

Summer Camp 2010

FORM FOR SCOUTS WITH RANK OF: SCOUT, TENDERFOOT (and MAYBE 2ND CLASS)

Name:		Troop 374		Patrol:	
	Monday	Tuesday	Wednesday	Thursday	Friday
Morning				OA Elections	
9:15 am.	(Voyager) (Need \$10)	(Voyager)	(Voyager)	(Voyager)	(Voyager)
10:15 am.	(Voyager)	(Voyager)	(Voyager)	(Voyager)	(Voyager)
11:15 am.	(Voyager)	(Voyager)	(Voyager)	(Voyager)	(Voyager)
1:15 p.m.	OA Meeting		SPL Meeting	OA Meeting	
1pm - 2pm	Rest Period	Rest Period	Rest Period	Rest Period	Rest Period
2:00 p.m.	(Voyager)	(Voyager)	(Voyager)	(Voyager)	(Voyager)
3:00 p.m.	Free Swim	Free Swim	Free Swim	Free Swim	Mile Swim
4:00 p.m.	Basketry or Cooking or Mammals Study	Basketry or Cooking or Mammals Study	Basketry or Cooking or Mammals Study	Basketry or Cooking or Mammals Study	MS (cont.)
After Supper		Campfire 8:30	Beach Party	OA Call-Out	Pot Party
10:00 p.m.	PL. Council	PL. Council	PL. Council	PL. Council	PL. Council

Food pickup: 7:00 (6:45 Tu), 12:00, 5:30. Meal times: 8:00, 12:30, 6:30. Quarter Master: 9-10, 2-3, 7-8.

Office Hours: 9-11, 2-4, 7:15-8:15pm

Trading Post Hours: 9am - 11:30am Monday-Friday (no candy Mon.), 2:00-4:30 Monday-Thursday
7:15pm- 8:00pm Sunday - Friday (except Wednesday). 8:30pm - 9:30pm on Wednesday.

Summer Camp 2010 -

FORM FOR SCOUTS WITH RANK OF: 1ST CLASS AND ABOVE (and MAYBE 2ND CLASS)

Name:		Troop 374		Patrol:	
	Monday	Tuesday	Wednesday	Thursday	Friday
Morning				OA Elections	
9:15 am.	Inst. Swim	Inst. Swim	Inst. Swim	Inst. Swim	Inst. Swim
10:15 am.					
11:15 am.					
1:15 p.m.	OA Meeting		SPL Meeting	OA Meeting	
1pm - 2pm	Rest Period	Rest Period	Rest Period	Rest Period	Rest Period
2:00 p.m.					
3:00 p.m.	Free Swim	Free Swim	Free Swim	Free Swim	Mile Swim
4:00 p.m.					MS (cont.)
After Supper		Campfire 8:30	Beach Party	OA Call-Out	Pot Party
10:00 p.m.	PL. Council	PL. Council	PL. Council	PL. Council	PL. Council

Food pickup: 7:00 (6:45 Tu), 12:00, 5:30. Meal times: 8:00, 12:30, 6:30. Quarter Master: 9-10, 2-3, 7-8.

Office Hours: 9-11, 2-4, 7:15-8:15pm

Trading Post Hours: 9am - 11:30am Monday-Friday (no candy Mon.), 2:00-4:30 Monday-Thursday
7:15pm- 8:00pm Sunday - Friday (except Wednesday). 8:30pm - 9:30pm on Wednesday.

Scout: _____

Troop 374 Summer Camp Information for 2010



Dates: June 13th – 19th, 2010

Location: S-F Scout Ranch, Camp Gamble, Campsite - Bush.

5,200 acre S-F Scout Ranch has 3 Scout Camps, an Explorer Base and a 270-acre lake. It is located approximately 90 miles south of St. Louis on U.S. Highway 67. The entrance to the ranch is located midway between Farmington and Fredericktown, Mo. (See attached maps).

