

CAMP ASPEN RIDGE

In the beautiful

HULL VALLEY SCOUT RESERVATION

Welcome to Aspen Ridge Scout Camp, the crown jewel of the Trapper Trails Council. As a staff, we are thrilled with the opportunity of providing your Scouts a quality camping experience in one of the most beautiful settings in the West. We are committed to making your stay an exciting and memorable one by emphasizing scouting ideals and patriotism, with a western theme. Scouts who earn merit badges at Aspen Ridge will do just that -- EARN THEM. We believe merit badge classes at camp can be unforgettable because of the scenic beauty in which they are taught. We pledge to make our classes interesting, challenging and a valuable learning experience for your Scouts. It is our mission to make the troop, as a unit, stronger than it was when it arrived.

CAMP PROGRAM SPECIALTIES

Flag Ceremonies: Every morning and evening we pay respect to our country and its flag by holding flag ceremonies. Your troop will get a chance to show off your Scouting spirit through songs and troop yells. Information concerning the evening's and the next day's activities is provided, after which your Scouts will experience reverent, patriotic ceremonies we hope will build their appreciation for our great country. Because our flag ceremonies are an important event to us, we encourage each Scout to be in proper uniform.

Campfires: Aspen Ridge puts on the **best** campfire programs in the Trapper Trails Council. Please come ready to sing, laugh and have a great time as the staff entertains you on Monday and Friday nights. On Wednesday night your troop will be given the opportunity to lead a song and put on a skit at the commissioner campfire. Practice your acting and singing before you come to camp so you're Oscar-ready when it's your time to perform.

Western Games: All troops are invited to participate in this fun and memorable camp wide games activity held after flag ceremony. There will be group games, including some with a western flair, and a branding station where you can put the Aspen Ridge brand on your hat, walking stick or leather shoes. It provides a chance for positive interaction with other troops and the staff, and an opportunity to build real Scout spirit.

Carter Challenge: This camp-wide tour of camp, named for the first settlers in the Hull Valley, is held the day you arrive. After setting up your campsite, your Scouts will try their hand in competitions and/or training in each of the program areas of camp: Horsemanship, Aquatics, Shooting Sports, Outdoor Skills, Nature, and Handicraft.

Honor Trail: The honor trail is a brief but powerful testimonial of personal experiences with Scouting values and can act as a catalyst to hold a spiritual troop reflection. Your troop friend will guide your troop along the trail and lead you to your campsite for a quiet evening of personal reflection and group edification.

Troop Friend Night: Every troop is assigned a staff member to be its troop friend at Aspen Ridge. This is one of the most important services the camp staff can offer you. Please use them to help you in any way you need. Troop Friend Night is an evening in your campsite with your troop friend.

Merit Badge Counseling: The standard 3-part blue Merit Badge Application card is used for completed merit badges. If the merit badge is completed in camp, a signed blue card will be given to the scoutmaster at check out. If the merit badge is partially complete, the scoutmaster will be given a form stating so, and can be signed off as requirements are completed. Please have your boys read the merit badge pamphlets before you arrive in camp.

Horsemanship: Our horsemanship program is in its seventh year and is better than ever. We offer the horsemanship merit badge for \$25 per boy. There are a limited number of slots available. The boys should wear long pants when they ride the horses. Shoes with an extended heel make for a safer ride. One hour free time rides and troop rides, over a variety of terrain, are available for any boys and leaders weighing less than 200 lbs. **If you weigh more than 200 lbs., you will not be able to ride the horses.** The cost for all free time and troop rides is \$10 per person. Tickets can be purchased in camp at the trading post.

Aquatics Program: We offer the swimming, life saving, canoeing and rowing merit badges, mile swim, “Pirates of the Caribbean” (troop canoe swamp competition), and oodles of free time fun. All Scouts and leaders must participate in a swim check before using the lake. The swim classification requirements are included in this packet in case you would like to take your boys to a lake or pool and practice. However, because the temperature of the water plays a significant role in the swimming ability of most people, your boys and leaders will need to take the swim check in camp. For details, see the aquatics staff.

Shooting Sports: Take the time to have a marksmanship competition at our rifle and archery ranges between earning the Rifle Shooting and Archery merit badges. At our rifle range, we shoot .22 rifles, and an occasional black powder rifle for the older boys and leaders. Bring a little extra pocket change to pay for your ammunition.

