

# Troop 614 Summer Camp Guide – 2017

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Name: \_\_\_\_\_

	Summer Camp Guide
	BSA Health Form – Parts A, B, and C
	2017 MB List and schedule
	2017 MB sign up worksheet
	Prescription Medication Information Form
	Food Allergies and Dietary Restriction Form
	Clothing and equipment list
	General permission slip

## Key Milestones and Due Dates

12/15/16	\$50 down payment
2/16/17	\$100 – first payment due
3/9/17	MB schedule selection due to Scoutmaster (on-line registration up starts 3/15)
4/13/17	\$100 – second payment due
4/13/17	Food Allergies and Dietary Restriction Form
5/15/17	Balance of camp fee – Final payment due
5/25/17	BSA Health Forms due (All three parts) / Copy of front/back of health insurance card
5/25/17	Parent permission form due
7/2/17	Prescription Medication Information Form

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Location: Camp Boddie, Blount's Creek, NC

Dates: 7/02/17 – 7/08/17

Cost: \$285/Scout for December down payment // \$300/Scout for post December down payment

Meet at FVBC parking lot at 09:30AM on 7/02/17. Parents requested to remain until their Scout completes troop check-in.

Return to FVBC parking lot at 11:30AM on 7/08/17.

Travel: We will travel in church vans. Scouts must travel in Class A uniform and carry swimsuit, towel, and Scout Handbook in daypack on van. No food or open drink containers will be permitted in the van. Scouts should plan for meal stop enroute for lunch. First meal at camp will be supper. We will take the swimming safety check upon arrival at camp. All Scouts should wear their swimsuit under their uniform (or carry in daypack) and take a towel in their daypack on the van as we will not have access to any packed gear until we have finished our check in process.

Permission Slips: Each Scout must have a completed permission slip.

Health Forms: Each Scout and adult attending Camp Boddie must have a current version of the BSA Health Form Parts A, B and C. Part C must be signed by a physician/physician's assistant and must be dated within 12 months of camp (i.e., dated after 7/8/16). A copy of insurance card (front and back) must be attached to Health Form.

Medications: Please have any medications placed in a zip lock bag with name of Scout and dosage information on a card in the bag. If the prescription bottle is not included, please enclose a copy of the prescription label. These will be given to a Scoutmaster before we depart from church. A Prescription Medication Information Form must be turned in with any medicine. Scouts prescribed inhalers or epi-pens must have two at camp. Prescriptions will be kept by Troop at site in locked box. Please notify us of any refrigeration required.

Meals: Our first meal at camp on Sunday will be supper and last meal at camp on Saturday is breakfast. Scouts will dine family style with their troop three meals per day. Scouts will take turns serving and cleaning up their troop table throughout the week. Scouts requiring special dietary needs for health or religious reason **MUST** submit a Food Allergies and Dietary Restrictions from **BY APRIL 13** so we can inform camp director.

Campsite: Scouts will share two-man tents. These tents are set on wood platforms. Each Scout will have a cot. Each troop campsite has access to running water and latrines. Hot showers are available. Scouts will be assigned clean up responsibilities around the campsite during the week.

Trading Post/Money: Camp Boddie operates a trading post where Scouts can purchase materials for merit badges, snacks, camp t-shirts and other items. Scouts will be responsible for maintaining their

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own funds. \$30-\$40 for the week should suffice for a t-shirt and an occasional snack. If Scouts are taking a handicraft merit badge (Leatherwork, Basketry, Pottery, Woodcarving, Indian Lore) they should have an additional \$5-\$10 to purchase materials needed. Scouts taking rifle and shotgun shooting should have additional funds to purchase practice ammunition.

Prohibited Items. The following items are not permitted at Camp Boddie:

Generators or extension cords

Bicycles

Alcohol/illegal drugs

Fireworks

Pets

Personal firearms/archery/Sheath knives

Tobacco use

Merit Badges: Scouts should look over the 2017 merit badge schedule AND Twilight schedule and select several of interest to them. Prerequisites, if any, are listed. Scouts must be current on payments and submit their requested schedules by **MARCH 9, 2017** as on line registration opens on March 15. We will review their selections with the Scouts to make sure they are aware of the requirements before we finalize the schedule on-line. Please note on the equipment list any special equipment to be brought for merit badges. Handicraft merit badges may require purchase of materials at the Trading Post. First year Scouts have an opportunity to participate in the First Year Camper (FYC) program where they learn basic Scouting skills that will aid the rank advancement in the troop. Scouts who have trouble passing the BSA Swimmers test will have an opportunity to take swim lesson to improve their swimming ability. We need your input on whether your Scout is a strong swimmer as this will help us guide him to the appropriate level of classes for merit badges and advancement.

