. course was built under the strict standards of the Association for Challenge Course Technology. Standards of safety are stressed at every level.

Climb On Safely

This certification is required by at least one adult leader in your unit for any unit function that involves climbing or rappelling. Class sessions will be announced in the Dining Hall and in the daily Commissioner's Notes.

Ecology / Conservation

The Camp Algonkin Ecology and Conservation program is housed in the beautiful I. W. Delp Ecology Center. The purposes of the Ecology and Conservation Department are as follows:

- To help Scouts develop the right attitudes regarding the importance of natural resources and their use.
- To show Scouts that these resources are to be managed intelligently.
- To contribute to the rebuilding and wise use of America's resources by actual work on the land, in forests, and along the waterways.
- To carry out such activities as erosion control, forest fire detection and prevention, and wildlife habitat improvement so that Scouts may learn some of the techniques necessary to the continued productivity of these resources.

The Ecology Center is full of interesting items of nature, some wildlife exhibits, a reference library, and a well-trained staff eager to answer questions on nature and conservation as well as assist with troop program.

Merit Badges

The Ecology / Conservation Department offers: Astronomy, Bird Study, Energy, Environmental Science, Fish & Wildlife Management, Forestry, Geology, Plant Science (by appointment), Reptile and Amphibian Study, Mammal Study, Nature, and Oceanography Merit Badges.

Leave No Trace

“Leave No Trace” is a nationally recognized outdoor skills and education program. The Boy Scouts of America is committed to this program. The principles of Leave No Trace are not rules; they are guidelines to follow at all times.

The Leave No Trace principles might not seem important at first glance, but their value is apparent when considering the combined effects of millions of outdoor visitors. One poorly located campsite or campfire is of little significance, but thousands of such instances seriously degrade the outdoor experience for all. Leaving no trace is everyone’s responsibility.

The weeklong program for adults and youth includes attending Camping Merit Badge at Outdoor Skills, Environmental Science Merit Badge at Eco/Con, and instruction in the principles of Leave No Trace, also at Eco/Con. Those wishing to earn this award must make their intentions known to the Ecology and Conservation Director on Monday morning following the Environmental Science class. In order to complete the award while at camp, participants, both youth and adult, must participate in a service project, one overnighiter away from the campsite, and (prior to coming to camp) demonstrate and practice the principles of Leave No Trace on three separate camping/ backpacking trips. Participants in this program should bring a letter from their Scoutmaster stating that they have completed this prerequisite in order to be considered for the Leave No Trace award.

Participants in the program should be at least 14 years of age or older and should bring the BSA’s Leave No Trace book with them to each session. Again, participants complete this award by attending the regular camping and environmental science classes and then immediately making an appointment with the Ecology and Conservation Director to begin sessions in Leave No Trace awareness and training.

There is no cost for this program. Provided all prerequisites are met and work during the week is complete, participants will earn the BSA Leave No Trace Award and patch.

Environmental Interpreter

The Environmental Interpreter strip is offered to recognize those who have a basic understanding of the local environment and the ability to interpret this for others. This strip is worn above the right hand shirt pocket on the BSA uniform. Scouts and leaders may earn this award by attending both Troop Naturalist sessions offered through the Ecology Staff.

Hornaday Award

This is an intense ecology award that can be worked on at camp but not completely earned due to the time involved to complete its requirements. The current requirements can be found in the Boy Scout Handbook. If interested in the Hornaday Award, talk to the Ecology Conservation Department Director. He can help set up a program for a Scout working towards this award as well as give some project ideas.

John Burroughs Nature Award

The John Burroughs Nature Award was established in 1925 by Mr. I. W. Delp to acknowledge Scouts and leaders who demonstrate an outstanding knowledge and interest in the study of nature. The John Burroughs Nature Award is the highest recognition given in the field of nature by the Buckeye Council. Scouts wishing to undertake the John Burroughs program must secure permission from their unit leader and the Ecology Director. It is suggested that a person undertaking the program consider studying with the Ecology Staff over a period of one or two years before applying for the Burroughs program. This is best done by expressing an interest to the Ecology Director and attending star studies and plant walks whenever possible.

When a Scout does apply for the award, the Ecology Director will explain how the different levels of the Burroughs Award are earned. The award itself is a bronze, gold, or silver maple leaf that is to be worn on the right-hand pocket of the uniform shirt.

The leaf may also have a diamond rhinestone set into it recognizing a past or present instructor of the program. These leaves signify the levels of Brave, Fellow, or Knight. The level earned is determined on the number of points received in different categories. The category of “extra points” is an accumulation of excess points over the minimum required in the other areas of identification.

	Brave (Bronze)	Fellow (Gold)	Knight (Silver)
Plant Life	50	75	100
Wildlife	30	40	55
Rocks and Minerals	10	20	35
Astronomy	10	20	25
Extra Points	60	80	100
Total Points	160	240	315
Project	4 hours	6 hours	10 hours

Note: All Burroughs’ requirements must be completed during one summer camp season. You may only attempt to earn a level of Burroughs once a year. If they are also being used for Pipestone requirements, they must be completed in full during the Scout or Scouter’s week at camp.

Please consult the packet of information on the John Burroughs Nature Award Program (available from the Buckeye Council Service Center or the Seven Ranges Ecology and Conservation Department) for more information regarding this prestigious award. The Ecology and Conservation Center will be holding Burroughs instructional courses throughout the week in order for you to gain a better understanding of this program.

World Conservation Award

This award recognizes Scouts who have earned Environmental Science, Citizenship in the World, and either Soil and Water Conservation or Fish and Wildlife Management merit badges. See the Ecology and Conservation Department for details. (NOTE: Although all of the badges mentioned are offered at camp, it may not be wise to encourage a Scout to take all of them in one week.)

Troop Naturalist

The Troop Naturalist program will instruct unit representatives in the area of plant identification and other camp honor requirements. One or two carefully chosen individuals from your unit will be able to instruct other Scouts on this subject after completion of this program. Troop Naturalists meet both Monday and Tuesday at 2:20 PM for training.

Troop Astronomer

The Troop Astronomer will be assisted in his duties through the star study program. The program will be offered on a consistent basis on clear nights throughout the week and will be announced over the camp P.A. system. All Scouts are encouraged to attend with their Troop Astronomer.

Field Sports

Camp Algonkin has a complete Field Sports Department that offers opportunities for archery, fishing, rifle shooting, and shotgun shooting. All firearms use is done under the supervision of a qualified instructor whose primary role is to impart the Scouts with a sense of safety and the rewards of a life-long pursuit of the recreational benefits of field sports. Introducing Scouts to the proper techniques of handling rifles, shotguns, and bows lends us a great opportunity to help avert some of the firearm accidents that occur in our country each year.

In an effort to maintain the safety of the range and camp, no firearms or ammunition are to be brought to camp by youth or adults. The Field Sports Department will provide the necessary firearms to adequately operate the range. All live rounds of any type must be kept and stored at the Field Sports Department.

Merit Badges

The Field Sports Department offers: Archery, Fishing, Rifle Shooting, and Shotgun Shooting Merit Badges. Archery Merit Badge has an additional fee of \$5 per Scout. All shotgun shooting (including Shotgun Merit Badge and open program) has an additional fee of \$2.50 per 10 shots.

Handicraft

The Handicraft Department is equipped with supplies for craft pursuits of all sorts. At Handicraft, Scouts and leaders are invited to create their own hand-tooled leather or woodcarving projects. Supplies are available for completing many kinds of Native American crafts including beadwork. The Handicraft Staff is available for instruction in all these areas.

Merit Badges

The Handicraft Department offers: Basketry, Indian Lore, Model Design and Building, Leatherwork, and Wood Carving Merit Badges. The following Merit Badges require project material to be purchased from the Trading Post for use in class. Approximate project costs are shown and will vary based on the actual project purchased:

Basketry	Indian Lore	Leatherwork	Wood Carving
\$7 - \$9	\$8 - \$10	\$2 - \$11	\$4 - \$6

Craftsman Award

The Craftsman Award was started in 1975 and is given to a youth or adult who has spent considerable time at the Handicraft Center helping Scouts and Staff with projects. The award is an arrowhead hung on a leather thong from the right side pocket of the uniform shirt. The arrowhead was chosen because it was often the craftsman of an Indian tribe who spent many hours making arrows for the hunt. Though it was the hunters who often won the respect of the people, the unacknowledged long hours of the craftsman made possible the deeds of the hunter. This award is a way of thanking a Scout or Scouter for their long hours of labor that help better the Handicraft program.

Native American Cultures (N.A.C.)

The Native American Cultures Program of 2010 will be a reincarnation of the program, as it existed in the summers of 1997 and 1998. Scouts participating in the N.A.C. program will complete the requirements for Indian Lore, Wilderness Survival, and Archaeology Merit Badges. This multi-disciplined program will combine the skills and know-how of Indian people from all over North America into "hands-on" activities like native cooking, finger-weaving, fire-building, shelter construction, archaeological techniques, Indian games, storytelling and much more! The focus during the week will be on the native people who lived throughout the Eastern Woodlands as this is where we will be studying.

Throughout the week, Scouts will learn many different skills that were used by America's first inhabitants; how they lived, hunted and played. Together, we will try our hands at native crafts and survival skills all the while learning about how modern archaeologists, researchers and native elders have brought back to life or preserved this ancient knowledge.

At the end of the week, on Thursday night, Scouts will have an opportunity to reflect on their week in this program and camp as a whole. They will share their reflections with their fellow Scouts at a campfire in the form of a story that they will tell. To top off the Native American experience, at the conclusion of their storytelling the Scouts will have the option of participating in a traditional non-ceremonial sweat lodge. The sweat lodge will be led by the instructor in a way that is similar to (but not as physically intense or religious based as) an actual sweat lodge ceremony.

A Scout successfully completing the weeklong program will not only receive the noted Merit Badges, but will also receive a distinctive Native American Cultures patch. Even Scouts with one or more of these Merit Badges will greatly benefit and enjoy the information and experiences presented throughout the week. N.A.C. is designed for Scouts that have spent at least one previous year in camp. The program will meet 10:00 - 11:50 **and continue** 2:20 - 3:30. There is an additional fee of \$10 to cover program supplies. See the "Merit Badge Prerequisites" section for pre-camp requirements.

N.A.C. will be located on the small land peninsula below Bouquet's View. The N.A.C. area is visible from Waterfront as well as the Frank G. Hoover Dining Hall and main camp area.