Outdoor Skills, Handicraft, and Natural Sciences: Not only do these areas of camp offer the “flesh and bones” of any good Scout camp, but they sponsor some of the most ingenious activities, such as Polar Bear, Silver Polar Bear, conservation projects, and Wildlife Hikes. For those interested in mountain biking, bring your own bike and all your safety gear. Be prepared to check you bike in to our bike shop as you arrive at camp. The bikes will be kept under lock and key and will be allowed to leave the bike shop only during designated activities. Treks can be taken through the remote parts of camp and on forest service property, as we do not allow bikes in the central parts of camp where there are camp participants or camp program.

First Class Fundamentals: Boys who are at summer camp for their first time, or have not yet advanced to First Class can sign up for First Class Fundamentals. This class is offered during the first merit badge session at 8:30 a.m. every day. **They will need to be there all four days.** Our commissioners will teach the class and provide you with a spreadsheet at the end of the week showing which requirements have been taught.

Adventure Hikes: To really enjoy Aspen Ridge’s dazzling beauty, your troop may want to participate in an out-of-camp hike. There are many hikes to choose from, some more strenuous and longer than others. (See Adventure Options section.) Remember to plan your hikes according to the experience and stamina of your boys and leaders. The camp can provide staff guides on request, but you will need to provide a leader over 21 years old to go on the outpost. If only some of your boys go on the outpost, you will still need to have a leader over 21 years old in camp with the rest of your boys. If you choose to go on an outpost, remember to bring your own backpacks, small tents, portable stoves, etc. You will be responsible for your own food on your outpost, regardless of which food plan you are on.

Fishing: Idaho fishing licenses are required for fishing in the Cub River. However, Lake Josephine is privately owned and anyone who purchases a \$5 Aspen Ridge fishing permit may fish for the week. Permits are available at the trading post. You will be allowed to keep one fish per day, 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.)

Scoutmasters' Roundtable: This activity is for all adult leaders in camp. It will be held Tuesday through Friday morning from 10:30 until 11:30. These meetings will provide leaders with great opportunities to share information, ideas and to socialize with some people their own age.

Senior Patrol Leader Meetings: The commissioners will hold an SPL meeting every evening to communicate upcoming activities or changes in the schedule to your troop. It's extremely important your SPL attend these meetings. They are designed to give him the information necessary to be an efficient youth leader for your troop during the week. He needs to bring a pen and notebook to each meeting and then should be given a formal opportunity in camp to convey the information to your Scouts.

Inspections: Your campsite will be inspected each day. Please do not line your paths with stones or logs or rake your area to remove ground cover. We want to leave our camp as natural and pristine as possible. The inspectors aren't looking for the Aspen Ridge Hilton, only general cleanliness and order. On the morning you arrive, you will be given a copy of the inspection form that will be used for your camp. That way you'll know exactly what they're looking for.

Trading Post: Aspen Ridge's trading post will stock handicraft projects, merit badge pamphlets, collectors' items, Scout literature, sundries, pop, candy and other food items. Specialty souvenirs from camp will be available, such as T-shirts, hats, knives, etc. You can also sign up for camp activities in the trading post. Merit badge pamphlets will be available for check out.

EXTRA CURRICULAR ACTIVITIES

COPE Course: Our low COPE course and initiative games help develop individual self-confidence and troop teamwork. Sign up when you arrive at camp, or in the trading post.

Troop Horse Ride: **Sign up for a horse ride as a troop or an individual. Cost is \$10.00/ person. Now ain't that cheap!?! Rides leave on the hour, so be on time to get your full, 45 minute ride.**

Pirates of the Caribbean: Swamp everyone else's canoe while attempting to keep yours afloat. Last one dry is the winner. Sign up when you arrive at camp, or in the trading post.

Polar Bear: Recite the Scout Oath and the Outdoor Code while a refreshing stream of water cascades over your back.

Silver Polar Bear: Same as Polar Bear except early in the morning when it's FREEZIN' COLD.

Eagle Trail: Climb to the mountain peak just north of camp for a morning "fireside" as the sun rises. Make arrangements with your troop friend who will be your guide. Meet at the flagpoles at 5:00 A.M. sharp.

