

ASPEN RIDGE CAMP FOR 11 YEAR OLD SCOUTS

In the beautiful Hull Valley Scout Reservation

At Camp Aspen Ridge our objective is to provide Scouts with an opportunity to see the vision of Scouting come alive. We provide well-rounded activities to enhance a patrol's year-round program through living, breathing, and doing Scouting as a Scout patrol under its own leadership. Well-trained staff instructors, merit badge counselors, camp commissioners and other youth leader staff will aid in planning, preparing and carrying out an active program.

The ideals and aims of Scouting are our guidelines. Our programs are designed to strengthen units and individuals in the Scouting methods. We encourage greater commitment to good citizenship, positive character development and personal fitness.

We look forward to seeing you at Camp! Please see our web site for a map to camp, a map of camp, tour permit application and medical form (make copies for boys & leaders).

<http://www.trappertrails.net/aspenridge/Home.html>

Adult Leadership: Two adult leaders must be at Camp with the Scouts for the full period you are in camp. One leader must be over the age of 21. The other leader must be at least 18 years old. Additional leaders are encouraged.

Campsites: Your campsite comes equipped with a picnic table and fire pit. Water faucets and latrines are available close to your campsite. You provide your own tents. No flames are allowed in the tents. Only battery-powered lights may be taken into tents. You may be sharing your campsite with boys and leaders from other troops.

Cooking Fires: Dead, fallen wood may be gathered for use in your campsite. You may also bring your own firewood.

Fees: All youth and adult fees (\$30.00 per youth and \$15.00 per leader) must be paid by June 1, 2009 so proper food supplies can be ordered. Payments can be made at the Council office in Ogden or Logan.

L.P. and Liquid Fuel Equipment: The use of propane/gas stoves and lanterns is encouraged under the close supervision of a knowledgeable adult. Refueling and lighting this equipment must be done by an adult. All fuels are to be stored in one of Aspen Ridge's lockable sheds. Only the amount of fuel in the stove, is to be in the campsite.

Meals: Dinner will be provided in the Camp dining hall Friday evening to save you the trouble of cooking a meal when you arrive. The food for Saturday breakfast and lunch will be provided for the Scouts to cook in their campsite to help them qualify for Tenderfoot, Second Class, and First Class rank cooking requirements. You will need to bring your cooking equipment. We try to provide a menu that will allow the boys to cook several different methods. It will be simple, but you will probably want to bring a pot to boil in, a skillet or grill to fry, aluminum foil to cook in the fire. We'll probably provide something like hot dogs for lunch, allowing them to boil, roast, bake in aluminum foil in the fire, or fry. For breakfast we'll probably do eggs (cook how you'd like) and hash browns, sausage, maybe French toast. Just simple cooking, but a variety of methods. You won't need dutch ovens. You might want to bring salt & pepper or whatever spices you like to use.

We order our food two weeks in advance. **If you come with more people than you originally signed up for, or if you change your numbers within those two weeks of when you come to camp, we will do our best to accommodate you, but you will have to make do with what we have on hand.** It would be best to call ahead (at least one week) and let us know of any late changes so we can plan for it. Otherwise, you'll have to make do. The ball's in your court.

Medical Forms: Have parents fill in and sign parts A and C of the new medical form, which can be downloaded from the council web site. There is no doctor's examination required for this overnigher. Adults must also provide parts A and C of the new medical form.

<http://www.trappertrails.net/aspenridge/Home.html>

Refund Policy: The Council Executive Board has revised this. Please read carefully and be aware of the changes that have been made regarding refunds of money after camp.

- Camper fees may be transferred to another participant, up to the time that camp starts.
- Camper fees are not transferable to a new year.
- **The minimum camp fee (50%) is non-refundable after March 31. Additionally, there will be no refunds for participants cancelling after May 31, except for illness, injury, death in the family, or emergency. Units who fail to cancel their reservation and participants who are "no shows" at camp will forfeit 100% of fees paid. Refund requests must be processed before your unit leaves camp.**

Swim Check: Each person desiring to spend any time at the waterfront, which includes swimming and boating, must first: 1) receive an orientation to the area, 2) be cleared by the medical staff, 3) be tested to determine swimming ability, 4) receive and use a correctly marked buddy tag.