Transportation:

- 1) Everyone is responsible for getting to camp on their own. We recommend that you car-pool down and back with other families in the troop. (Carpool on parents night also.) **There is a Carpool sheet on the back table at most meetings.**
- 2) Although not encouraged, if necessary, backpacks, etc. can be dropped off on FRIDAY, between, 6-8 p.m., at Mr. Wilbur's House. Call 314-869-3399 for an appointment.
- 3) Scouts should plan to arrive, on campsite, between 12 and 12:30 p.m. on Sunday. **PLEASE DO NOT ARRIVE EARLY OR LATE.** The drive takes about two hours at 55 mph without stops. Troop leaders are trying to get their own tents set up too so parents need to assist in supervising until every one is settled in and leave for the swim test (1:30 -2 p.m.). **No Pets!**
- 4) Pick up on Saturday (the last day of camp) is around 9:30-10 a.m. (We are at the mercy of the camp staff for our exact departure times). If you want to assist in cleanup you may arrive as early as 8:30am. Please do NOT ask if your son can leave early. No one is to leave before the troop gear has been loaded, camp officials have approved our campsite for leaving and most importantly, merit badge completions have been compared to the cards we receive. **We must correct any problems with merit badges before leaving!** The staff will want us to leave the campsite as soon as we have been checked out. So if you are having trouble locating us, check the parking lot near the camp office.

Sunday Lunch: Eat lunch BEFORE you arrive! The first meal at summer camp is not until Sunday night supper. You will not have time to bring a meal. There are numerous places to eat in Park Hills and Farmington.

Medical Evaluation: **NOTE: In 2010 a new rule went into effect that you will need a NEW physical every year!**

Every person must fill out parts A and C of the physical form. Part B must be signed by a licensed physician and a parent or guardian. Council is very serious about these physicals. NO SCOUT OR ADULT WILL BE ALLOWED TO PARTICIPATE IN ACTIVITIES WITHOUT A COMPLETED MEDICAL EVALUATION. **Completed physicals with parent's signatures and tetanus shot dates must be turned in by the June Ct of Honor!!!** Adults staying less than 72 hours do not need a physical will not be able to participate in most activities and must still fill out part A and C.

Visiting Night: Parents are encouraged spend the entire week with us!!! (or at least half the week). But if you choose not to do so, you may come down on Thursday evening from 5:00 p.m. to the conclusion of the Order of the Arrow Call-out ceremony. Parking is difficult so visitors should car-pool. Visitation time is brief due to the evening ceremony and you will not be able to visit with your child afterwards). So you will want to arrive as early as possible. But please, NOT before 5:00! Classes are still in session. WEAR GOOD WALKING SHOES, bring drinking water, lawn chairs, flashlights (for walk back to car), insect repellent and rain-gear. Binoculars are optional. Eat before arriving or bring something with you. It is OK to bring snacks but try to save them until after we eat dinner. **No pets or alcoholic beverages allowed.**

Note: The troop MAY serve a special treat for the boys. PLEASE!!! **This treat is for the people attending camp!** We do not know how many parents and siblings are coming so please do not assume we have purchased enough for everyone.

Refunds: Refunds are not available for last minute cancellations or for partial weeks. Requests for refunds must be made in writing, to Council within 30 days us leaving camp. The maximum refund is \$100.00. No refunds processed after 9/15

Mailing Address: Mail is VERY slow at camp taking an extra day for delivery & pickup. All mail should be addressed:
(Scouts Name) - Troop 374
Camp Gamble, Campsite - Bush
S/F Scout Ranch
Knob Lick, Mo. 63651

Emergency Telephone: Scouts are NOT allowed to bring a cell phone to camp!!! Adults are strongly discouraged from using a phone too! An "EMERGENCY ONLY" phone number is available: (573) 756-5738. Supply the "Mailing Address" above.

Emergency Health Care: The Ranch Medical Doctor visits the Program Hall once each day. For health cases needing attention beyond the scope of the Camp Medical Staff. The Scout will be taken to:
1st choice: Parkland Hospital. 1101 West Liberty, Farmington, Mo. (573) 756-6451.
2nd choice: Mineral Area Regional Medical Center. 1212 Weber Rd. Farmington, Mo. (573) 756-4581.
Please let us know if you prefer other arrangements.
Parents insurance will be primarily responsible for any treatment that cannot be handled in camp.

Personal Medication: We need to know when anything is taken and why. All medications need to be given to a designated adult. Even aspirin. ANY Scout with medication must have the attached form filled out giving specific instructions.