Mile Swim: Swim the mile in Lake Josephine.

Totin' Chip: This axe, saw and knife safety class. Sign up at the Trading Post.

Camp-wide Star Gazing: Join the great nature staff to learn about stars, planets, meteors and other heavenly phenomena. Bring a little flashlight and your quiet voice.

Candy Wrapper Auction: Buy candy, soda and other Trading Post items using candy wrappers as money. Meet at the flagpole on Friday night before flag ceremony.

Leave No Trace: Learn how to camp in the backwoods without leaving any sign you were there.

Service Projects: It takes a lot of work to keep a camp as big as Aspen Ridge in tiptop shape. We encourage troops to perform a service project while at camp. Participation gives you points towards the Honor Troop Award. Please understand that the later the summer gets the less crucial the projects will be because if it's really important we will have done it already. Also, for you leaders; every camp has a committee that works year round to maintain and make improvements to the camp facilities. We have an excellent committee but could use your help. We are always in need of more people with construction skills. Electricians and plumbers are also needed. Involvement usually consists of two planning meetings during the winter and a few days up at camp making the improvements. Please let the camp director know ASAP if you are interested in serving on the camp committee this year or have skills that we can utilize on a more temporary basis while you are at camp.

Awards and Recognition

Biggest Fish of the Week: At the closing flag ceremony we will give an award to the camper who catches the biggest fish of the week. Bring your massive trout to the Trading Post for measurement, then go back to camp and enjoy devouring it.

Aspen Ridge Honor Troop Award: On the first day, when you check in, you will be given a scoring sheet for the honor troop award. Your commissioner will fill it out for you during the week as you participate in point-providing activities. Qualifying troops for the honor troop award will be presented with a memorable token at the closing flag ceremony. The honor troop award is not meant to be easy. It's designed to recognize full participation in camp and an attitude in line with Boy Scout values.

FOOD SERVICES – YOUR CHOICE OF THREE OPTIONS

(Sign up for one of the options when you register for camp.)

Commissary Feeding: We provide the raw food for all meals, which are then cooked in the camp site by you and your boys. You are responsible for bringing all your own cooking gear and eating utensils. One dutch oven is recommended for every eight people; don't forget to bring foil and cooking utensils. An ample supply of food will be issued to each patrol from the commissary before each meal. Two Scouts from each patrol should be assigned to pick up the food issue before each meal, and then return the basket as soon as the meal is over. The times for food issue will be posted in the commissary when you come to camp.

If a member of your patrol has special dietary needs, please contact the Camp Desk *two weeks* before you come to camp. We will do all that we can to meet his special dietary needs. Any visitors in camp should make arrangements for extra food to be in the basket by contacting the Camp Director and the Camp Desk. Please make arrangements at least one meal in advance. Cost for visitors is \$6 per meal.

We suggest that every troop bring a cooler or two to keep their cold items or perishable items in after they have been picked up from the commissary. This will help to make food items (like milk) more enjoyable than if they had sat on the table for an hour while the meal was being prepared. The commissary meals provide the basics for all of your meals. You may want to pack a few of your favorite spices in your troop patrol box to help your troop's meals taste even better.

Please communicate any needs your unit may have. If you are getting too much or too little food for your unit we want to know as soon as possible so that the problem can be corrected. This is your responsibility!!

Dining Hall: If you choose dining hall feeding, cooks are employed to prepare three balanced meals each day, leaving you more time to do what you would like. Dining hall fees need to be paid in full 30 days prior to your arrival at camp. The meal times will be posted or you will be notified.

1. You will be responsible to clean up your own dining area and bus your own dishes.
2. Participants should be washed and dressed appropriately. (No swimming trunks; shirts and shoes are required). Full uniform is encouraged at the evening meals.
3. Reservations for guests must be made and paid for in advance. The cost is \$7.00 per meal.
4. Scouts who have dietary restrictions may request substitute foods by notifying the Camp Desk at least 2 weeks prior to coming to camp. We will do everything we can to accommodate you but due to some situations at camp we may not be able to make the proper accommodations.
5. Units will be on a rotating schedule to be on dining hall clean up after meals.
6. Dining hall participants' identification will be issued at check in and the program explained.