First Year Camper (FYC). For young Scouts who need help working on Tenderfoot, 2<sup>nd</sup> Class or First Class Advancement. While in the first year program Scouts will cover a vast majority of the basic rank advancement requirements (except for troop participation requirements, Scoutmaster Conferences & Boards of Review).

Scouts should complete the following requirements:

Scout requirements: 1a, 3b, 4a

Tenderfoot requirements: 1a, 1b, 2a, 3a, 3b, 3c, 3d, 4a, 4b, 5a, 5c, 7a

Second Class requirements: 2c, 3g, 3a, 3d, 4, 5a, 5b, 5c, 5d, 6a, 6b

First Class requirements: 3b, 3c, 4a, 5a, 6a, 6b, 6e, 7a, 7b

First Aid Merit Badge

Swimming Merit Badge

Fireman Chit

Totin Chip

On Thursday night Scouts will depart for an overnight off-site campout to complete the camping requirements for Tenderfoot Req. # 1, 2 & 3 and 2<sup>nd</sup> Class Req. # 3b.

Uniform: Your Scout must have a Class A uniform (shirt with all required patches and badges, green shorts/trousers, kerchief with slide, troop hat). This is the traveling uniform (minus the kerchief and

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merit badge sash and OA sash which should be packed) as well as being required for evening color ceremony each evening at camp. Only closed toe / closed heel shoes (**no sandals**) are permitted outside the troop campsite. AN old pair of shoes or “aqua” shoes should be considered for use in aquatic activities in the Pamlico River.

Activities: In addition to the full day of merit badge and FIRST YEAR SCOUT courses, Boddie opens several program areas to general use so Scouts can swim, boat, shoot and visit other Scouts. Camp Boddie holds a campfire ceremony on Friday night for the entire camp. There are events available every evening and we will be encouraging Scouts to partner up and participate. They will also have the chance to meet Scouts from other troops other councils and other states.

### Contact Info:

Mailing Address (mail by Tuesday to arrive)

Scout's Name

Troop 614 / Comanche campsite

Camp Boddie

419 Camp Bonnor Boy Scout Road

Blounts Creek, NC 27814

### Emergency Contact:

Camp Office (only for dire emergency)

Camp Office..... 252-975-6060

(EMERGENCY ONLY/LAST RESORT)

Ken Lyles (Scoutmaster) 919-539-9413

Personal Electronics: We ask that Scouts leave their electronic devices at home to avoid their missing one of the points of being at camp – living with their fellow Scouts in the great outdoors. Having said that, we recognize that smart phones are also cameras and can also be used to help perform research for some merit badges. There is very limited cell service at Camp Boddie and limited recharging opportunities. While this is a Scout camp, there is always the chance of someone who has not completely subscribed to the Scouting virtues stealing unsecured property. Scoutmasters can't take responsibility for securing each Scout's property. Additionally, our campsite will have only limited power in an open area for recharging.

Family Visitation: Although this will sound harsh and non-family friendly, I ask that families consider simply wishing their Scouts well on departure Sunday and greeting them heartily on our return Saturday. While it is natural to want to see what your Scout has done during the week, you will leave and he still has one night remaining. Home sickness is very real and is difficult for Scoutmasters to overcome. The initial bout of home sickness on Sunday night has pretty much worked its way out by mid-week but having families at camp and an opportunity to go home early restarts the process when the Scout should be enjoying the last days of camp. It

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is also infectious as departure of one Scout tends to start a wave of others wanting to also leave.

Camp Boddie does have an open campfire program Friday night where families are invited. IF you think you would like to attend, please let us know in May so we can plan the logistics of meals with you.