Spending Money: A trading post is available to purchase snacks, merit badge books, etc. Unfortunately camp has too many things to sell and we cannot control what they choose to buy. \$25-\$35 SHOULD be adequate spending money. Bring small bills only (\$1 & \$5's). Voyager, Leather Working, Archery, Basketry, and Rifle Shooting merit badges require additional money for supplies. Many supplies (i.e. basketry, leatherwork) are cheaper if bought in St. Louis. Then you start early.

Troop Bank: Money lost in your tent (etc.) is NOT our problem! Deposit money in the Troop Bank on Sunday when you arrive. Money in the bank must be in a sandwich zip-lock bag or other SMALL pouch. Put a piece of colorful wrapping paper inside to make it easy to spot yours among 40 others. Your name should be clearly displayed.

Packing: Use the attached sheet as a guide as to what to bring. Mark all items with your name. Since you will have to carry EVERYTHING that you bring, do not over-pack. It may be a long walk. Wear your swimming trunks from home. They may be needed before you have a tent. Pack your uniform do not wear it. Bring a long sleeve shirt and pants, hard sole shoes or boots, and a hat or cap. These items might be needed in the case of an emergency. They are also required for swimming merit badge. The cots at camp are OLD. Personal Cots are allowed.

Special note: It is recommended that when returning from camp that you unpack your gear outside to prevent unwelcome (bugs) from getting inside the house.



Expensive Items: Valuable items such as: jewelry, expensive watches and expensive fishing rods, may not be safe at camp. Cell phones, radios, MP3 players, game-boy's (and other battery operated items) are not part of the camping program! We cannot, and will not, be able to ensure the safety of these items. CELL PHONES ARE FORBIDDEN!! Radios and other music players are STRONGLY discouraged and are brought Completely At The Owners Risk! Use of these items is forbidden while project areas are open. They destroy the outdoor experience by causing a scout to IGNORE the sounds of nature.

Females in Camp: There are no gender restrictions for leaders in camp. But there are NO separate facilities on campsite. Campsite latrines are unisex and female leaders should make appropriate arrangements to assure privacy.

THESE ITEMS ARE NOT ALLOWED BY YOUTH AT CAMP: Non-prescription drugs, cigarettes, aerosol (pressurized) cans, cell phones, electronic games or toys, fireworks, pets, alcohol, hunting knives, weapons of any kind, personal firearms, wrist rockets, sling shots, water canons, cigarette lighters, charcoal lighter fluid, or other combustible items. Violators AND ANYONE WITH KNOWLEDGE of such items (and not reporting them) may BE SENT HOME too!!!

Snacks and Food: Snacks and food attract food and animals and bugs. There is a difference between bringing a few snacks in a tightly sealed container and bringing a foot locker of food. Snacks are not forbidden but not really encouraged either. If your tent is invaded by mice, skunks, bees, ants or anything else, don't get upset when we tell you, "I told you so".

Swimming:

- 1) Poor swimmers have a million excuses why they should not take swimming classes. If you don't have the Lifesaving merit badge you WILL attend the daily instructional swim. Very few exceptions will be allowed.
- 2) To go on a canoe trip, you must be a "Swimmer" a "Swamp Test" may be also required. If you have last year's buddy tag showing Swamp test as completed, bring it and it MAY count for this year.



Summer-camp is for you to have fun, KEEP BUSY, and earn lots of Merit Badges!

Merit Badge Goal:	1st Year ---	2-3 Merit Badges (or Voyager Class)
	2nd Year ---	3-4 <u>completed</u> Merit Badges
	3+ Years ---	4-6 <u>completed</u> Merit Badges
	Already Eagle Scout? or a bored Adult?	How about trying for the Aquatics Supervision Award?

While the success or failure of Summer Camp should NOT be measured in quantity of merit badges, we do attempt to set some basic goals. Most merit badges require advance preparation and not all requirements can be completed at camp. It is a shame when a Scout is not able to complete a merit badge because they were not prepared! Special equipment is sometimes needed. Please research the badge and understand what to bring. You need to acquire and read the entire Merit Badge Book. Not just look at the requirements!!! The Troop has a Library of Merit Badge books, on a "first come", "first serve" basis. It may be necessary for you to buy a copy from the Scout Shop (approximately \$3). The Troop will buy current, useable, books from you (when you are done) for half price.