Own Feeding: Bringing your own food is always an option. You bring it and you prepare it. Food storage will be your responsibility. Ice will be available for purchase if needed. \$1 per three large scoops.

CAMP LAW AND POLICIES

While the Scout Oath and Law is the basis for all we do at camp, it is necessary that we establish policies to meet specific issues. The following information is a number of policies that have been established for safety at camp.

The Camp Director reserves the right to reassign troops upon arrival at camp in order to accommodate troop sizes. This is seldom necessary and every effort will be made to allow troops to remain in their desired campsite. Troops are responsible for the care of their campsite, as well as latrine areas. Each campsite has access to an outhouse-style latrine and clean, running water. These are centrally located and shared between two or three campsites. Remember to leave them better than you found them.

We make every effort to ensure that the information in this leaders guide is current and accurate. However, we must reserve the right to change programs or policies when necessary to react to changing conditions or to improve camp operations.

Adult Leadership: The Boy Scouts of America requires two-deep leadership. At least two adult leaders, one of whom must be 21 years of age or older are required for all trips and outings. This continuity of leadership will help the unit to have a better program and a more successful advancement program. For the tour permit at least one registered adult has to complete the BSA Youth Protection Training, and needs to be present at the activity.

Patrol Leader's Council: These are your troop leaders. They plan and carry out the troop program in camp. They meet daily in your campsite to plan activities and your Troop's part in camp-wide activities. They conduct progress reviews as needed. If the patrol leader of any patrol is unable to attend, his patrol should elect a "Camp" Patrol Leader. (Usually the assistant patrol leader, if he is there, would sit in.)

Patrol Method: The experience, fun, and responsibility of working in a patrol (the patrol method) are the things that develop character, citizenship, and fitness in boys. Make sure they cut their own wood, haul their own water, do their own cooking and learn to do for themselves. Let the boys do the leading with you, the leader, acting as a guide

Hazing: Hazing is completely out of place, especially in any aspect of Scouting. Troop leaders are responsible for making certain that Scouting is always a safe haven.

Alcohol, Drugs, and Pets: None of these items are allowed in camp. Violators of our no-tolerance alcohol and drug policy will immediately be asked to leave camp. There are no exceptions. Please leave your pets at home.

Smoking in Camp: Smoking is not permitted in camp. Smoking areas may be designated off camp property. Smoking should not be done when youth members are present. (Guide to Safe Scouting)

Fireworks: Law prohibits the use of fireworks in a National Forest. Please do not bring them to camp. Fireworks are a fire hazard. Persons being found with fireworks will be sent home!

Parking: To protect the delicate ecology of our camp, all vehicles must remain parked in the parking lot during your stay in camp. You are free to drive to your campsite to unload and load gear on the first and last days of camp unless the roads are wet due to weather, in which case, gear will be carried in. Be prepared to pack in your gear. **No one is to ride in the back of a truck or in a trailer under any circumstances!**

Garbage: Proper disposal of garbage is essential because wild animals are attracted to its smell. Do not bury any trash. Everything should be burned unless we are on fire restrictions. After burning, and cooling, cans and other non-burnable items should be collected, compressed and bagged. Bring strong garbage bags from home, or buy them at the trading post. You have two options: for \$10 you can use our dumpster (buy a ticket at check in) or you can take the trash home with you and dispose of it properly there. The Forest Service does not allow our campers to use their dumpsters down the canyon. If you choose to dispose of it yourself you may want to carry your trash to your truck in the parking lot throughout your stay so it doesn't pile up in your campsite.

Liquid Fuels: The use of gas or propane lighting and cooking equipment is permitted and encouraged at camp, but only under adult supervision. Refueling, lighting, etc. must be done by adults only. All extra fuel must be stored in one of Aspen Ridge's locked cabinets.

Ax Yard and Wood Cutting: Upon arrival at your campsite, please designate an area and construct an appropriate yard. Contact your commissioner for guidelines and necessary equipment. Due to a BSA policy change, chain saws are no longer allowed at camp except when used by a certified arborist or forester, or someone certified to use a chainsaw. Do not remove any standing trees without camp approval. There is plenty of firewood in camp for the first few sessions. If you are coming later during the summer, you may want to call the week before you come to see if we still have wood.