Outdoor Skills

The Outdoor Skills Department still provides all the programs that lie at the heart of Scouting's outdoor camping program, but has expanded to include many new issues that address modern camping enthusiasts. These include, but are not limited to, the Leave No Trace standards of outdoor ethics as well as instruction for unit leaders on how to take their units into the backcountry safely with the Trek Safely certification.

The Outdoor Skills Department remains dedicated to ensuring the highest level of quality in the instruction of all Scoutcraft skills. Those include camping, cooking, knots, splices and lashings, fire building, survival skills, wood tool skills, orienteering and more. The Jones Outdoor Skills Lodge serves as the headquarters for the Outdoor Skills Department.

Merit Badges

The Outdoor Skills Department offers: Camping, Emergency Preparedness, Fire Safety, Pioneering, Orienteering and Wilderness Survival Merit Badges. Additionally, First Aid merit badge is offered in conjunction with the Support Services Department. First Aid Merit Badge meets at the Netawotwes Pavilion.

Totin' Chip / Firem'n Chit / Chemical Fuel Chit

The Totin' Chip certification grants a Scout the right to carry and use wood tools while Firem'n Chit grants a Scout the right to carry matches and build campfires. Outdoor Skills Staff will instruct a course for Troop instructors of these certifications or for individual Scouts needing certification, by appointment.

Paul Bunyan Woodsman Award

This is an award open to both youth and adults. Those wishing to work on this award must have and instruct Totin' Chip at camp in the presence of an Outdoor Skills Department staff member.

Trek Safely

A guide to unit trek planning designed to help Scouting groups to be fully prepared for back-country treks. Certification can be obtained in about an hour. It applies to all types of treks involving at least one overnight. Learn the seven points of Trek Safely and provide better leadership to your unit. Class sessions will be announced in the Dining Hall and in the daily Commissioner's Notes.

Learning Outdoor Survival Techniques (L.O.S.T.)

2010 brings the introduction of our L.O.S.T. program at Seven Ranges. This program is designed for older Scouts that are seeking an additional outdoor challenge at Summer Camp. Participants will gather after Monday Breakfast for orientation and depart on their adventure immediately following Monday Lunch. Scouts will return for Thursday Lunch. This program will test the participant's ability to succeed in various survival situations.

While Scouts participating in this program will complete the requirements for Wilderness Survival, Cooking, and Geocaching Merit Badges, the L.O.S.T. Staff will be instructing more advanced topics such as LNT, edible plants/fungi, team building, orienteering/GPS, advanced fire building and more. Scouts should be 13 or older and have completed the 1st Class Rank to participate in L.O.S.T.. Scouts seeking a challenge above and beyond the "normal" summer camp experience are encouraged to participate, even if they've already earned the included merit badges. Scouts will have the opportunity to complete the requirements for their Pipestone while participating in L.O.S.T. Adult participation in this program is encouraged, however please coordinate this with the L.O.S.T. staff at the Sunday Leader Meeting. See the "Merit Badge Prerequisites" section for pre-camp requirements.

Waterfront

The waterfront program in Camp Algonkin is designed to accomplish and support the five purposes of the Scouting aquatics program. These are:

- Give Scouts self-confidence and skill in aquatics.
- Instruct Scouts in self-preservation, the care and use of aquatic equipment, and simple rescue methods.
- Promote aquatic recreation.
- Develop physical strength and coordination.
- Aid units in planning and conducting a safe, year-round aquatic program.

Camp Algonkin has a complete waterfront including swimming and boating areas. These areas, as well as all aquatic activity in camp, are conducted using the Safe Swim Defense and Safety Afloat programs of the Boy Scouts of America. The Waterfront Director, as a certified Aquatics Instructor through the BSA National Camping School, will serve as the qualified supervisor for all swimming and boating done in camp. All water activities will be done under the supervision of the Waterfront Director and the waterfront staff.

Unit leaders must help assure Scouts do not swim at any place on the reservation that is not under the Waterfront Director's supervision.

Merit Badges

The Waterfront Department offers: Canoeing, Lifesaving, Motorboating, Rowing, Small Boat Sailing and Swimming Merit Badges. It is helpful for any Scout planning on taking a waterfront merit badge to hold a current CPR certification, but not required. A CPR review course is offered on Wednesday afternoon to satisfy merit badge requirements. However, if a Scout does not wish to take part in this time-consuming activity and is a holder of valid CPR certification, they must present their certification card directly to their counselor in order to be passed on the requirement.

A fee of \$5.00 is charged for Motor Boating merit badge to cover fuel used by the campers.

BSA Aquatics Supervision

This program has replaced the BSA Lifeguard program. BSA Aquatics Supervision is designed for the extremely dedicated Scout or leader. Anyone interested in BSA Aquatics Supervision Program will make arrangements with the Waterfront Director on Sunday directly following retreat as indicated during the dinner meal. Any Scout interested should have a current CPR certification. Due to the extreme nature of this program, Scouts may not have time for any other programs or merit badges.

Kayaking BSA

Classes for this award will meet from 11:00 AM - 11:50 AM. Please note that those enrolled in this class are expected to be strong swimmers and have some experience with kayaks. The class size will be limited according to the number of kayaks available.

Mile Swim BSA

The Mile Swim BSA program is designed to be a conditioning program to promote good physical fitness and safe practices in distance, open-water swimming. The conditioning program requires the participant to swim 1/4 mile on Monday during open swim, 1/2 mile on Tuesday during open swim, and a full mile in open water on Thursday evening. Participants, whether youth or adult, are required to complete all phases of the conditioning program as well as provide a rower and spotter to accompany them in a boat on Thursday evening. It is highly suggested that the person selected to be a rower has some rowing ability.

Safe Swim Defense and Safety Afloat

Training will be offered to adult leaders in the BSA Safe Swim Defense and Safety Afloat programs on Tuesday evening at the dining hall. This certification is valid for two years and gives the training necessary for conducting a year-round aquatic program.

Quartermaster / Ranger

The Quartermasters, under the direction of the Camp Ranger, work to maintain camp-owned facilities and equipment. They will be happy to assist Troops with campsite problems such as platform repairs and latrine plumbing. The Quartermasters can be useful resources to campers working on good turn or special projects.

The Service and Equipment Request Form

In order to improve communications and service, please use the "Service and Equipment Request" form. This form allows leaders to ask for maintenance related services and campsite equipment such as bunks and tent poles. The form may be obtained in the Scoutmaster Conference Room or from your Commissioner. Completed forms should be returned to the Quartermaster's mailbox located in the conference room.

Tool House

The following items can be secured from the Tool House for use in maintaining your campsite: kerosene, toilet paper, pine cleaner, basic tools, trash bags, twine, and fire buckets. Each campsite may check out a tarp, lantern, and specific tools. If a tool is broken, return it to the Tool House for a replacement. Troops that damage tools will be responsible for their replacement. When returning tools, please make sure that they are clean and returned during open hours.

Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
1:00 - 5:30 7:30 - 8:00	8:15 - 9:30 5:00 - 5:45	8:15 - 9:30 1:15 - 2:30 5:00 - 5:45	8:15 - 9:30 1:15 - 2:30 5:00 - 5:45	8:15 - 9:30 1:15 - 2:30 5:00 - 5:45	8:15 - 9:30 1:15 - 2:15 5:00 - 5:45	7:45 - 8:15 9:30 - 11:00

Good Turn

A member of the Quartermaster Staff will also be in charge of good turn projects in camp. A list of camp good turn projects will be maintained in the Scoutmaster Conference Room at the Frank G. Hoover Dining Hall. For any questions concerning good turn projects, please see the Quartermaster during Tool House Hours or before any meal at the dining hall.

Merit Badges

The Quartermaster / Ranger staff offers: Farm Mechanics Merit Badge.

Training

The Training Department has grown to include all aspects of learning and training on camp property. The Training Staff will work closely with the camp staff throughout the week to ensure the quality of merit badge instruction is at the highest level possible. While we encourage all Scouts to address concerns directly with their merit badge instructor, we understand Unit Leaders may also express opinions on behalf of their Scouts. When possible, we ask Unit Leaders to communicate with the Training Staff to address concerns they may have in any program area.

Becoming a “Trained” Leader

Scoutmasters and Assistant Scoutmasters are considered trained, and able to wear the Trained patch, when they have completed: 1) This Is Scouting, 2) Scoutmaster and Assistant Scoutmaster Leader Specific Training and 3) Introduction to Outdoor Leader Skills. The Seven Ranges Training Department is committed to helping your future unit leadership become properly trained while in camp.

Step 1 - This is Scouting

“This Is Scouting” is divided into six modules. It picks up where Fast Start left off and introduces participants to the following areas of the Scouting program:

- Mission, Vision, and Values
- Programs for All Ages and Abilities
- Scouting Is Fun!
- Scouting in the Community
- Protecting Our Youth
- Scouting’s Legacy

“This Is Scouting” can be completed prior to camp via the Online Learning Center on myScouting.Scouting.org. It takes about an hour to complete. Alternatively, the DVD will be screened during your week at camp and participants must correctly answer questions at the end of each module.

Step 2 - Scoutmaster and Assistant Scoutmaster Leader Specific Training

Training for a specific Scouting position continues through Leader Specific training. This training provides the specialized knowledge a new leader needs to assume a leadership role. This training is classroom-led and training areas include: the Aims and Methods of Scouting, planning troop meetings, advancement, recruiting youth and volunteer adults, planning campouts, using the patrol method, managing membership, filing necessary paperwork, Unit finances, and proper uniform.

This course meets Monday thru Friday from 2:00 to 4:00 in the Scoutmaster Conference Room located below the Frank G. Hoover Dining Hall. Friday is a “make up” day to address any portions of the course that need additional time. There is a training fee of \$5.

Step 3 - Introduction to Outdoor Leader Skills

An understanding of outdoor skills is critical to the success of the Scouting program, and Introduction to Outdoor Leader Skills will provide leaders with the basic outdoor skills information needed to start a program right.

Introduction to Outdoor Leader Skills is the required outdoor training for all Scoutmasters, Assistant Scoutmasters, and Varsity Scout coaches. The skills taught are based on the outdoor skills found in The Boy Scout Handbook. The course is also ideal for Venturing leaders because it focuses on skills that build confidence and competence in leaders conducting outdoor camping experiences.