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## Day Pack

- Swimsuit (if not worn under uniform)
- Towel
- Canteen/water bottle (filled)
- Notebook and pen
- Money of fast food lunch (Sunday)

## Base Campers Personal Equipment and Clothing List

- BSA Field Uniform (Class A w/neckerchief and OA sash as applicable)
- Troop hat
- Bible
- Sweater or jacket
- Rugged pants (2 pr)
- Short pants (4 pr)
- Swim trunks (1 pr)
- T-shirts (6 including Troop 614 t-shirt)
- Rain gear (poncho or rain jacket)
- Underwear (6 pr)
- Socks and extra socks (6+)
- Pajamas/sleepwear
- Bath towels (3 – one each for swimming, showers and extra)
- Washcloths (2)
- Sleeping bag (40 degree) or blankets and sheets & pillow
- Water bottle (1 or 2 liter - reusable/Nalgene)
- Toiletries (soap and soapdish, toothpaste/toothbrush, deodorant, comb/brush)
- Tennis shoes (soft soled shoes required for Climbing Merit Badge)
- Hiking boots/Shoes (ONLY CLOSED TOE AND HEEL FOOTWEAR MAY BE WORN AT CAMP)
- Shower sandals (may be worn at shower house only)
- Watch
- Pens/pencils/paper/notebook
- Money for Trading Post (\$30-\$40)
- Scout Handbook (Edition 13)
- Flashlight w/extra batteries
- Completed Medical Forms (turned into troop)
- Medications w/ labels (turned into troop)
- Insect repellent
- Sunscreen
- Rope/parachute cord – 25' (for clothes line)

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NOTE: Label all articles of clothing and personal gear with scout's name and unit.

## OPTIONAL

- Digital Camera (required for Photography Merit Badge)
- Compass (required for Surveying, Orienteering and Geocaching Merit Badges)
- Sewing kit
- Fishing gear (required for Fishing Merit Badge)
- Pocketknife (folding style – ToteNChip card required to have and use knife) NO SHEATH KNIVES
- Small camp stool/chair
- Merit Badge books for classes
- Mosquito net

**DO NOT BRING:** Scouts should not bring portable gaming devices, iPads/CD players, DVD players, sheath knife, fireworks, laptop/tablet, cell phones, etc. as Camp Boddie and our troop are not responsible for lost or stolen items. Cell phones do not work at Boddie.

Some merit badges may require specific additional clothing or equipment.

First Year Scouts participating in FYC program must also bring:

- Backpack
- Sleeping pad
- Ground cloth
- Tent (2 man)
- Drinking cup/bowl/plate/utensils
- Compass
- Pocket knife (folding)
- Bandana/neckerchief
- Personal First Aid Kit containing:
  - 5 band aids
  - 1 tube antiseptic cream
  - Latex gloves
  - 2 roller bandages
  - Alcohol swabs
  - Moleskin
  - Tweezers
  - Calamine lotion

Scouts taking Swimming or Life-Saving Merit Badge:

- Belt
- Long sleeved button front shirt
- Long trousers



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- Shoes that can get wet

Scouts taking First Aid Merit Badge must bring:

- Personal First Aid Kit (see above)

Scouts taking Camping or Wilderness Survival Merit Badges must bring:

- Camping equipment for overnight
- Sleeping bag
- Poncho / ground cloth
- Mess kit
- Personal survival kit

All gear and clothing should be packed in a single Action Packer.

Scout:

Rank:

Birthdate:

Using the MB schedule,

List merit badge / programs by name. X the period(s) you want to take that course.
Provide alternate merit badges / programs in case your first choices are filled.
Note that First Year Camper is all day program
Indicate your priority merit badge / program by answering this question - "If I do nothing else, I want to earn ____!" Put an ** beside that course name.

Merit Badge / Program		Period 1	Period 2	Period 3	Period 4	Period 5	Period 6
MB/Activity Name		9:00 - 10:00	10:00 - 11:00	11:00 - 12:00	2:00 - 3:00	3:00 - 4:00	4:00 - 5:00
	1st choice						
	Alternate						
	1st choice						
	Alternate						
	1st choice						
	Alternate						
	1st choice						
	Alternate						
	1st choice						
	Alternate						
	1st choice						
	Alternate						

TWILIGHT COURSE	MONDAY	WEDNESDAY	THURSDAY
1st Choice			
2nd Choice			

Remember that some courses have pre-requisites that must be done prior to camp and some courses may have an additional cost that you pay at camp.