Bikes in Camp: Mountain bikes (cycles of any kind) and motorcycles are not to be used in camp except for specified programs guided by a member of our camp staff. Mountain bikes may be used outside of camp with adequate adult supervision. All riders must wear helmets! Bikes are not allowed in the campsites or on the campsite trails.

Buddy System: Please encourage your Scouts to use the buddy system in ALL activities in camp. It is safer and more fun than doing things alone.

Campfires: Unless there are fire restrictions, open fires will be permitted in each designated campsite. Additional fire pits will NOT be made without specific approval of the Camp Director. Open fires must never be left unattended. In case of extreme fire danger, the Camp Director has the final discretion over open fires. Call the camp desk for the latest word on fire restrictions.

Dish Washing: Cleanliness *is* next to Godliness! It is also an excellent preventive of diarrhea, tummy ache and other contact diseases. One of the first chores at each meal is to prepare HOT water with which to wash dishes. It is recommended that you wash and rinse all dishes in a disinfectant at each meal. Air-dry your dishes. After drying, store them in a clean place.

Dress at Camp: The Boy Scout uniform is always appropriate dress at camp. We ask all Scouts and leaders to wear the official uniform to evening campfires and to flag ceremonies. As members of the Boy Scouts of America, the uniform represents unity and equality of all boys. A troop's pride can often be seen in its uniforming. The camp Trading Post will have available camp T-shirts, which make a great day uniform when worn with the official Scout shorts or trousers.

Firearms, Ammunition and Other Weapons: Boys Scouts are permitted to fire .22 caliber bolt action, single shot rifles, air rifles, shotguns and muzzle loading guns under the direction of a certified instructor. (BSA: A Guide to Safe Scouting, p.25). In keeping with this policy we require that no weapons or ammunition be brought to camp.

Fire Prevention: Our camp is located adjacent to U.S. Forest Service property and it is critical that we follow all regulations established by the BSA and the Forest Service to prevent fires. Battery operated flashlights and lanterns are recommended for use in camp (remember, no flames in tents). Each troop will be provided a fire guard chart, which should be completed and posted on the campsite bulletin board. In the event of fire, notify a member of the camp staff immediately. A fire drill will be held sometime after your arrival. All tents must be labeled "No Flames in Tents".

Lost and Found: Lost and found for the camp is located in the trading post. Items not claimed will be held at the Trapper Trails Scout Office until 1 November, when they will be donated to charity.

Music: We encourage music, singing and instruments. However, don't bring electronic games or music devices, i.e. boom boxes, radios, MP3 players and Cell Phones etc. They distract from the wilderness experience.

Non-discrimination statement: Our camp is open to all Scouts and leaders REGISTERED with the Boy Scouts of America regardless of race, color, creed or national origin.

Swim Check: Each person desiring to spend any time within the fenced waterfront area 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 Classification form is included in this packet in case you would like to practice. Even if you do your swim checks before camp, you will be re-tested once you arrive.

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.

EMERGENCY PROCEDURES

Emergency Procedures: All emergencies are to be reported immediately to the nearest available staff member. He will determine the necessary action. When necessary, staff members will visit the troop sites with instructions and/or to give assistance.

Fire Signal: When you hear a long and continuous blast of the siren, your response is:

1. All activity areas close down immediately. Staff reports to the flag poles for instructions.
2. All Scouts and leaders (with car keys and unit roster) report to the flag poles and assemble in units for a head count.
3. On a series of three rings of the siren, all is clear and campers may return to the activity areas.

Electrical Storms: In case of electrical storms, Scouts should seek shelter off of ridges and away from trees and other prominent objects. Always stay calm and do not panic.

Injuries or Illness/First Aid: All illnesses, injuries, etc., will be treated in the camp first aid office. Please report all injuries or sickness at the first aid office, no matter who treated it. Serious cases will be taken to a health clinic in Preston.

Lost Camper: Should you realize that someone from your unit is missing, report this immediately to the Camp Director or other staff with the following information:

1. Full name, description, and what he was wearing.
2. Where he was last seen.
3. If he was angry with someone, homesick, or anything else out of the ordinary.
4. His favorite area of camp.
5. If his tent, the latrine, showers and activity areas have already been checked to see if he is there.