This course meets Monday thru Friday from 9:00 to 11:50 at Green Bar Country. As part of the experience, and in order to complete training, participants might be asked to attend and assist with an overnigher away from their campsite. There will be additional training times in the afternoon for leaders to attend. There is a training fee of \$5.

Adult Leader Merit Badge

Adult leaders can earn a special merit badge alongside their Scouts. Details on this program will be made available to all adult leaders on the reservation at the Sunday Leader’s Meeting. Those completing the program for the first time will receive a campaign-hat (merit badge-style) patch. Those adults completing the program each successive year will receive the appropriate service star to commemorate their respective achievement. There are three years in total to this award

Youth Protection Training

Training in the BSA Youth protection policy is provided for adult leaders in camp on Tuesday evening. Two adults from each unit at summer camp must be current in the Youth Protection Training Course. Your unit’s commissioner may request to see your unit’s training cards.

Auxiliary Training

The Training Department utilizes the resources of Seven Ranges and the Camp Staff to offer additional training opportunities throughout the week. These include: Trek Safely / Climb On Safely, “How to Conduct an Interfaith Service”, and Safe Swim Defense / Safety Afloat.

Fundamental Requirements and Outdoor Growth (F.R.O.G.)

F.R.O.G. is a program designed specifically for the younger Scout who has not been to summer camp before. The purpose of the program is to help young Scouts make a smooth transition to camp life. Sometimes the idea of taking a merit badge and being at camp for the first time seems a little daunting to the new Scout. The idea of F.R.O.G. is to teach this Scout the skills to function in the camp environment. The program is designed for Scouts who are new to camp and Scouting. It is limited to those Scouts under the age of 13. Most of the requirements covered in the program will be for Tenderfoot Rank. F.R.O.G. may not be appropriate for Scouts who have more camping experience.

F.R.O.G. meets from 9:00 AM - 10:50 AM Monday through Thursday plus one additional “late night” Tuesday night. During the morning session, Scouts will tackle fundamental requirements of Scouting and explore different program areas in camp where they will be introduced to the program. The F.R.O.G. Staff will ensure that the Scouts are exposed to the skills necessary to complete 10 parts of a rank to qualify for Pipestone. This instruction may cover such topics as knife and axe use, fire building, knot tying, plant identification, hiking, citizenship, physical fitness, first aid and the patrol method. An advancement card will also be delivered to Scoutmaster’s mailboxes to show what was covered with each individual Scout for the week. The F.R.O.G. program ends in time for Scouts who are learners or beginners to attend classes at the waterfront. If a first-year Scout is a swimmer, he may elect to take one of the merit badges recommended for first-year Scouts during the 11:00 AM - 11:50 AM class time. On Tuesday, F.R.O.G. campers will meet at 8:00 PM to participate in a late night outing to include snacks and a campfire.

A daily record will be posted at the dining hall to keep leaders up to date on their Scouts’ progress. *The F.R.O.G. staff will not pass Scouts on any requirements*, instead they will keep track of what instruction the Scout was presented. It is up to the unit leader to decide if the Scout has an acceptable knowledge of each skill.

Those participating in F.R.O.G. may purchase the exclusive F.R.O.G. patch at the Trading Post.

Trading Post

The Trading Post is much like a general store. It has a little bit of everything and is stocked with items you will find convenient during your week in camp. These items include: refreshments, camping equipment, souvenirs, craft materials, and Scouting literature.

The Trading Post accepts cash and checks as well as MasterCard, Visa, and Discover. We also request that smaller bills be used to pay for items, as we do not keep large amounts of money to make change at the Trading Post.

Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
1:00 - 5:30	9:00 - 11:50 2:20 - 5:20 7:15 - 8:30	9:00 - 11:50 2:20 - 5:20 7:15 - 8:30	9:00 - 11:50 2:20 - 5:20 7:15 - 8:30	9:00 - 11:50 2:20 - 5:20 8:00 -9:00	9:00 - 11:50 2:20 - 5:20	9:30 - 11:00

Commissary

A limited commissary is available through the loading dock doors of the dining hall to troops in Camp Algonkin and Camp Calumet. In addition to pots, griddles, utensils, and Dutch ovens, some food and cooking supplies are available for special troop events. A complete list of food, cooking items available, and their cost will be provided in camp. Special items not listed may be obtained by making a request in advance. Please make arrangements for large orders or equipment prior to camp. Ice is available for \$1.00 a bag. Three (3) gallon tubs of ice cream are available for troop campfire night on Thursday. Ice cream must be ordered by noon on Monday. The cost is \$25.00 per tub.

In Camp Algonkin, Wednesday lunch, Thursday dinner and Friday breakfast are cooked in the campsite. Your regular weekend campout cooking gear should be sufficient for the preparation of these meals. The camp provides food for these meals. If your unit wishes to not receive the food for these meals, please make arrangements with the Food Service Manager. The dining hall staff will serve all other meals. Units that would like to cook other meals in the campsite as part of a special troop activity or to practice skills may make arrangements early in the week with the Food Service Manager.

Support Services

This Department consists of the Reservation Director, Program Director, Business Manager, Office Staff, Camp Commissioners and Health Officers. Many administrative services are offered directly to units throughout their week in camp, including: checking in and out of camp, making reservations for the following year, and attending to the needs of your guests (signing in and out, purchasing meals, etc). The Office is able to supply you with general information about Seven Ranges as well as direct you to the correct person for specific inquiries.

The Reservation and Program Director are always available to discuss your stay in camp, please consider stopping by the Deaver Administration Building to share any thoughts on your stay.

Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
1:00 - 9:00	9:00 - 5:45	9:00 - 5:45	9:00 - 5:45	9:00 - 5:45	9:00 - 5:45	9:00 - 12:00

First Aid

Seven Ranges employs qualified individuals to provide medical attention and first aid to Scouts and Scouters in need. In emergency situations, they are able to coordinate additional assistance from the local hospitals and ambulatory services. The First Aid portion of the Deaver Administration Building is open 24/7 starting at 1:00 PM on Sunday thru your departure Saturday.

Merit Badges

The Support Services Department offers: Public Speaking and Bugling (by appointment). Additionally, First Aid merit badge is offered in conjunction with the Outdoor Skills Department. First Aid Merit Badge meets at the Netawotwes Pavilion (the location of medical re-check on Sunday afternoon).

Seven Ranges Baden-Powell Patrol Award

This award is a great way to build patrol spirit and the use of Robert Baden-Powell's patrol method. The requirements are to be done as a patrol during their stay in camp and signed off by their Camp Commissioner. This award is also a great start for patrols to earn the National Honor Patrol Award.

Seven Ranges Survivor

This biennial program consists of four components, which push participants both physically and mentally. The four components are: 1) Complete Mile Swim BSA, 2) Complete Hutch's Run, 3) Participate in the Field Sports Challenge (pick any 3 of 4 events), and 4) Earn the Paul Bunyan Award (Earn Totin' Chip, Teach Totin' Chip, and fell and limb a tree or complete a conservation project.) The Survivor Award is open to both youth and adults. All requirements must be completed during your week in camp. Completed sign-off sheets must be turned in to the Commissioner Director mailbox no later than noon on Friday. Blank sign-off sheets are available in the Scoutmaster Lounge or from the commissioner staff. Upon successful completion of the Seven Ranges Survivor program, participants will be awarded a distinctive Survivor patch and be recognized in the dining hall on Saturday morning. Ask your Commissioner for more information.

Hutch's Trail

Hutch's Trail was developed by the Summer Camp Staff and Alumni in hopes of providing a means by which Scouts could come to love and appreciate the diversity the entire Reservation has to offer. Named after Thomas Hutchins, the first recorded man to survey the area, the trail winds through many scenic environments and creates the opportunity for memorable sights and sounds. We hope you'll help preserve and enjoy the serenity of the "Beaver Pond", and the old world mystique of the "Forgotten Pines". Experience the magnificence of our man-made dam, which creates the 40-acre Lake Don Brown and step back into history as you pass through the "Lost Valley".

The Trail is a perimeter trail that basically encircles Seven Ranges. It is composed of five loops of varying length and difficulty. The entire trail takes approximately 4 ½ hours to complete and covers 8 ½ miles. We suggest all hikers wear long pants and take along a canteen. As always, utilize the buddy system when hiking and share your trip plan with your unit before beginning. Ask your Camp Commissioner for a map and more information on hiking Hutch's Trail.

Chaplain

The Camp Chaplain will aid campers in fulfilling their "duty to God" in the natural setting of His own creation. The Chaplain will conduct field services and inter-faith services, share stories, lead evening prayers around the campfire, and counsel youth who are making some of the most critical decisions of their life.

The Chaplain will counsel campers and help them handle issues such as behavior problems and homesickness. The Chaplain takes strong personal interest in maintaining high moral standards in camp and enjoys visiting with the units. Feel free to request his services so that he can pay your unit a special visit.

2010 Historical Merit Badges

For the 100th Anniversary Celebration, several vintage merit badges are being released for the centennial celebration year only, giving Boy Scouts the hands-on opportunity to experience the exciting past of Scouting while learning how our world has changed in that 100 years. We will offer 3 of the 4 Historical Merit Badges during your week in camp:

Carpentry will be instructed by the Quartermaster / Ranger Staff and will meet at the Maintenance Building from 9:00 - 9:50. Carpentry has a program fee of \$10 to cover wood materials.

Tracking will be part of the Ecology Department and will meet 2:20 - 3:30 M-Th. Scouts should bring a digital camera to aid in the completion of requirement #4.

Signaling will meet at Outdoor Skills from 2:20 - 3:30 M-Th and has a program fee of \$5 to cover the cost of building a signaling device. Scouts are encouraged to familiarize themselves with Morse Code prior to beginning this badge.

Section IV - Advancement & Schedule

Prerequisites

Astronomy

#6 & #7b - Bring finished sketches to camp.

Bugling

#6 - Bring letter verifying service from Scoutmaster.

Camping

#9a, #9b, #9c - Bring letter or note verifying completion from Scoutmaster.

Emergency Preparedness

#1 - Bring letter verifying completion from Scoutmaster.

#2b & #2c - Bring chart and written family plan. Bring letter or note from parent / guardian verifying completion.

#7 - Provide signed documentation verifying your participation in activity.

#8c - Bring your prepared family emergency kit to camp (do not bring a pre-purchased kit).

Energy

#4 - Bring energy audit & 14 day log to camp.

Environmental Science

#3E — Bring 100-word report to camp.

Farm Mechanics

#5 - Arrange visit / interview prior to camp. Bring written report to camp.