The swim test consists of jumping feet first into water six feet deep, surfacing and leveling off, swimming 75 yards in any stroke, swimming an additional 25 yards using the elementary backstroke, back-floating for one minute. Successful completion earns the designation of "Swimmer" with full use of the waterfront facilities and equipment; partial completion (at least 50 yards) earns "Beginner" with limited use of the facilities and equipment. A non-swimmer designation can be obtained without getting into the water by notifying the staff and completing the other swim check items.

Tour Permit: BSA tour permits are necessary for your safety and liability protection. Please file a tour permit with your Scout Service Center before leaving for Camp and bring the bottom portion with you. Please wear seat belts and follow all traffic rules, speed limits, safe driving practices, etc. **Note: B.S.A. standards prohibit Scouts from riding in the back of trucks or in campers** or in vehicles without a seat belt for each passenger. Also it is stated on the back of the tour permit "At least one registered adult who has completed BSA Youth Protection Training must be present at all other events and activities that require a tour permit".

Trading Post: Aspen Ridge has a Trading Post that will be stocked with handicraft projects, merit badge pamphlets, Scout literature, pop, candy and other food items. Specialty souvenirs from camp will be available, such as T-shirts, hats, knives, etc.

Transportation: Trucks are for hauling equipment, NEVER SCOUTS. Passenger vehicles used to transport Scouts to and from camp must be driven by properly licensed drivers 21 years or older. All Scouts must use seat belts. Vehicles will be allowed in the parking lot only. **Please be prepared to pack your equipment into your campsite.** Remember to file your tour permit at the Scout Office at least one week before coming to camp.

11 YEAR OLD SCOUT CAMP PROGRAM

Friday, June 19, 2009

3:00 p.m. - 5:30 p.m. Arrive at camp, Check-in at Camp Office, Set up Campsite
Swim Check, Horseback Rides, Rifle Range
6:00 p.m. Dinner (dining hall) – don't be late!
7:00 p.m. Campwide Games
8:00 p.m. Campwide Flag Ceremony - Orientation
8:30 p.m. Opening Campfire
10:00 p.m. Star Study (optional)
10:30 p.m. Quiet time. Personal / group reflection

Saturday, June 20, 2009

7:00 a.m. Pick up food at dining hall - cook it in your campsite.
8:30 Flag Ceremony - orientation for day's events
9:00 - 12:00 p.m. Trail to First Class - 4 Classes @ 45 minutes each
12:00 p.m. Pick up food at dining hall - cook it in your campsite
1:00 p.m. Free-time - All areas open
3:00 p.m. Check-out

The Trail to First Class: Our staff is trained and ready to help Scouts fulfill selected requirements for the ranks of Tenderfoot, Second Class, and First Class. Your boys will experience selected requirements for nature, first-aid, orienteering and pioneering for their Tenderfoot, Second Class, and First Class rank advancements. The camp staff teaches the requirement -- the boy turns to you to pass it off.

Free Time: During the Free-Time, scouts will be free to visit any of the camp program areas:

The Handicraft Area - Scouts can choose projects that will help them learn woodcarving, basket weaving, leather tooling, etc. Project supplies can be purchased at the Camp Trading Post.

Archery Range - Scouts can do target shooting with bows.

Rifle Range - Scouts can learn proper safety practices with a .22 caliber rifle and shoot 5 rounds. They get to keep their targets to show mom how well they did.

Waterfront - Scouts can enjoy boating and swimming just for fun as well as learn the aquatics skills required for rank advancement.

Natural Sciences - All skills relating to rocks, plants, and animals can be learned here. Scouts can take nature hikes and enjoy our collection of animals and fossils.

The Outdoor Skills Area - Here Scouts can learn skills dealing with fire building, knots, lashings, whipping, plus hiking and camping skills.

Horses - Enjoy a 45-minute horseback ride through the mountains of Aspen Ridge for only \$10 per person. Remember to wear long pants and a hat. Shoes with extended heels make riding safer. If you weigh more than 250 lbs., you will not be able to ride the horses.

Fishing: Idaho fishing licenses are required for fishing in the Cub River. However, Lake Josephine is privately owned and anyone who purchases a \$3 Aspen Ridge fishing permit may fish for both days. Permits are available at the trading post. You will be allowed to keep one fish, as long as you will eat it. All other fishing is catch-and-release. Please use artificial lures only. (No cheese, salmon eggs or other organic baits are allowed.)

Thank you for bringing your 11-year-old patrol to Camp Aspen Ridge! They will receive a great introduction to the great outdoors, progress in their advancement, and have a lot of fun!