CHECK IN PROCEDURES

Upon arrival, the scoutmaster should check in with the following: a group roster, balance of payments due and/or receipts, physical exams, tour permit, a summary of the merit badge sign ups which was completed on line, and a meal count for dining hall or commissary if applicable, including visitor meals.

Health Forms: All participants, youth and adult, must have a correctly completed and signed BSA medical examination with them upon arrival in camp. These will be collected, reviewed and kept on file during your week in camp. They will be returned when you check out at the end of the week. This also applies to all leaders coming later in the week.

This Year There is a new medical form Please insure the correct form is used.

Each participant must be covered under a medical insurance policy. The policy information must be provided with the medical form.

Tour Permit: BSA tour permits are necessary for your safety and liability protection. B.S.A. liability insurance is a secondary insurance. Please file a tour permit with your Scout Service Center at least one week before leaving for camp and bring it 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. Trapper Trails Council is

requiring a list of boys attending the activity that you are filing the tour permit for. 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”.

Visitors in Camp: Visitors are welcome any time, but must check in at the main office. Our camp does not have accommodations for guests outside of the troop campsite. There are public camping sites provided by the forest service near camp. Visitors are welcome to eat with the troop and should notify the Camp Director or Commissary Director one meal in advance that extra food is needed. Visitors will be charged \$7 per meal for Dining Hall and \$6 per meal for Commissary.

PRE-REGISTRATION AND PAYMENTS

You must sign up on the Internet before you get to camp in order to get the merit badge classes you want. If you do not pre-register, your options will be very limited, as many of the more popular classes will be filled by the time you arrive. The sooner you can register, the better. We hope to be printing off roll sheets the week before you come, so you must give us at least a week in advance of your arrival. I have included the instructions, below, on how to get pre-registered. If you have any problems, call the council office and ask for Dawn at the camp desk. The number is: 801-479-5460.

Directions for making payments and pre-registering your Scouts for merit badge classes:

Connect to the Internet and go to www.trappertrails.org

Click on “Log in”.

Use your log in ID (if you don’t know it, call the camp desk)

Enter password or click on forgot password if you don’t know it and it will email a new one to you.

You will see all the categories on this page that you may access to make changes to your counts, food or merit badges and to make payments. Again, if you have any questions please call the camp desk (801)-479-5460 Ext. 2707

TROOP TIMETABLE

TWO MONTHS BEFORE DEPARTURE

1. Leaders and committee review this camp guide.
2. Commitments from other adult leaders assisting in camp.
3. Individual commitments for camp secured from each Scout family.
4. Physical examination forms distributed to Scouts. A class 2 medical examination is good for 3 years; class 3 forms must be renewed each year.
5. Unit leaders supply each Scout with personal equipment list.
6. Unit leader begins program-planning procedure for camp.
 - a. Transportation plans started.
 - b. Each Scout’s ideas for program checked.
 - c. Troop equipment needs.
 - d. Advancement needs – Get onto ‘www.trappertrails.org’ update reservations and get all your boys signed up for the merit badges that will advance them towards eagle. There is a step-by-step instruction page in this packet for getting on the Internet.
7. Contact special needs boys to attend camp with troop. Arrange for sponsor or project to help them get to camp.
8. Hold camp parents night, if you have not already done so.
9. **March 31** - 50% of the total camp fees are due.

Two weeks before camp - the remainder of the total camp fees are due. With this final payment please bring a list of the boys going to camp so we can check registration. Out of council units need to make sure this is done in your own council.

10. Set up camp menu for troop - this is if you are bringing your own food. Remember, Scouts working on cooking merit badge need to plan and price meals for advancement requirements.

FOUR WEEKS BEFORE DEPARTURE

1. Check to see if all medical examinations have been completed.
2. Check on final transportation arrangements.
3. Inventory troop and patrol equipment.
4. Inventory each Scout's advancement records. Make any merit badge adjustments necessary on the Internet.
5. Counsel Scouts on their personal goals for fun and advancement at camp.
6. Review food-plan menus, type up menus - set costs for food for your Scouts.