Fire Safety

#6a - Bring drawn fire escape plan, schedule, and signed letter or note from parent / guardian.

#11 - Arrange visit prior to camp. Bring report to camp.

First Aid

#1 - Bring letter verifying completion from Scoutmaster.

#2d - Bring your prepared first aid kit to camp (do not bring a pre-purchased kit).

Fish and Wildlife Management

#7a, #7b, #7c, or #7d - Bring reports to camp (a, b, c) or provide appropriate documentation for / photos from your aquarium (d).

Lifesaving

#1a - Bring letter verifying completion from Scoutmaster.

Nature

#4a2 - Provide appropriate documentation (photos and report).

Plant Science

#4 - Provide documentation of plant growth.

#7 Option 1 #5, OR Option 2 #5, OR Option 3 #6 - Bring reports and appropriate documentation to camp.

Reptile and Amphibian Study

#8a or #8b - Provide appropriate documentation.

Swimming

#3 - Bring letter verifying completion from Scoutmaster.

Weather

#8a - Bring instrument and log to camp.

Wood Carving

#2a - Scouts should earn Totin' Chip by the start of class.

Wilderness Survival

#5 - Bring your prepared personal survival kit to camp (do not bring a pre-purchased kit).

L.O.S.T.

Cooking, #7 - Bring letter from parent / guardian verifying completion and menu for meals cooked at home.

Wilderness Survival, #5 - Bring your prepared personal survival kit to camp (do not bring a pre-purchased kit).

Geocaching, #7 - Set up a free user account on www.geocaching.com and bring printed information to camp.

N.A.C.

Wilderness Survival, #5 - Bring your prepared personal survival kit to camp (do not bring a pre-purchased kit).

Write a two-page essay on a topic of your choice from "The Gospel of the Redman," available at your local Council Office or online from the Boy Scouts of America. This essay is a 'summarizing' activity.

Signaling (Historical Merit Badge)

Review Morse Code and Semaphore prior to camp

Tracking (Historical Merit Badge)

#4 - Bring a digital camera to class

A Note on Prerequisites

This list of Merit Badge prerequisites or requirements contains items that must be done prior to camp due to time constraints, people the Scout may need to contact, or facilities unavailable to our camp. Each prerequisite is accompanied by specific information indicating our requirements for how the prerequisite should be completed. There will be no exceptions to the prerequisites. These requirements must be turned in to the counselor no later than Monday's merit badge class.

Class Sizes

To be able to thoroughly teach some merit badges, it is necessary to limit the size of some classes. Please note these limits when utilizing BadgeTracker and have your Scouts plan accordingly.

The Program Director reserves the right to limit the class size of any badge at any time in order to maintain quality control. Scouts are advised to have alternative selections in mind should their first choice(s) be denied.

Partials

If a Scout has started a merit badge at camp and does not finish it, you will receive a partially completed blue card for the Scout in your mailbox.

Existing partial merit badges can be completed during the Scout's time in camp, providing that the original issuing counselor is registered within your council. The camp staff reserves the right to re-check a Scout on any requirement already completed with another counselor. Scouts with existing partials should complete the merit badge "by appointment" with members of the camp staff, but must make the appropriate arrangements by Monday afternoon.

Order of the Arrow

Each Scout troop can honor worthy members of their unit by electing them into the Order of the Arrow. Membership in the Order is composed of those Scouts who are outstanding campers and who best exemplify the Scout Oath and Law in their daily lives. When a Scout is chosen, it is a clear sign that his fellow campers hold him in the highest regard. Arrowmen are reminded that you were inducted "not so much for what you have done, but for what you are expected to do."

An official Lodge Election Team must conduct unit elections before May 15th. After May 15th, all elections are final. There are no exceptions to this policy. Unofficial elections will not be recognized.

Much as Pipestone is our camp honors program, Order of the Arrow is a nationally sanctioned honor society. We ask the same reverence and respectful attitude be shown by all in camp on Wednesday night during the OA ceremony as is shown on Friday night during the camp honor program. It is asked that units begin to quiet their activities at 8:00 PM. Taps will not be played on Wednesday due to the OA ceremony.

Immediately following the camp vespers service, those units wishing to observe the ceremony will be escorted from the chapel to the Bridgebuilder's Amphitheater.

Also during camp, Order of the Arrow members may earn the Brotherhood Honor. This honor is the next level in the OA that signifies your commitment to the Order and Scouting. Members wishing to receive Brotherhood membership must:

- Be a member of the OA for at least 10 months.
- Understand and complete the challenges of the Brotherhood.

If your unit is from another lodge, we request your help in coordinating records. Units with elected members who need called out need to secure written permission from their home lodge chief or advisor indicating that they are permitted to be called out at Seven Ranges. Brotherhood candidates need to secure written permission from their home lodge chief or advisor indicating that they are permitted to receive their Brotherhood at Seven Ranges. This letter should be presented to the Brotherhood coordinator at camp. This will help us make sure we respect the wishes of other lodges. Additionally, it will help your home lodge receive credit toward becoming a Quality Lodge.

Every Wednesday at camp is 'Order of the Arrow Day'. Members are encouraged to proudly wear their sash. On Wednesday afternoon, the Sipp-o Lodge Chief (or representative) will hold a meeting with all troop representatives. Meeting time and location will be announced at camp.

Help is needed to prepare and present the calling out ceremonies. Orders of the Arrow members (from ALL lodges) are invited to participate. Times for assisting will be announced.

SPL2B

The SPL2B program is a chance for a Senior Patrol Leader to come to camp a week or two before his troop and work on advancement and camp honor requirements. The SPL may then return to camp with his unit for free! By coming to camp early and staying with a host troop, a SPL will be able to give his own troop the attention they will demand when they are in camp. There will also be opportunities to take leadership classes under the direction of the Commissioner Staff that will help hone the skills necessary to lead a successful unit. SPL's participating in this program may not use their second week of camp to earn additional merit badges or certifications.

Scouts who are going to serve as the Senior Patrol Leader for their troops at camp this summer **MUST** obtain a SPL2B application from the Buckeye Council Service Center. Applications should be submitted to Council Office at least 15 days prior to the week in which they would like to attend camp as a SPL2B. Participants will not receive confirmation from the camp staff. They should report to the reservation office between 1:00 PM and 3:00 PM on Sunday of their SPL2B session to be placed with a unit for the week.

Thursday Night Campfires

Troops are encouraged to have a troop night at camp on Thursdays. Most troops have troop campfires and invite family members, other troops and/or staff members to their site or visit another troop at their site. This is a terrific night for fun and fellowship on the reservation. Troops are encouraged to create and maintain a unique set of traditions on Thursday night.

Troops needing assistance planning activities for Thursday should work with their Commissioner for ideas or support.

2010 Seven Ranges Scout Reservation Program Schedule

Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
	7:00 Revellie 7:05 Waiter Call 7:15 Flag Raising 7:30 Breakfast 9:00 thru 11:50 MB & Program 11:55 Waiter Call	7:00 Revellie 7:05 Waiter Call 7:15 Flag Raising 7:30 Breakfast 9:00 thru 11:50 MB & Program 11:55 Waiter Call	7:00 Revellie 7:05 Waiter Call 7:15 Flag Raising 7:30 Breakfast 9:00 thru 11:50 MB & Program 11:55 Food Pick Up	7:00 Revellie 7:05 Waiter Call 7:15 Flag Raising 7:30 Breakfast 9:00 thru 11:50 MB & Program 11:55 Waiter Call	7:00 Revellie 7:05 Waiter Call 7:15 Flag Raising 7:30 Breakfast 9:00 thru 11:50 MB & Program 11:55 Waiter Call	7:55 Revellie 8:05 Waiter Call 8:20 Flag Raising 8:30 Breakfast 9:30 - 11:00 Checkout
1:00 - 3:00 Check In 5:20 Guests to Picnic Area 5:20 Waiter Call 5:50 Report for Dinner	12:15 Lunch 1:00 - 2:00 Siesta & Meeting Time 2:20 - 5:20 Open Program 5:30 Waiter Call	12:15 Lunch 1:00 - 2:00 Siesta & Meeting Time 2:20 - 5:20 Open Program 5:30 Waiter Call	12:15 Lunch 1:00 - 2:00 Siesta & Meeting Time 2:20 - 5:20 Open Program 5:30 Waiter Call	12:15 Lunch 1:00 - 2:00 Siesta & Meeting Time 2:20 - 5:20 Open Program 5:00 Food Pick Up	12:15 Lunch 1:00 - 2:00 Siesta & Meeting Time 2:20 - 4:45 Open Program 5:00 Waiter Call	
6:00 Dinner 7:15 Retreat 7:30 1 st Year & Guest Tour 9:00 Campfire at BridgeBuilder's Amphitheater	6:00 Dinner 7:00 Retreat 7:45 Thunderbird Hill (depart from TP)	6:00 Dinner 7:00 Retreat 7:45 Youth Protection 8:45 Safe Swim Defense & Safety Afloat	6:00 Dinner 7:00 Retreat 8:15 Vespers at Chapel 9:15 OA Ceremonies	5:00 - 7:30 Troop Time 5:30 Mile Swim 7:45 Retreat (Class "B") 8:30 Troop Campfires	5:30 Dinner 6:30 Retreat 8:30 Campfire @ Cecil B Moorehead Amphitheater	
10:00 Taps	10:00 Taps SPL Meeting	10:00 Taps Adult Leader Meeting	10:00 Taps SPL Meeting	10:00 Taps	8:45 Camp Honors Program	

See Merit Badge Schedule and Important Meeting Schedule for specific program times