Recommended Badges for a 1st year Scout at Summer Camp:

Voyager Class may change this requirement. Otherwise, Swimming (requires basic CPR and considerable advance work), Fishing (needs some previous experience), Basketry, and Mammals, Cooking. Do not try to take Basketry, Mammals and Cooking all in the same year. Classes may conflict. Any two are OK. (Cooking & Mammals need extensive paperwork to be done at home). More badges are on later pages.



Free Time:

- 1) Everyone will have lots of free time... But, NOT Sunday afternoon! There is a lot to do in setting up camp, transporting gear, etc. Sunday is very disorganized and frustrating for everyone.
- 2) The amount of free time you have available "during the week"... depends completely upon how much Merit Badge preparation you do "BEFORE you go".
- 3) Each patrol is required to pay attention to the duty roster. No goofing off at mealtime! The entire patrol, including you, will be responsible for cooking, fire & water, or cleanup.
- 4) No form of recreation or entertainment may be used while project areas are open or during meal preparation & cleanup.

Fishing:

- 1) Fishing is permitted if you bring your own rod.
- 2) A State-fishing license (not available at camp) and is required if you are over 15 years old. You must purchase this in advance.
- 3) An adult must know where you are going, and when you are coming back.
- 4) You cannot fish by yourself. At least two people must go. Three is best.
- 5) To transport your rod: You must remove the hook, or it must be stuck in something like a cork. NOT hooked on one of the eyes in the rod.
- 6) No minnows allowed
- 7) Fishing is only allowed during free time. AFTER the Patrol is done with duties.

Home Sick Scouts:

It is rare, but occasionally a Scout may find them self home sick. We have lots of things to try before allowing a youth to go home. If your son should happen to call home with a problem, make sure you talk to Mr. Wilbur or a Professional Camp Councilor. Scouts are usually afraid to tell anyone that they are home sick and sometimes go out of their way to hide it until it is a BIG problem. Simply going to the bathroom or taking a shower may really be all that is needed.

Meals:

Please review the enclosed menu for food allergies. Scouts with religious or personal needs may choose to supplement the menu. Cooperation at mealtime is almost always a major problem at camp. Meals will be easy IF each person does their job, and everyone helps get firewood. All persons coming in contact with food **MUST WASH** their hands!

- 1) The person on Fire and Water has the most important job.
 - a) DO NOT light the fire until the cook says, "OK".
 - b) You must keep working with the fire until the meal is done!
 - c) As soon as possible, put on the wash water to heat (Before you eat!)
 - d) If it is raining... Everyone will have to help find dry wood.
- 2) NO ONE can start washing dishes until you have HOT!! WASH & RINSE WATER!! Everyone must wipe out your plate with your napkin, and wash your own eating utensils. (They should have your name on them.) You must also wash your own cup and plate. Everyone helps get the dirty items in one stack for the dishwashers. Throw away your own trash and get rid of everything you did not eat or drink.
- 3) The Cleanup crew must take the trash to the dumpster after EVERY MEAL.



Discipline:

The Scout Oath and Law are the rules of the camp. Scouts unwilling to live by these rules will be asked to have their parents pick them up and take them home.

Showers:

Personal hygiene is important due to ticks and prickly heat. Avoid the use of smelly soap and shampoo (they attract insects). When showering, thoroughly explore all the private areas and your belly button for ticks. If you must wear swim trunks in the shower (not recommended), take extra time to explore these areas! With the changing times it is now necessary for the youth to take showers without adult supervision. Unfortunately, the shower house can sometimes be a breeding ground for trouble. Do not ever take a shower without at least two friends. Are you homesick or feeling bad? TAKE A SHOWER!!!

Disclaimer:

We make every attempt to provide a safe environment for the youth. Camping in the out of doors is inherently risky and there ARE hidden dangers. If you are in the living room of your own house, you are not protected from injury. Every day we ask Scouts to try to accomplish many tasks that they have never tried. Please let us know if you anticipate your son having problems cooking over an open fire, swimming in a lake, or if he has any phobias that we should know about.