# Merit Badge Schedule

9AM-10AM	10AM-11AM	11AM-12PM	2PM-3PM	3PM-4PM	4PM-5PM	Class Size	Age	Prerequisites
<b>Watercraft</b>								
Canoeing			Canoeing			16		Swimmer
	Rowing					10		Swimmer
	Motor boating	Motor boating				6	13	Swimmer
	BSA Paddleboard	BSA Paddleboard				7		Swimmer
Water Sports			Water Sports			6	13	Swimmer
Small Boat Sailing			Small Boat Sailing			12	13	Swimmer
	Kayaking					10		Swimmer
<b>Pool</b>								
	First Year Camper		Swimming		Swimming	10		Swimmer
Lifesaving			Lifesaving			12	13	Swimmer/1st Class
					Intro Snorkeling	10		Swimmer
Non-Swimming Instruction				Non Swimming Instruction		10		
<b>Climbing</b>								
	Climbing			Climbing		12	13	
<b>Handcraft</b>								
Basketry	Basketry		Basketry	Basketry		10		
Indian Lore		Indian Lore	Indian Lore			14		
	Leatherwork	Leatherwork		Leatherwork	Leatherwork	10		
	Metalwork			Metalwork		10	14	
Theater			Theater		Theater	10		
Pottery			Pottery		Pottery	10		
	Woodcarving	Woodcarving			Woodcarving	10		Totin Chip
Photography			Photography			12		
<b>Outdoor Skills</b>								
			Camping		Camping	15		4b,5e,7a,7b,8d,9a,9b,9c
		Cooking			Cooking	10		1st Class
Orienteering		Orienteering				16		
	Pioneering				Pioneering	16		
Wilderness Survival		Wilderness Survival				16		6,8
	Geocaching			Geocaching		10		7,9
	Search and Rescue		Search and Rescue			15		5,6a,10

# Merit Badge Schedule

9AM-10AM	10AM-11AM	11AM-12PM	2PM-3PM	3PM-4PM	4PM-5PM	Class Size	Age	Prerequisites
<b>Ecology - Conservation</b>								
	Archaeology		Archaeology			14		
		Chemistry		Chemistry		8		
	Electricity				Electricity	10		
		Energy	Energy			10		4a,4b
		Insect Study	Insect Study			10		5b, 9, 10a, 10b
Environmental Science	Environmental Science			Environmental Science		16		1st Class
Fish & Wildlife Mgt			Fish & Wildlife Mgt			14		
		Fishing			Fishing	10		9
	Forestry				Forestry	16		
				Geology		16		
Nature					Nature	16		
			Oceanography			10		
Reptile & Amphibian		Reptile & Amphibian				16		8
	Robotics			Robotics		8		
	Soil & Water			Soil & Water		10		
Sustainability		Sustainability			Sustainability	10		2,4,5a
		Space Exploration	Space Exploration	Space Exploration	Space Exploration	10		
Weather					Weather	16		
<b>Shooting - Sports</b>								
	Archery		Archery			12	13	
	Rifle Shooting	Rifle Shooting	Rifle Shooting		Rifle Shooting	16	12	
Shotgun Shooting		Shotgun Shooting		Shotgun Shooting	Shotgun Shooting	6	14	
<b>First Aid - First Aid</b>								
	First Aid	First Aid		First Aid		16		1st Class
Emerg. Preparedness			Emerg. Preparedness			16		1st Class/
Cit. in the Nation					Cit. in the Nation	16		1st Class/ 2
	Cit. in the World	Cit. In the World	Cit. in the World			16		1st Class/5
Communications	Communications		Communications	Communications	Communications	16		1st Class/5,7
<b>Athletics - Athletics</b>								
Athletics			Athletics	Athletics		20		3b, 3d
		Personal Fitness			Personal Fitness	16		8
<b>First Year Camper Program</b>						48		2d for First Aid
<b>Backwoodsman</b>						10	14	Swimmer