ONE TO TWO WEEKS BEFORE DEPARTURE

1. Leader holds final Patrol Leader's Council
2. Unit Committee meets to tie up loose ends.
 - a. Transportation arrangements
 - b. Parents, visits at camp on Friday.
3. File tour permit at the Scout Office with the names of boys listed. Take bottom half to camp.
4. Medical form completed, signed by parents and in the leader's hand.
5. Hold a "shake down" camp equipment inspection for each Scout.
6. Pack all equipment - get ready for FUN!!
7. Up to **Two weeks** before your camp date you can make changes on merit badge classes **on the Internet**, at which time they will form the classes at camp, the boys need to plan on attending those classes. This will make time at camp more productive. There is a step-by-step instruction page in this packet for getting on the Internet.

SCOUTMASTER FINAL CHECKLIST BEFORE LEAVING

- Are your camp fees all paid (Two weeks before camp is the deadline) prior to coming to camp? (If a boy decided to go at the last minute he can pay at camp.) Bring a copy of your receipts to camp.
- Do you have verification of accident insurance? Boys personal insurance or the LDS units have a blanket one on file.
- Has a tour permit been filed at the Scout Office with the list of boys on the tour permit?
- Does every boy and leader have a medical form? Signed by parents & doctor?
- Are adult leaders going to be with boys at all times? (If there are changes during the week, be sure there is no time when a change happens that the boys are left with no adult leadership.)
- Do you have all equipment required to have a good camp?
- Have parents and families been invited to the Friday afternoon and evening activities and campfire?

WHAT TO BRING TO CAMP

Personal Equip

Medical exam
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
Fishing equipment
Fishing license
Flashlight
Pillow
Scout knife
Pack
Canteen
Scout handbook
Merit badge books
Spending money
Pencil & notebook
Camera

Patrol & Troop Equip

Troop flag
American flag
Menu
Cups, bowls
Paper towels
Hammer & nails
Toilet paper
Rope & twine
First aid kit
Water containers
Dish washing pans
Dish washing soap
Tents
Tool kit
Matches (waterproof)
Compass
Alarm clock
Disinfectant
Lantern (if desired)
Table cloths (plastic)
Lawn chairs
Waterproof bags
Thumb tacks
Tin foil
Dutch Ovens
Patrol flag
Cooking gear
griddle
frying pan
sauce pan
Utensils, plates
Axe & bow saw
Ice chest
Shovel
Broom

Troop adv. records
Spatula
Serving spoons
Measuring spoons
Mixing bowls
Large pots
Sharp knives
Dishcloth, towels
SOS pads
Can opener
Spices and sugar
Outdoor stove and fuel
Charcoal

What NOT to bring to camp

Fireworks
Firearms
Pets
Ammunition
Bows, arrows
Boom boxes or electronics
Electronic Games
Drugs, alcohol
Sling shot
Cell Phones
MP3 Players

ASPEN RIDGE 2009 SCOUT WEEK AT A GLANCE

TIME	MONDAY	TUESDAY	WEDNESDAY	THURSDAY	FRIDAY	SATURDAY
6:30 AM (Dining Hall Breakfast 7:00)		Breakfast Morning Devotional -in campsite	Breakfast Morning Devotional -in campsite	Breakfast Morning Devotional -in campsite	Breakfast Morning Devotional -in campsite	Breakfast Morning Devotional -in campsite
8:15 AM	Check-in Set Up Camp Swim Check 9:30 - 11:30 AM	Flag Ceremony	Flag Ceremony	Flag Ceremony	Flag Ceremony	Flag Ceremony
8:30 AM		Merit Badge #1	Merit Badge #1	Merit Badge #1	Merit Badge #1	Check Out Pick Up Merit Badge Cards & Physicals
10:00 AM		Merit Badge #2	Merit Badge #2	Merit Badge #2	Merit Badge #2	
10:30 AM		Scoutmaster Roundtable	Scoutmaster Roundtable	Scoutmaster Roundtable	Scoutmaster Roundtable	
11:30 AM		Free Time	Free Time	Free Time	Free Time	
12:00 AM	Lunch & Rest	Lunch & Rest	Lunch & Rest	Lunch & Rest	Lunch & Rest	
2:00 PM	Carter Challenge	Merit Badge #3	Merit Badge #3	Merit Badge #3	Merit Badge #3	
3:30 - 5:30 PM		Free Time: All Areas Open	Free Time: All Areas Open	Free Time: All Areas Open	Free Time: All Areas Open	
6:00 PM	Dinner	Dinner	Dinner	Dinner	Dinner	
7:30 PM	SPL Meeting	SPL Meeting	SPL Meeting	SPL Meeting	SPL Meeting	
8:00 PM	Flag Ceremony	Flag Ceremony	Flag Ceremony	Flag Ceremony	Flag Ceremony	
8:30 PM	OPENING CAMPFIRE !!	Troop Friend Night	Commissioner Campfire	Camp Wide Games	CLOSING CAMPFIRE !!	
		Honor Trail				
10:30 PM	Quiet Time, Personal / Group Reflection Time	Quiet Time, Personal / Group Reflection Time	Quiet Time, Personal / Group Reflection Time	Quiet Time, Personal / Group Reflection Time	Quiet Time, Personal / Group Reflection Time	