Lawn Chairs and Cots:

Small conservative lawn chairs are permitted but may not be used at mealtime or during meal preparation and cleanup. The cots camp provides are somewhat questionable. If you are willing to carry it, it is OK to bring your own.



Point System:

The patrols will be graded on their: meals, cooperation, cleanliness, merit-badges, and classes attended. Extra points are available for patrols that have parents attending camp. Assuming that the patrols attempt to compete, there will be a winning "Patrol of the Week" and a "Top Scout" awarded at the next Court of Honor. The competition usually has its' worthwhile rewards. The harder that you compete, the greater the prize. AND... **THE PATROL THAT HAS EARNED THE MOST POINTS FOR THE WEEK WILL HAVE BREAKFAST PREPARED FOR THEM ON FRIDAY!!!**

Additional copies of this manual may be found at:

www.troop374.org

Here is a list of all merit badges available at camp along with what time they are available and what needs to be done at home before leaving. **Requirements and other badge resources can be found at <http://usscouts.org/mb/framesindex.html> !**

VOYAGEUR PROGRAM:		
All Scouts Not Yet 2nd Class	9:15 to 12:00 and 2-2:45 (in Voyager area)	\$10 Fee. New Scouts MUST attend all sessions.

MERIT BADGES	TIMES AVAILABLE	COMMENTS
AQUATICS AREA:		
Swimming *	9:15, 10:15, 11:15 & Wed eve Needs CPR	*All Aquatics badges require CPR Req 2(CPR), 3, 10c Long sleeve shirt.
Lifesaving *	9:15, 10:15, 11:15 & Wed eve Needs CPR	Req 1 (needs Swimming MB) Needs long sleeve clothes
Canoeing *	9:15, 10:15, 11:15 & Wed eve (2 nd yr.) Needs CPR	Must be strong swimmer.(fairly difficult) Req 4, 5 & 10
Rowing *	9:15, 10:15, 11:15 & Wed eve (>2 nd yr.) Needs CPR	Must be strong swimmer. Req. 4, 9, 10, 11 (difficult)

FIELD SPORTS :		
Archery	9:15, 10:45 Note: 1.5hr class!!! (3 rd yr.)	Very VERY difficult! \$5 Req. Requirements 3 & 4
Rifle Shooting	9:15, 10:45 Note: 1.5hr class!!! (3 rd yr.)	Very VERY difficult! \$5 Req. Learn local regulations

SCOUT CRAFT :		
Basketry	2:00 & 3:00 (Good for 1 st year)	FINISH stool & 2 baskets (one flat braid, one round) BEFORE camp. Apx. \$15-\$24 for kits.
Camping	9:15, 11:15, 2:00	Req. #2,3,4,5, (#9 needs 20 camping nights)
Indian Lore	3:00 & 4:00	Requirement #1,2 (Easier if 2 nd year OA member)
Leather work	10:15, 11:15 & 4:00 (afternoon help session)	Need materials or \$7-\$14 for purchase.
Orienteering	9:15, 10:15 (2 nd or 3 rd yr.)	Do Req. 7, 8, 9 & 10 Very time consuming!
Pioneering	9:15, 2:00 (Two Hour Class!!!)	Do Req 5 & 7 Practice knots and splices.
Wilderness Survival	Monday OR Tuesday 2pm – 7:30am (day and night)	Req. # 5 practice 1, 2, 4 & 6
Wood Carving	9:15, 10:15, 11:15 (afternoon help available)	Req 1 & 2a Sharp knife. Materials \$5-\$10

NATURE AREA:		
Astronomy	9:15, or 4:00 AND Evenings (3 rd yr.)	Req. # 5B, 6, 7B and 9 MUST BE COMPLETEED
Environmental Sci.	10:15, 2:00 (2HR Class) (2 nd Year) time consuming!	Req. # 3, & 5. 1 & 4 helpful. Bring 3f to camp.
Fish & Wildlife Man	10:15, 11:15, & 2:00 (2nd Year)	Req. #7, 5 & 6 good too
Fishing	9:15, 10:15, 11:15.(Monday and Tuesday)	Req #9 study #7 (note from parents on #9 will work)
Forestry	3:00 (2HR Class) Mon. & Tue. OR Wed. & Thurs.	Req. #5 & 7 (field trip and report)
Geology	2:00, 3:00 (4th year)	Req #2 Need to borrow or buy good identification book.
Mammal Study	2:00, 3:00, 4:00 (Wednesday and Thursday)	Do ALL paperwork.
Nature	9:15, 2:00	Req. #4. Recommend extra studying. (2nd Year)
Oceanography	11:15, 2:00	Req. #7, 8 technical
Reptile/Amph. Study	10:15, 11:15, 3:00	Requirement #1, 8, & 9
Soil & Water Cons.	11:15 or 2:00	Req. #5A, 6D, 7
Weather	11:15, 2:00	Req. #8 work on 3 & 6 & 9 (bring drawings for # 6)