# Twilight Schedule

Monday 6:30PM-7:30PM	Monday 7:30PM-8:30PM	Wednesday 6:30PM-7:30PM	Wednesday 7:30PM-8:30PM	Thursday 6:30PM-7:30PM	Thursday 7:30PM-8:30PM	Fees	Location	Max
Mammal Study MB		Mammal Study MB		Mammal Study MB			Nature	10
Fishing				Fishing			Nature	10
Pool Free Swim	Pool Free Swim	Pool Free Swim	Pool Free Swim	Pool Free Swim	Pool Free Swim		Pool	60
				Open Rowing			Waterfront	20
Hydro Sliding		Hydro Sliding		Hydro Sliding		\$10.00	Waterfront	8
Fingerprinting	Fingerprinting	Fingerprinting	Fingerprinting				Tee Pee's	16
Fireman Chit	Fireman Chit			Fireman Chit			Outdoor Skills	15
Totin Chip	Totin Chip				Totin Chip		Outdoor Skills	15
Sports Games	Sport Games				Sports Games		Athletic Field	20
		Climbing In the Dark				\$3.00	COPE shed	12
Rifle Twilight	Rifle Twilight	Rifle Twilight	Rifle Twilight	Rifle Twilight		\$2.00	Range	32
Shotgun Twilight	Shotgun Twilight	Shotgun Twilight	Shotgun Twilight	Shotgun Twilight		\$3.00	Range	20
Archery Twilight	Archery Twilight	Archery Twilight	Archery Twilight	Archery Twilight			Range	24
					Muzzle Loading	\$3.00	Range	8
Paddle boarding				Paddle boarding			Waterfront	10
Chess		Chess		Chess			Trail to Eagle	10

## Sport Competitions:

Scoutmaster VS Staff Softball Game

Flag Football

5 on 5 Frisbee

Soccer

## Scuba, BSA

Tuesday 6:30PM-8:30PM at the pool

Must be a swimmer

Max:10

Cost: \$20.00

Monday: Troop T-shirt Day

Tuesday: OA Day

Wednesday: Tie-Die Shirt Day

Thursday: Crazy Hat Day

Friday: Family Day

# Food Allergies and Dietary Restrictions

If an individual is allergic to some food products or requires a special diet, some suitable food may need to be purchased and brought by the individual to camp. Package each meal separately and write the person's name and troop number on each package. Upon arrival at camp, give the food to the dining hall staff. There is no fee reduction for individuals who bring their own food. Appropriate substitutions may be arranged for meals served in the dining hall by submitting a this form **by May 1<sup>st</sup>**. Food substitutions should be only for medical or religious reasons.

Name : \_\_\_\_\_ Week 3 Unit: T614 Campsite: COMANCHE

Medical Restriction	Religious Restriction	Food Allergy
<input type="checkbox"/> Diabetic <input type="checkbox"/> Lactose Free/ Non-Dairy <input type="checkbox"/> Gluten Free <input type="checkbox"/> Vegetarian Other _____	<input type="checkbox"/> Buddhist <input type="checkbox"/> Hindu <input type="checkbox"/> Jewish <input type="checkbox"/> Muslim Other _____	<input type="checkbox"/> Milk <input type="checkbox"/> Eggs <input type="checkbox"/> Peanuts/Tee Nuts <input type="checkbox"/> Wheat Other _____

### Special Instructions

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\_\_\_\_\_  
Parent/Guardian Signature

\_\_\_\_\_  
Date

\_\_\_\_\_  
Unit Leader Signature



**Return this form by May 1st**

**East Carolina Council**

**PO Box 1698**

**Kinston, North Carolina 28503**

# Medication Information Form

## Instructions to Parents/Guardians:

1. Each Scout that is taking medications will have a separate form. If medication require refrigeration it needs to turned in on a separate form and turned in to the Health Lodge during check in.
2. List each medication the Scout is receiving separately.
3. If a scout is receiving more than four medications, use an additional form.
4. All medications must be in the original pharmacy container with patient's name and dosage clearly marked including any "over the counter medications.

## Instructions to Scoutmaster:

All medications—including over the counter and prescription medications—that are brought to camp are to be the responsibility of the unit leader. All Scouts bringing medication to Camp are required to have the *Prescription Medication Information Form* filled out and turned in with their medication to their unit leader. These medications are to be kept in the campsite in a locked container. The Health Lodge will need to receive well-documented information on any medication that requires refrigeration.

## Personal Information

\_\_\_\_\_ 3 T614 LOMANCHE  
 Name Week Unit # Campsite

Medication Name: \_\_\_\_\_

Strength and Method of Administration: \_\_\_\_\_

Dosage: \_\_\_\_\_

Medication Name: \_\_\_\_\_

Strength and Method of Administration: \_\_\_\_\_

Dosage: \_\_\_\_\_

Medication Name: \_\_\_\_\_

Strength and Method of Administration: \_\_\_\_\_

Dosage: \_\_\_\_\_

Medication Name: \_\_\_\_\_

Strength and Method of Administration: \_\_\_\_\_

Dosage: \_\_\_\_\_