Merit Badge Schedule

Class	Age	Rank	Size	Time
Archery *	11	Tenderfoot	24	9:00 - 10:20 or 10:30 - 11:50
Astronomy *	11	Tenderfoot	30	2:20 - 3:30 (M-Th)
Basketry	10	Scout	50	9 - 9:50, 10 - 10:50, or 11 - 11:50
Bird Study	10	Scout	30	9:00 - 9:50
Carpentry (2010 Historical MB)	13	First Class	16	9:00 - 9:50
Camping *	12	Second Class	30	9:00 - 9:50 or 11:00 - 11:50
Canoeing	11	Tenderfoot	20	9:00 - 9:50 or 10:00 - 10:50
Emergency Preparedness *	12	First Class	30	2:20 - 3:30 (M-Th)
Energy	10	Scout	40	11:00 - 11:50
Environmental Science *	12	Second Class	35	9:00 - 10:20 or 10:30 - 11:50
Farm Mechanics	11	Tenderfoot	30	10:00 - 10:50
Fire Safety	10	Scout	30	10:00 - 10:50
First Aid *	12	Second Class	30	9:00 - 10:20 or 10:30 - 11:50
Fishing *	10	Scout	30	10:00 - 10:50 or 11:00 - 11:50
Fish & Wildlife Management *	10	Scout	30	9:00 - 9:50
Forestry *	10	Scout	30	10:00 - 10:50
Geology	10	Scout	25	10:00 - 10:50
Indian Lore	10	Scout	30	2:20 - 3:30 (M-Th)
Leatherwork	10	Scout	60	9:00 - 9:50, 10:00 - 10:50 or 11:00 - 11:50
Lifesaving	13	Second Class	25	9:00 - 10:20
Mammal Study *	10	Scout	50	2:20 - 3:30 (M-Th)
Model Design and Building *	12	Second Class	15	2:20 - 3:30 (M-Th)
Motorboating	12	Scout	15	11:00 - 11:50
Nature	10	Scout	30	11:00 - 11:50
Oceanography	10	Scout	30	9:00 - 9:50
Orienteering *	12	Second Class	30	11:00 - 11:50
Pioneering	10	Scout	24	9:00 - 9:50
Public Speaking *	11	Tenderfoot	20	10:00 - 10:50
Reptile and Amphibian Study	10	Scout	30	11:00 - 11:50
Rifle Shooting *	10	Scout	20	9:00 - 9:50, 10:00 - 10:50
Rowing	12	Second Class	16	9:00 - 9:50
Shotgun Shooting *	12	Scout	25	11:00 - 11:50
Signaling (2010 Historical MB)	13	First Class	25	2:20 - 3:30 (M-Th)
Small Boat Sailing	11	Tenderfoot	14	10:30 - 11:50
Soil & Water Conservation *	10	Scout	30	9:00 - 9:50
Swimming	10	Scout	25	9:00 - 10:20 or 10:30 - 11:50
Tracking (2010 Historical MB)	13	First Class	25	2:20 - 3:30 (M-Th)
Weather	10	Scout	30	10:00 - 10:50
Wilderness Survival*	12	Tenderfoot	25	10:00 - 10:50
Wood Carving	10	Scout	35	9 - 9:50, 11 - 11:50, or 2:20 - 3:30 (M-Th)

Special Programs

Class	Age	Rank	Size	Time
Learner & Beginner Swim Class	10	Scout	100	11:00 - 11:50
F.R.O.G.	10	Scout	500	9:00 - 10:50
N.A.C.	13	First Class	16	10:00 - 11:50 <u>and continued</u> 2:20 - 3:30
L.O.S.T.	13	First Class	30	Mon 9:00 AM - Thur 12:15 PM

All merit badges meet Monday through Friday unless otherwise noted. * May require additional classes or practice time in the afternoon or evening.

Merit Badge Grid Schedule

9:00 - 9:50	10:00 - 10:50	11:00 - 11:50	2:20 - 3:30
Basketry Bird Study Camping Canoeing Carpentry (Historical MB) Fish & Wildlife Management Leatherworking Oceanography Pioneering Rifle Shooting Soil & Water Conservation Wood Carving	Basketry Canoeing Farm Mechanics Fire Safety Fishing Forestry Geology Leatherworking Public Speaking Rifle Shooting Weather Wilderness Survival	Basketry Camping Energy Fishing Leatherworking Motorboating Nature Orienteering Reptile and Amphibian Study Shotgun Shooting Wood Carving	Astronomy Emergency Preparedness Indian Lore Mammal Study Model Design and Building Signaling (Historical MB) Tracking (Historical MB) Wood Carving
9:00 - 10:20	10:30 - 11:50		
Archery Environmental Science First Aid Lifesaving Swimming	Archery Environmental Science First Aid Small Boat Sailing Swimming		

Important Meeting Times

Sunday

7:30p - Leader Meeting on Dining Hall Patio

7:30p - SPL Meeting at Central Camp Building

7:30p - BSA Lifeguard Meeting location TBA

Monday

1:00p - Youth 4th and 5th Year Pipestone Candidates meet at Propane Tank

1:00p - Pipestone Meeting for Unit Leaders at Dining Hall Patio

3:30p - Burroughs Candidates meet at Ecology

4:00p - Chaplain's Aide Meeting at Dining Hall Patio

10:00p - SPL Meeting at Dining Hall

Tuesday

4:00p - Chaplain's Aide Meeting at Dining Hall Patio

7:00p - OA Brotherhood Meeting at Dining Hall Patio

10:00p - Adult Leader Meeting at Dining Hall

Wednesday

3:30p - OA Brotherhood Meeting at Neta Pavilion

4:00p - Chaplain's Aide Meeting at Dining Hall Patio

10:00p - OA Meeting at Dining Hall

Friday

11:00a - Potential future Camp Staff, location TBA

1:00p - Pipestone Meeting for Unit Leaders at Dining Hall Patio

1:00p - Youth 4th and 5th Year Pipestone Candidates meet at Tool House

Section V - Pipestone

The Buckeye Council's Pipestone Camp Honor is unique in Scouting. For eight decades, Scouts of our council camps have earned the right to wear this venerable token. The Pipestone comes to us from a location in Minnesota where Native American descendants still work to retrieve the stone from the Earth. Nowhere else can this award be earned other than at Seven Ranges Scout Reservation. Scouts who wear the Pipestone Award, prize it highly and its spirit is prevalent in our camp.

Pipestone is not a required program. It is offered as part of the overall summer camp program for Scouts to utilize it, if they so desire. Any coercion to participate is detrimental to its values. Coercion and peer pressure are not necessary to make the program function. The requirements have been structured so as to appeal to the Scouts strictly on their own merits. It is something that should attract and interest the majority of Scouts and be consistent with current Scouting advancement. Scouts who work to earn the five years of Pipestone are also being encouraged toward orderly advancement in rank. The Unit leader should make sure that each member of the unit understands the camp honor requirements and is given the opportunity to participate.

Finally, those who achieve the Fifth Year Camp Honor become members of the camping alumni who are devoted to the ideals for which Pipestone stands and to the Buckeye Council Camp Program.

History

The Pipestone Camp Honor Program began in Camp Tuscazoar, Zoarville, Ohio in the summer of 1926. The founders of the Ceremony and related camp advancement program which, by tradition, has become the heart of the Summer Camp Program of the council, were George M. Deaver, Scout Executive of the Council; C. L. Riley, a teacher at Canton McKinley High School, who was serving as Camp Director at the time; I. W. Delp, Principal of Lehman High School in Canton; and Charles E. Mills, a Scouter who was skilled in theatrical production.

The program's intent was the rewarding of Scout campers who excelled in advancement and Scouting spirit during their week in camp with an experience, and a token of that experience which would capture their imaginations. An Indian ceremony was a natural choice of a vehicle to convey this message and token. The valley of the Tuscarawas was a prime area of Indian activity as attested by the history of the area.

The spontaneous enthusiasm for the program led its founders to set it as a five year series, this being the maximum number of years attendance in Summer Camp which could be expected of a Scout in the late 1920's. The basic theme of the five years' ceremonials have withstood the test of the years, being as viable now as they were in 1926 when the program was conceived.

Sunday Night Campfire

The Sunday Night Campfire is a spirited way to start the week. After the songs and skits, the campfire will end with a serious talk about the history and meaning of the Pipestone Camp Honor Program. After these reflective moments, everyone will be instructed to leave the campfire without talking, and without lights. This simple act will help Pipestone candidates when they return from the Friday Activities. You can help by directing that only your adult leaders should take flashlights to the Sunday campfire. Scouts will also be directed to go directly to bed without talking, unless you want to have a meeting with them. This can help set the tone of self-discipline for the week. It can also help you to have a quiet first night in camp after a long check-in day.

Friday Activities

As a Unit Leader, please take care in following the instructions and filling out the Pipestone Qualification forms. The camp staff will give you instructions at the Leaders' meeting. Your care and concern will ensure an equitable and safe experience for everyone. After retreat on Friday all campers will be instructed to return to their campsites until it is time for the Pipestone Ceremonies to begin. The Pipestone flag will be flown after retreat, as a solemn reminder of the evening's activities. Please take this time for quiet activities, and preparation for the evening! The boys must realize that they are about to be honored in a very serious and rewarding Ceremony.

The camp staff will give you complete information on times, places, and proper attire. Please check your Scouts thoroughly before they leave your campsite to make sure that they have on the proper clothing, and have their Pipestone, if they are Second Year or higher Candidates.

Wear of and Care of the Pipestone Award

The Pipestone is to be worn buttoned under the right shirt pocket flap of the Scout Uniform. Caution your Scouts not to wear the Pipestone in rough games or outdoor activities where it may be lost. The Indian polished Pipestone with the natural oil from the side of the nose.

Requirements

Unit Leaders, we ask your help in continuing the rich heritage and tradition of the Pipestone Honor by ensuring that all requirements are met. All Pipestone requirements are kept relevant to National Standards in Skill and Merit Badge requirements. Remember, *“Disappointment is often a better teacher than recognition easily come by.”*

ALL PIPESTONE REQUIREMENTS MUST BE COMPLETED BY 12:00 NOON ON FRIDAY!

Adult Campers (All Years)

Adult leaders who attend Summer Camp are encouraged to earn their Pipestone as well. The camp honor requirements for adults are as follows:

- Be a registered Scouter.
- Attend Summer Camp as part of a Boy Scout Troop, Venture Scout, or Explorer organization.
- Complete a Camp Good Turn as described.
- Complete attendance requirements described in the section entitled “Pipestone Attendance Requirements”.
- Function fully in a leadership capacity to Boy Scouts, Varsity Scouts, or Explorers while in camp as determined by the Reservation Director. Attendance without leadership service does not qualify an adult for camp honors.

Adults should not bring Pipestone wood to camp but should exercise leadership by closely supervising the quality and quantity of Pipestone wood collected by Scout candidates using the standards listed above.

First Year

Rank	Scout + Pipestone Wood
Scouting Skills	10 parts of any rank** or one merit badge.
Ecology	Identify in the field: any combination of 15 trees, plants, or shrubs. Identify 4 constellations and 8 insects.
Swimming	Jump feet first into water over your head, swim non-stop using any stroke a distance of 25 yards.***
Good Turn	Unit Participation
Scout Spirit	This is the daily practice of the living Code of the Scout Oath and Scout Law. Camp Spirit is very important. A Scout could complete all the other requirements and not be eligible for the award because he did not live by the Scout Oath and Scout Law.