TROOP BADGES:		
Cooking	On Campsite at 4:00 Mon, Tue & Fri .	All paperwork and Req. 3, 4, 5, 6 & 7 MUST be done including trip to grocery store to get prices

OLDER BOYS:		
You MUST complete the attached form and mail to S-F with S.A.S.E. by June 1st. Early signup wins.		
Aquatic Supervision	Every day nearly all day	Must have lifesaving and lots of time!!!
Climbing	Wednesday morning and All day Thursday. (*2007req)	MUST be 4 th year camper! Class size limited to 8
Hiking	11:15 (in Scouteraft Area) (4th year)	Req. 4 & 5 MUST be done. Work on Req. 3.
Horsemanship	9:15, 10:45 Note: 1.5 hr class Lottery signup with signup sheet.	Need Shoes with heels and long pants. Req. 1, 2 & 4 MUST be 4 th year camper! Class limited to 5. Previous horsemanship skill required. Cost \$15

More details are available from the Scoutmaster

(2007) means that Requirements changed that year!!!

Special Note: Times shown in **Bold** are the preferred times. Times in *italics* CONFLICT with swimming. Badges that are stripped through: ~~Not offered this year~~ Means that this badge listed is not offered this year All Outdoor related Skills (including Totin Chip) can be scheduled in advance with the Scoutmaster.
ASSIGNED TROOP TIMES: Swimming and Lifesaving 9:15, Free Swim 3:00.

WHAT MERIT BADGES WHAT YEAR?

Some merit badges are more difficult than others and many should not be attempted by a 1st year scout. Below is a table giving you an idea of which merit badge to attempt which year. This is not suggesting that a First Year Scout should be taking 8 merit badges! In fact it is almost impossible for a veteran camper to take more than 5 badges. This is mainly a guide to provide some insight into the difficulty of the badges.

First Year:	Second Year:	Third Year:	Fourth Year:
(Voyager may leave little Time for merit badges)	Camping *	Astronomy *	Archery
Basketry	Canoeing	Environmental Science*	Climbing
Fishing (must already fish)	Cooking *	Geology	Horsemanship
Leatherwork	Fish & Wildlife	Soil and Water Cons *	Rifle Shooting
Mammal Study	Indian Lore *	Orienteering *	Orienteering *
Swimming (must have Req 3)	Forestry *	Weather *	Oceanography
Wood Carving	Lifesaving (req 1)	Pioneering	Fifth Year:
	Pioneering	Rowing	Horsemanship
	Rowing	Nature	Climbing
	Wilderness Survival *	Reptile and Amp. Study	Aquatic Supervision
			Snorkeling BSA
			Kayaking BSA

All Merit Badge requirements can be found at:

<http://usscouts.org/mb/framesindex.html> or (<http://www.meritbadge.com>)

Note1: a complete merit badge book will be needed to actually work on the badge. These may be purchased at the Scout Shop or we may have a copy for loan from our library.

Note2: Most merit badges have paperwork or other requirements that must be done prior to camp!

Note3: “*” indicates you need to understand ALL the requirements! This badge can not be done with just a little paperwork. (i.e. Forestry requires a visit to a national forest)

POINTS AWARD SYSTEM AT CAMP:

We score every Scout and every patrol for a contest during the week. The value of the prize is directly proportional to the enthusiasm of the Scouts competing. The entire patrol competes and wins as a team. Some of the things we grade on are: Parent attending camp, merit badges completed, totin-chip earned, rank advancement in camp, mile swim, clean tent, (dirty tent too) and much more...! Ask an older scout for more details! BTW: Sometimes we award a top scout too!