If you have any questions, give us a call at the council camp desk at 866-479-5460.

See you June 19th!!

FINAL CHECKLIST BEFORE LEAVING

Are your camp fees paid in full (2 weeks before)?

Do you have verification of accident insurance? (Personal policy)

Has a tour permit been filed at the Scout Office? Has your roster been date stamped and checked?

Does every boy and leader have a medical form?

. . . signed by Parents?

Are 2 adult leaders going to be with boys at all times?

Do you have all equipment required to have a good camp?

Please check in at the main office when you arrive at camp.

WHAT TO BRING TO CAMP

Medical form
Scout uniform
Sleeping bag - warm
Ground cloth
Jacket
Pajamas
Soap, toothbrush
Comb, etc.
Towel & washcloth
Underwear
Socks
Extra Shoes
Pants & shirts
Mosquito repellent
Sun screen
Poncho or raincoat
Swimming suit
Flashlight
Pillow
Scout knife
Pack
Canteen
Scout Handbook
Spending Money
Pencil & Notebook
Toilet paper
First-aid Kit
Tents
Dishwashing pans
Dishwashing soap

Paper Towels
Matches (waterproof)
Compass
Water containers
Alarm Clock (battery)
Sharp knives
Dishcloth, towels
SOS pads
Patrol flag
Cooking gear
 Frying pan or griddle
 Aluminum Foil
 Dutch oven
 Pot for boiling
Utensils, plate, cup, bowl
Axe
Lantern (if desired)
Table cloths (plastic)
Outdoor stove and fuel
Charcoal
American Flag

What NOT to bring to camp

Fireworks
Firearms
Ammunition
Bows, arrows
Boom Boxes
Game Boys and electronics
Bicycles
Drugs, Alcohol
Sling shots
Pets
Cell Phone
MP3 Player

INDIVIDUAL/UNIT SWIM CLASSIFICATION (SWIM CHECK)

The swim classification (swim check) is a key element of Safe Swim Defense and Safety Afloat. All persons participating in BSA aquatics activities will be classified according to swimming ability. The swim check allows individuals to demonstrate the minimum level of swimming skill consistent with circumstances while in the water.

Swim Classification Policies

- The swim check should be renewed annually.
- Traditionally, the swim check has been conducted at a long-term summer camp; however this is not the only place the test can be conducted.
- For individuals/units attending resident camps, refer to specific camp policies regarding where the test is to be conducted.
- When swim checks are conducted away from a resident camp or at the point of activity, the BSA certified aquatics director has the authority to review or retest all participants to ensure standards have been maintained.
- Administration of the Swim Check
 - OPTION A: Completed on the first day of **Resident Camp** by camp aquatics personnel.
 - OPTION B: Completed at the **Unit Level**, conducted by one of the following approved resources: BSA aquatics instructor; aquatics supervisor; BSA lifeguard; certified lifeguard; swimming instructor; or swim coach. Each individual will be issued a buddy tag under the direction of the camp aquatics director for use at resident camps.

Swim Classification Procedures

- The Swim check should take place in a maximum 12 foot depth body of water.
- During the swim check, the swimmer must be within 25 feet of shallow water footing or pool/pier edge.
- Complete 1 of the following:
 - Swimmer Test:
 - Jump feet first into water over the head in depth, level off, and begin swimming.
 - Swim 75 yards in a strong manner using one or more of the following strokes: side, breast, trudgen, or crawl.
 - Swim 25 yards using the elementary back stroke.
 - The 100 yards total must be done continuously and include at least one sharp turn.
 - After completing the test, rest by floating.
 - Beginner Test:
 - Jump feet first into water over the head in depth and level off.
 - Swim 50 yards on the surface, stop, turn sharply, and resume swimming as before.
 - Return to starting place.

Swim Classification Certification

Unit Number: _____ Date of Swim Test: _____

Location of Swim Test: _____

Name of Person Conducting Test: _____

Signature of Person Conducting Test: _____

Title/Position of Person Conducting Test: _____

	FULL NAME (Please Print)	SWIM CLASSIFICATION		
		Non Swimmer	Beginner	Swimmer
1				
2				
3				
4				
5				
6				
7				
8				
9				
10				
11				
12				
13				
14				
15				

Name of Unit Ldr./Individual: _____ Date: _____

Signature of Unit Ldr./Individual: _____

See Safe Swim Defense and Safety Afloat for additional guidelines and details