Second Year

Rank	Second Class + Pipestone Wood
Scouting Skills	12 parts of any rank** or one merit badge.
Ecology	Identify in the field: any combination of 25 trees, plants, or shrubs. Identify 6 constellations and 10 animals, mammals, reptiles, fish, crustaceans, or amphibians.
Swimming	Jump feet first into water over your head, swim non-stop using any two different strokes a distance of 50 yards.***
Good Turn	Unit Participation
Scout Spirit	This is the daily practice of the living Code of the Scout Oath and Scout Law. Camp Spirit is very important. A Scout could complete all the other requirements and not be eligible for the award because he did not live by the Scout Oath and Scout Law.

Third Year

Rank	First Class + Pipestone Wood
Scouting Skills	14 parts of any rank** or one merit badge.
Ecology	Identify in the field: any combination of 35 trees, plants, or shrubs. Identify 8 constellations and 10 birds.
Swimming	Jump feet first into water over your head, swim non-stop using any two different strokes a distance of 50 yards.***
Good Turn	Unit Participation
Scout Spirit	This is the daily practice of the living Code of the Scout Oath and Scout Law. Camp Spirit is very important. A Scout could complete all the other requirements and not be eligible for the award because he did not live by the Scout Oath and Scout Law.

Fourth Year

Rank	Star + Pipestone Wood
Scouting Skills	One merit badge.
Ecology	Serve as or assist the Unit Naturalist or Astronomer or service in a designated leadership capacity.
Swimming	Jump feet first into water over your head, swim non-stop 125 yards of which 25 yards must be a resting backstroke.***
Good Turn	Leadership on the unit's project.
Scout Spirit	Same as for all years. However, particular emphasis is placed upon Scout Spirit for the 4th year candidates. They should set an example for the younger Scouts. Example should be 90% of this requirement.

Fifth Year

Rank	Life
Scouting Skills	Serve in a designated leadership capacity.
Swimming	Jump feet first into water over your head, swim non-stop 125 yards of which 25 yards must be a resting backstroke AND pass or hold swimming merit badge.***
Good Turn	Serve in a designated leadership capacity.
Scout Spirit	This is the daily practice of the living Code of the Scout Oath and Scout Law. Camp Spirit is very important. A Scout could complete all the other requirements and not be eligible for the award because he did not live by the Scout Oath and Scout Law.

Notes on Pipestone Requirements:

Footnotes

* Requirements for rank must be completed, but a Board of Review is not required to have been completed.

** Excluding Scout Spirit and a Board of Review. The Scoutmaster's Conference may be counted if all the other requirements for that rank have been completed. If the required number of skills cannot be met, a merit badge must be earned.

*** Waiving the swimming requirement for one's camp honor shall be governed by the guidelines set forth under the "Disabilities" section of this guide.

Attempts

A camper may only attempt to earn the Pipestone Award once per summer. He may not come back for a second week if falling short on the first attempt.

Eagle Campers

A Scout who comes to camp with his Eagle rank is not required to pass additional merit badges in camp unless he does not have Swimming merit badge. However, fulfillment of the Scout Skills requirement for any year's camp honor must be met by service in a clearly designated leadership position.

Definition of Requirements

Any 10 (1st year), 12 (2nd year), or 14 (3rd year) numbered parts of rank or any combination of rank numbered parts as listed in the Scout Handbook are acceptable.

Designated Leadership Positions

The Scout shall confer with his Unit Leader or the Reservation Director, set a leadership goal that is mutually agreeable to the Scout and leader, carry out said project during his week in camp, and complete a written report on the project signed by himself and the leader by noon on Friday.

This report must be made out by the camper and placed in the Reservation Director's mailbox in the Adult Leader's Conference Room, located at the Dining Hall. Projects may be in the nature of specific counseling of Scouts who need assistance on a specific project to a unit leader or camp staff member, etc. The criteria to be applied must be "that significant personal growth through assistance to others is achieved." Serious thought on the part of the involved Scout must be given to this project.

Burroughs Award Camp Honor Requirements

Candidates for the John Burroughs Award may apply their accomplishments in this field toward their camp honor for which they are working. In addition, they must fulfill Rank, Swimming and Camp Scout Spirit requirements. A Scout who is proficient in nature may elect to take the three degrees of John Burroughs over a 3-year period or any level in a single year and apply the earning of that specific year towards his camp honor. A specific degree may only be earned once and only a degree of more difficulty may be earned a second and third year.

BSA Aquatics Supervisor and Kayaking Camp Honor Requirements

Scouts working towards certification as a BSA Aquatics Supervisor during their week in camp may apply their accomplishments in this field toward the camp honor for which they are working. In addition, they must fulfill Rank, Swimming, and Camp Scout Spirit requirements. Certification must be earned by Friday at noon. However, these programs do not count towards rank advancement.

Explanation of the Second and Third Year Ecology Requirements

For animal identification, the candidate must identify in the field mammals, reptiles, fish, crustacean, birds, or amphibians either by sight or by identifying evidence of their presence (e.g. tracks, dens, burrows, droppings, calls, or feeding areas). Domestic animals are not included in this requirement.

Good Turn Requirements

During the week in camp, every camper, youth and adult, shall participate in an approved project to maintain or improve Seven Ranges Scout Reservation. Emphasis should be on participation as a patrol effort, but an individual camper or

leader may complete the requirements. A unit that wishes to carry out a significant good turn (i.e. a project which involves construction, special tools or materials) for the camp prior to its week in camp must request prior approval for such a project from the designated representative(s) of the Buckeye Council Properties Committee. If the project is approved and completed, those unit members who participated in the project will receive credit for their good turn for camp that season.

Pipestone Wood

Each camper, except fifth year candidates, is expected to provide one cubic foot of Pipestone wood during his week in camp. This may be fulfilled by bringing the wood to camp on Sunday (tightly wrapped with twine) or by gathering it in the camp by Thursday afternoon. This is hardwood only, which has lost its bark naturally and burns quietly. It should be reasonably straight with no branches or protruding stubs, approximately twelve inches long (broken, not sawn), no thinner than the little finger and no thicker than the thumb.

Fifth year candidates need not bring wood to camp but should complete part of their leadership requirement by closely supervising the quality and quantity of wood collected by other campers. Wood bundles deemed acceptable by the troop leadership should be placed on the "Pipestone wood trailer".

SPL2B Camp Honor Requirements

Senior Patrol Leaders who are participating in the SPL2B program must complete their advancement, ecology, and swimming requirements the week before their troop is in camp. The candidate will fulfill their leadership requirement while their unit is in camp.

Pipestone Attendance

Youth campers must be in camp from Sunday Campfire through Saturday checkout to qualify for camp honors. Serious personal reasons are justified excuses for qualification. Vacations, athletics, and other such activities are not excusable. The Reservation Director shall be the final authority in determining the acceptability of a Scout's reason for leaving camp in regards to earning camp honors.

Adult campers must spend four full days and three full nights in attendance (one of the nights may not be Friday night). This must be completed during the single week for which leadership is being provided.

Disabilities

The Reservation Director is empowered to adjust camp honor requirements for Scouts unable for sound medical reasons, physical or mental, to meet the requirements prescribed. Unit leaders are urged to use restraint in requesting such adjustments. As support for such a request, the Scout's current Personal Health and Medical Record must indicate specific limitations advised by his physician. Considering the unique circumstances of each case, the Reservation Director will make substitutions of a fair and equitable proportion. Substitutions must be made by Monday and will then become the true objectives of the Scout in question.

Pipestone Scorecard and Report Forms

A special scorecard is available for each camper to maintain his own record. Unit leaders and junior leaders (authorized by the Unit Leader) will sign the Scout's card and certify that he has met the requirements. All requirements must be completed by 12:00 noon on Friday. By 1:00 PM Friday afternoon, Unit Leaders must submit the official report at the designated meeting or to the Pipestone mailbox as directed listing those campers who have clearly fulfilled the camp honor requirements.

Final Instructions

All final instructions pertaining to preparation for the Pipestone ceremony will be given at the Friday afternoon unit leader's meeting. Please follow these instructions exactly as a tight schedule is necessary. Immediately upon the conclusion of the Friday evening retreat ceremony, all campers are to return to their campsite quietly. All program areas, including the Frank G. Hoover Dining Hall, will be closed and are off limits. Units are to remain in their campsite and prepare for the evening quietly. An important part of the ceremony is to be prepared mentally. Use this time wisely.

Section VI - Glossary of Policy

I. Camp Attire

I.1 Activity Wear

For most of the day, it is preferred that all Scouts wear a Scouting related or blank shirt. Any clothing that advertises or implies obscenities, alcohol, or tobacco is not appropriate in camp. All clothing and accessories must reflect the values of Scouting. The Program Director, Reservation Director, or Chaplain will provide rulings upon clothing items of a questionable nature.

I.2 Shoes

BSA policy requires that shoes are to be worn at all times except when swimming, showering or in a tent. Sandals and flip-flops are NOT considered shoes.

I.3 Dinner and Retreat

The official Scout shirt and Scout shorts for your type of unit is the appropriate uniform for dinner and retreat. No form of athletic wear, gym shorts, sweats, biking pants, etc. will be accepted as proper for dinner or retreat. If an individual cannot obtain or borrow the proper uniform, then a Scouting related or blank shirt and clean long jeans will be accepted.

I.4 Color Guard

Whenever possible, Scouts who provide the color guard service at the retreat ceremony should be in full BSA field uniform and should not be wearing tennis shoes.

2. Facilities

2.1 Camp Security

Seven Ranges has a number of entrances and exits, most of which are closed off with locked gates. However, there are a few access points that do not have gates. At no point in time should these access points be used. The only entrance that should be used is the main entrance for Camp Algonkin, or the tree farm entrance for Camp Calumet. Individuals camping on the Mountain or on the Ridge may use the Camp Akela Entrance but only when holding a valid car pass from the camp office.

2.2 Parking

Cars should only be parked in the main parking lot. The only vehicles in camp must have a camp car pass and registered in the camp office. Any vehicle in camp that is not registered or does not have a car pass is subject to removal. Car passes will only be issued to campers or visitors who have disabilities. The Reservation Director has the final authority to authorize a camp car pass.