* Archery is reserved for Archery Merit Badge Students

Aspen Ridge Merit Badge Class Schedule - 2009

MERIT BADGE (Cost)	# DAYS	WHEN TAUGHT
Nature		
Astronomy (Partial)	2	T,W 8:30 T,W 10:00 T,W 2:00
Environmental Science*	4	T,W,Th,F 8:30 T,W,Th,F 10:00 T,W,Th,F 2:00
Fish and Wildlife Mngmnt.	2	T,W 8:30 Th,F 2:00
Forestry	2	Th,F 8:30 Th,F 2:00
Geology	2	T,W 2:00
Mammal Studies	2	Th,F 10:00
Nature	2	Th,F 8:30
Weather	2	T,W 8:30
Outdoor Skills		
Emergency Prep. *, ** (Partial)	4	T,W,Th,F 8:30 T,W,Th,F 10:00 T,W,Th,F 2:00
First Aid*, **	4	T,W,Th,F 8:30 T,W,Th,F 10:00 T,W,Th,F 2:00
First Class Fund.	4	T,W,Th,F 8:30
Orienteering (Partial)	4	T,W,Th,F 8:30
Pioneering	4	T,W,Th,F 10:00 T,W,Th,F 2:00
Wilderness Survival**	2	T,W or Th,F 8:30 T,W or Th,F 10:00 T,W or Th,F 2:00
Horsemanship		
Horsemanship (\$25.00)	4	T,W,Th,F 8:30 T,W,Th,F 10:00 T,W,Th,F 2:00

*Required Merit Badge

**Bring first aid kit, survival kit, preparedness kit, etc. (see requirements)

***Requires totin chip - taught with merit badge

****Must have swimming merit badge

MERIT BADGE (Cost)	# DAYS	WHEN TAUGHT
Handicraft		
Archaeology	4	T,W,Th,F 8:30
Art (Partial)	1	Any day 8:30 Any day 10:00 Any Day 2:00 Free Time
Basketry (projects, about \$10)	1	Any day 8:30 Any day 10:00 Any Day 2:00 Free Time
Electricity (Partial)	2	T,W or Th,F 2:00
Indian Lore (about \$5)	2	T,W 10:00 Th, F 10:00
Leatherwork (about \$10)	1	Any day 8:30 Any day 10:00 Any Day 2:00 Free Time
Wood Carving*** (about \$10)	1	Any day 8:30 Any day 10:00 Any Day 2:00 Free Time
Aquatics		
Canoeing	4	T,W,Th,F 8:30 T,W,Th,F 10:00 T,W,Th,F 2:00
Lifesaving*, ****	4	T,W,Th,F 8:30 T,W,Th,F 10:00 T,W,Th,F 2:00
Rowing	4	T,W,Th,F 8:30 T,W,Th,F 10:00 T,W,Th,F 2:00
Swimming*	4	T,W,Th,F 8:30 T,W,Th,F 10:00 T,W,Th,F 2:00
Shooting Sports (please read pamphlets before camp.)		
Archery (\$5.00)	4	T,W,Th,F 8:30 T,W,Th,F 10:00 T,W,Th,F 2:00
Rifle Shooting (\$7.00)	4	T,W,Th,F 8:30 T,W,Th,F 10:00 T,W,Th,F 2:00

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