2.3 Cars in Camp

Because of the concern for the safety of all campers and the ongoing practice of good conservation, no vehicles are permitted in camp with the exception of service personnel. All cars are to be kept in the parking lot. We will make provisions for leaders and Scouts with disabilities that restrict mobility. Please contact the Camp Office upon arrival to make the appropriate arrangements.

2.4 Pay Phones

Any pay phones on camp property are for adult use only.

2.5 Frank G. Hoover Dining Hall Porch

Please do not sit upon or lean against the porch railing.

2.6 The Waterfront

As a safety measure, all swimming, boating and canoeing activities will be under the control and supervision of the Waterfront Staff. Unit leaders must see to it that Scouts do not swim at any other places. Additionally, the Safe Swim

Defense and Safety Afloat plan is in effect at all times. Instruction for these plans is provided at camp on Tuesday evening.

No one is permitted to play on or around (including fishing from) the rocks currently holding water in Lake Don Brown.

2.7 All Program Areas

Other than scheduled open program times, all program areas are off limits to ensure safety.

3. Firearms & Bows

3.1 Firearms

No firearms or ammunition are to be brought to camp. All firearms or ammunition needed for program will be provided.

3.2 Bows

Personal bows are not permitted on the Reservation per BSA National Regulations.

3.3 Fireworks

Absolutely no fireworks will be allowed in camp because of the risk of injury and fire. Unit leaders are responsible to ensure this rule is enforced. If fireworks are discovered, please present them to the Reservation Director for proper disposal.

4. Health and Safety

4.1 Campsite Inspection

All leaders have a serious responsibility for the health and safety of the campers in their charge. Any concerns for the health, safety, or sanitation of the camp and its campers should be reported to the Reservation Director. Unit leaders are required to bring all sick cases to the first aid facility at the Deaver Administration Building.

The Senior Patrol Leader (not an adult leader) will conduct daily campsite evaluations with their Camp Commissioner to ensure health and safety.

4.2 Insurance

All Buckeye Council Troops are covered by the council accident and sickness insurance.

4.3 Medical License in Camp

It is understood medical care professionals on the reservation may wish to act within their scope of practice as delineated by their licensing board. There is also a responsibility of Buckeye Council and Seven Ranges Reservation to have knowledge and documentation of anyone on the reservation who has given or received care.

As Medical professionals, prior to the delivery of any care rendered to persons on the reservation, that professional will have submitted a copy of their documented licensure to the Health Officer, or designee, upon check in to camp. Because of our professional and personal responsibilities to persons on this reservation, any care given will be reported to and documented with the Health Officer at the Health Lodge.

4.4 Medication in Camp

All medication brought to camp by both youth and adults must be kept locked up per BSA National Standards. The dispensing of medication must be logged in a first aid logbook, No. 33681 per the same standards. All refrigerated medication must be turned in at medical re-check on Sunday for storage. Units may check out a lock box with the Health Officer at check in.

A First Aid Logbook, No. 33681, will be provided for each campsite and must be turned in to the camp office prior to departure on Saturday.

4.5 Hazing

Hazing in any form will not be tolerated. Hazing does nothing to contribute to character or development.

4.6 Homesick Scouts

It is the unit leader's duty to see that each new camper has a healthy and constructive time at camp. In order to ensure that this happens, bring any homesick cases to the attention of the Chaplain.

4.7 Severe Weather Policy

In the event of severe weather on the Reservation, Camp Staff will make every effort to inform adult leaders of the conditions as they approach. Should severe weather strike, campers are asked to take cover until the weather passes. No person should be unsheltered or change location during a storm. Weather situations may vary and are constantly monitored by the camp administration.

5. Restricted Items

5.1 Alcohol and Drugs

No alcoholic beverages or drugs are permitted at any Scout facility or activity. Any individual who is in possession or under the influence of alcohol or drugs will be ejected immediately and authorities will be notified.

5.2 Tobacco

Tobacco use in camp is not permitted or accepted under the age of 18. All others are to refrain from using tobacco in tents, on trails, in program areas, in or around the dining hall, or in any buildings. Using tobacco in the presence of Scouts is against BSA National Policy. Please consult the Guide to Safe Scouting for more information.

5.3 Sheath Knives

In the spirit of the BSA Guide to Safe Scouting which advises to "avoid large sheath knives", no sheath knives are to be carried in camp. This policy includes youth, adults, and visitors.

5.4 Radios

It is recommended that music players of any kind not be brought to camp. They are not typically conducive to the outdoor program of Scouting. If any such listening device (including iPods, walkmans, or MP3 players) should be brought to camp, it must stay in the unit's campsite and should not be heard outside the campsite.

5.5 Cellular Telephones

It is recommended that youth campers do not bring cellular telephones to camp. If a cell phone is brought to camp, it should remain in the campsite as to not distract from camp programs. We recommend Unit Leaders closely monitor the use of all cell phones, especially in the case of homesick Scouts. Adult leaders with a need for a cell phone should set the example for their youth by using the device discreetly and responsibly. Any cell phones brought to flag ceremonies, merit badge classes, camp wide activities or into the Frank G. Hoover Dining Hall should remain on silent or vibrate mode.

5.6 Scanners & Walkie-Talkies

The use of walkie-talkies and "talk-about" radios is prohibited for youth members of your unit with the exception of the Senior Patrol Leader and the Scoutmaster. If at any time the use of these devices interferes with the camp radio system, they will be confiscated. Seven Ranges Scout Reservation depends on its staff radio system for both camp safety and administrative functions. In addition, the use of scanners is prohibited for all in camp. From time to time, these radios interfere with the camp radio system. If this situation presents itself, the Reservation Director reserves the right to ban these radios from being used for the remainder of the week.

6. Youth Protection

6.1 "Two Deep Leadership"

There must be at least two (2) adult leaders in camp at all times. This requirement is both a local and a national regulation. One adult leader, at least 21 years of age, is to be in attendance at all times. The other leader may be an assistant at least 18 years of age.

6.2 Shower Times

BSA Youth Protection policies require separate showering times for youth and adults. Youth campers may shower when the facilities are not specified for adult use.

Adults	5:00 PM - 6:00 PM Taps to Reveille	Youth	Reveille to 5:00 PM 6:00 PM to Taps
<i>Individual stalls are for adult use only.</i>			

6.3 Youth Protection Training

It is the policy of the Buckeye Council that Youth Protection Training is to be renewed by adult leaders at least every two years. Two adults from each unit at summer camp must be current in the Youth Protection Training Course. Your unit's commissioner may request to see your unit's training cards.

7. In Your Campsite

7.1 Camp Solicitation

No person shall solicit any item or service without the expressed written permission of the Reservation Director. Any person who wishes to solicit any item or services while on camp property must submit the purpose of solicitation and a list of items being solicited.

7.2 Camp Pranks

Many times pranks played on other troops or the entire camp are in good humor. However, these pranks can be viewed as disrespectful and offensive, which can decay camp morale. Therefore, camp pranks of any sort are prohibited. Any person involved in a camp prank is subject to immediate dismissal. The Reservation Director reserves the right to determine disciplinary action.

7.3 Flames in Tents

Unit leadership is responsible to ensure that all Scouts and leaders in camp are aware of the potential dangers of having flames of any type in tents. It is the camp policy that no flames enter a tent at any time.

7.4 Platforms

We are privileged to have council committees that have supplied camp with tent platforms for your comfort during the week. These committees have also developed a conservation plan to retain the beauty of nature of each campsite. To follow the guidelines set forth by the Buckeye Council and reduce the wear and tear on platforms, no platforms are to be moved during your stay in camp.

Please, do not move tents or platforms. The moving of these items disturbs the rotation within the campsite and places unnecessary strain on the equipment.

7.5 Buddy Boards

Each unit **MUST** develop and bring a buddy board to be displayed in their respective campsite. Sections of the board must consist of more than a generic list of "in" or "out" of the campsite and should reflect, as closely as possible, the different areas of Seven Ranges Scout Reservation. In any case, your Troop's board must indicate where each Scout and Leader is at all times. The purpose of the board is to make sure every member of the Troop - youth or adult - can be located in the event of an emergency. Camp commissioners will be checking this board on a daily basis to see that it exists and is being used in proper fashion.

7.6 Liquid Fuel Policy

Kerosene, liquefied petroleum fuels, and compressed gas may be used in camp under adult supervision only for cooking use only. They may not be used inside tents. Propane may be used under a dining fly for cooking and lanterns.

ALL LIQUID FUELS THAT ARE NOT IN USE MUST BE KEPT LOCKED. CONTAINERS ARE PROVIDED THROUGHOUT CAMP IF YOUR UNIT DOES NOT HAVE APPROPRIATE AND APPROVED STORAGE FACILITIES.

If you have any questions, please consult your unit's commissioner.

7.7 Litter and Trash

Pop cans and slushy cups must stay in the immediate area where they were purchased. Never put trash in the latrines as this clogs the equipment that empties them. Having litter and trash in camp is not in line with the Scouting method of camping and conservation. Please help keep the entire Reservation litter-free and beautiful.

7.8 Recycling

A glass, plastic, cardboard and metal recycling dumpster is located near the loading docks of the Frank G. Hoover Dining Hall. Please take care to separate and dispose your waste into the appropriate dumpster.

7.9 Taps and Reveille

The camp staff will sound reveille and taps for the units each day. In some parts of camp the P.A. system may not be heard. Unit leaders may want to bring wind-up alarm clocks as a back up. Taps is at 10:00 PM. Each unit has the obligation to ensure Scouts are in the campsite at this time and enforce the camp policy of quiet hours between taps and reveille. No camper should be out of their campsite after taps.

7.10 Timber Conservation

The only standing timber that may be cut is timber that is approved to be cut by the Camp Ranger. A \$25.00 fine will be issued for any timber, regardless of size, dead or alive, that is cut without permission. If a tree farm tree is cut or damaged, the unit will be charged the commercial price of the tree.

8. Visitors in Camp

8.1 Check In

In order to maintain an accurate headcount, all visitors in camp must check in and out with the Camp Administration and sign in and out at the Deaver Administration Building. Visitors' presence will be limited to activities that deal specifically with their own unit. At all times visitors must be escorted by a member of the unit that they are visiting.

8.2 Medical

Any visitor staying the night in camp must be registered with the Boy Scouts of America and have a completed health history form on file with the Camp Health Officer.

8.3 Meals

A limited number of meals can be provided to visitors in the dining hall by making advanced reservations. Due to limited seating and food, visitor meals may not always be possible. Do not guarantee visitors a meal until the camp office has accepted payment. All guest meals must be paid for in advance. All guest meals are \$5.

8.4 Suggested Visiting Days

On **Sunday**, parents are invited to visit with their units and observe the check-in procedures. Due to the large number of visitors in camp on Sunday, only Scouts and leaders listed on the troop roster will be permitted to eat in the dining hall. Grills and picnic tables are available at the Netawotwes pavilion near the Deaver Administration Building. Around 8:45 PM, visitors are invited to the Bridgebuilder's Amphitheater to enjoy and participate in the Sunday Night Opening Campfire. Visitors are asked to sit in the last two rows of seats so that they can be escorted back to the parking lot after the campfire.

On **Wednesday** evening, Sipp-O Lodge will hold a calling out ceremony for Ordeal and Brotherhood candidates. The public may view the calling out ceremony. Visitors may park in the Camp Algonkin parking lot and check-in at the Deaver Administration Building.

Your unit is encouraged to promote **Thursday** night as the ideal day for visitors to come to Seven Ranges. The activities and campfire program in your campsite lend themselves well to visiting with parents, siblings, Troop alumni, and other visitors. Please do your best to inform visitors they must sign in at the Deaver Administration Building before making their way to your campsite.

Due to camp wide involvement in the camp honor program, we do not suggest visitations **Friday** evening.

Section VII - Emergency Procedures

Reporting Emergencies

All emergencies, lost persons, fires, drowning, structural damage, etc. must be reported to the Reservation Director, Program Director, Administration Office or a staff member carrying a mobile radio. Weather emergencies need not be reported - in case of severe weather, campers should take cover in the nearest building or in their campsite unless otherwise notified by the camp staff. General emergency procedures will sometimes follow a weather emergency to ensure that all are accounted for in camp.

Remember, in all emergency situations the most important thing is to remain calm!

Unit Responsibility

Unit Leaders are expected to know the whereabouts of Scouts, Scouters, and visitors in their Unit at all times. The Reservation Director or Program Director must be notified immediately if someone cannot be accounted for.

The camp emergency alarm consists of one or more of the following:

- Continuous ringing of the fire bell(s)
- Series of three (3) shots from the cannon.
- Emergency bugle call sounds from the camp P.A. System..

If you are a camper in Camp Algonkin and:

- You are anywhere in Camp Algonkin, return to your campsite as quickly as possible.
- You are in Camp Akela or Camp Calumet; go to the picnic pavilions located in those camps.

If you are a camper in Camp Calumet and:

- You are anywhere in Camp Calumet; go to the picnic pavilion in that camp.
- You are in Camp Algonkin; go to the parade grounds.
- You are in Camp Akela; go to the picnic pavilion in that camp.

If you are hiking Hutch's Trail:

- Sit down and stay quiet for 25 minutes.
- Always make certain an adult knows if unit members are hiking on the trail.

Accounting for Camp

Units must immediately begin accounting for all members of their Unit. Camp Staff will provide instruction early in the week for reporting this information during an emergency.

Resolution

A camp emergency is resolved when all three alarms cease for a period longer than five minutes.

Fires in Camp

Campers are not permitted to fight fires. If in danger from fires, units should move away to the parking lot, open field or to the dam at the south end of the reservation.

CAMP SITES

CAMP AREAS

- CAMP AKELA
 A BEAR'S DEN
 B WOLF'S DEN
- CAMP ALGONKIN
 C ADENA
 D BLUE JACKET
 E BOUQUET'S VIEW
 F BRADDOCK'S HILL
 G BUZZARD BEAK
 H CHIPPEWA
 I DUNGANNON
 J EAGLES NEST
 K ERIE
 L GLICKICAN
 M HOPOCAN
 N HUTCH'S GROVE
 O LENAPE
 P MAGIC MOUNTAIN
 Q MIAMI
 R MINGO MESA
 S OTTAWA
 T PUGWUG
 U PROPHET'S REST
 V RILA RIDGE
 W SHAWNEE
 X SURVEYOR'S POINT
 Y TECUMSEH
 Z THE PINES
 AA WYANDOTTE

- CAMP AKELA
 1 AKELA AMPHITHEATER
 2 AKELA PAVILION
 3 BB RANGE
 4 PARADE GROUNDS
 5 PARKING AKELA
 6 SHOWERS

CAMP ALGONKIN

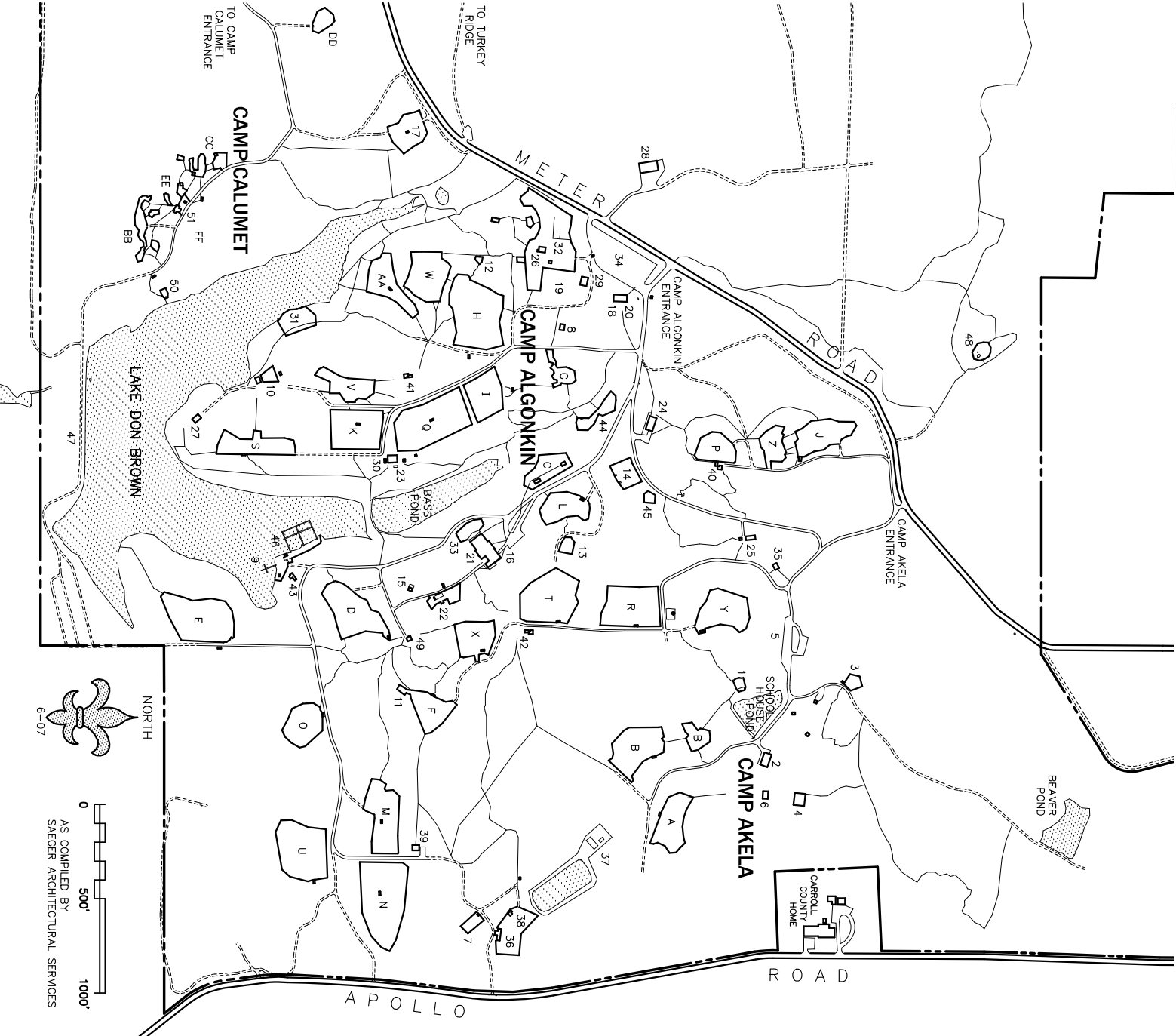
- 7 ARCHERY
 8 BERNIE MERS PAVILION
 9 BOATING
 10 BRIDGEBUILDERS
 11 AMPHITHEATER
 12 CAMPFIRE BRADDOCK'S HILL
 13 CAMPFIRE CHIPPEWA
 14 CAMPFIRE PUGWUG
 15 CECIL B. MOORHEAD
 16 AMPHITHEATER
 17 CENTRAL CAMP
 18 ADMINISTRATION BLDG.
 19 COMMISSARY
 20 COPE
 21 DEAVYER ADMINISTRATION
 22 BUILDING
 23 DEAVYER FIELD
 24 (EMERGENCY HELIPORT)

- CAMP CALUMET
 BB CAYUGA
 CC MOHAWK
 DD ONEIDA
 EE ONONDAGO
 FF SENECA (Future)

- 20 FIRST AID
 21 FRANK G. HOOPER
 22 DINING HALL
 23 GREEN BAR COUNTRY
 24 HANDICRAFT
 25 HUTCH'S TRADING POST
 26 I.W. DELP ECOLOGY LODGE
 27 JONES LODGE
 28 KIWANIS CHAPEL
 29 MAINTENANCE
 30 NETAMOTWES PAVILLION
 31 OA BUILDING
 32 OA FIELD
 33 OUTDOOR SKILLS
 34 PARADE GROUNDS ALGONKIN
 35 PARKING ALGONKIN
 36 RANGER BOB PAVILLION
 37 RIFLE RANGE
 38 SEWAGE TREATMENT
 39 SHOT GUN
 40 SHOWERS BACK 40
 41 SHOWERS MAGIC MOUNTAIN
 42 SHOWERS PENINSULA
 43 SHOWERS PUGWUG
 44 SHOWERS WATERFRONT
 45 SPECIAL PROGRAM AREA
 46 SPECIAL PROGRAM AREA
 47 SWIMMING
 48 THE DAM
 49 THUNDERBIRD HILL
 50 TOOL HOUSE

CAMP CALUMET

- 50 CALUMET CAMPFIRE
 51 CALUMET PAVILION



NORTH

AS COMPILED BY
 SAEGER ARCHITECTURAL SERVICES

0 500' 1000'

6-07