OLDER SCOUT PROGRAMS:

The program is designed for Scouts who are 14 years old or in their fourth year of camp **AND SCOUTMASTER APPROVAL**. The Older Scout Program has seen some changes in the last few years. Additional programs may be added once the older Scout staff meets during the staff training week. Two staff members will coordinate the activities for the older Scouts.

There is a detailed explanation of the older boy activities on the sign-up sheet. This must be mailed in before camp. Activities are on a first signed up first served.

Troop 374 Guidelines:

Fourth year Scouts are limited to a maximum of TWO older boy activities.

Fifth year Scouts may select FOUR.

Exceptions can occur but must be approved prior to you mailing your form!!!!

Merit badges designed for the older Scouts are Horsemanship and Climbing. See merit badge schedule for details. **YOU MUST BE ABLE TO PROVIDE YOUR OWN TRANSPORTATION TO THESE BADGES!** Aquatic Supervision Award is also available to older Scouts. In order to try to assist older Scouts in planning their week, a sign up form has been included in this packet. **Scouts should complete the form and mail it directly to S-F Ranch before June 1.** Each Scout will receive a confirmation for the activities that he requested. Please note that a Scout might not get to participate in every activity due to several factors: number of requests for a specific activity, size limits of certain programs for safety, or the amount of program materials. Several of the programs will have a cost for participation. The \$5.00 fee for the shotgun shooting and water tubing will be collected at camp.

Tentative S/F Meals

Breakfast

Monday

Oranges
Fruit Loops with Milk
Scrambled Eggs (**maybe cs**)
Diced Ham
Bread – Butter
Jelly

Tuesday

Rice Krispies with Milk ??
Egg Sandwiches with Ham &
Cheese on English Muffin (**cs**)
Butter

Wednesday

Orange Juice
Apple Cinnamon Toasted Oats
(with milk)
French Toast with Syrup
Sausage Links
Butter

Thursday

Apple Juice (**ww**)
Pop Tarts
Raisin Bran With Milk
Fresh Oranges
Granola Bar

Friday

Corn Flakes (**Note 1**)
Apple Pancakes (**cs**) (**Note 1**)
w/ syrup (**Note 1**)
Sausage patty (**Note 1**)
Butter (**Note 1**)
Milk (**Note 1**)

Saturday

Fresh Peaches
Frosted Flakes with Milk
Sweet Rolls

Lunch

Cold Cuts & Cheese (**ww**)
Potato Chips
Lettuce & Tomatoes
Whole Wheat Bread
Mustard - Mayo
Nutty Bars
Strawberry Punch

Hot Dogs on Bun
Mustard Relish
Cheese Sticks
BBQ Chips
Apples
Orange Beverage

Cold Cuts (**ww**)
Peanut Butter & Jelly
Lettuce & Tomatoes
Chips
Applesauce
Snack Cake
Raspberry Punch

Sloppy Joe Sandwiches (**cs**)
Sour Cream & Onion Chips
Macaroni & Cheese
Bread – Butter
Pears
Grape Drink

Cold Cuts & Cheese (**ww**)
Chips
White Bread
Mustard - Mayo
Orange Beverage

Dinner

Hamburger on Bun
Pork and Beans
Mayo Potato Salad
Applesauce
Chocolate Pudding
Chocolate Milk

Pan Fried Chicken Patty
Buttered Corn
Lettuce, tomato & dressing
Sliced Peaches
Cookies
Milk

Grilled Ham Steaks
Tiny Whole Potatoes
Pineapple Tidbits
Cookies
Bread & Butter
Chocolate Milk

Sliced Turkey (**ww**)
Shoestring Potatoes
Tomatoes and Sliced Cheese
Deli Buns
Fruit Cocktail
Milk

Charcoal Broiled Steaks
Hash Browns
Corn on the Cob – Cobblets
Bread & Butter
Snack Cake
Chocolate Milk

For it's nutritional value, Turkey meat products will be substituted where possible

(Note 1) The winning patrol will have this meal prepared for them. You can sleep in late!!!

(cs) means that this meal may be done on the Coleman Stove

(ww) means bring your wash water down for leaders to heat

Scouts's Copy of map

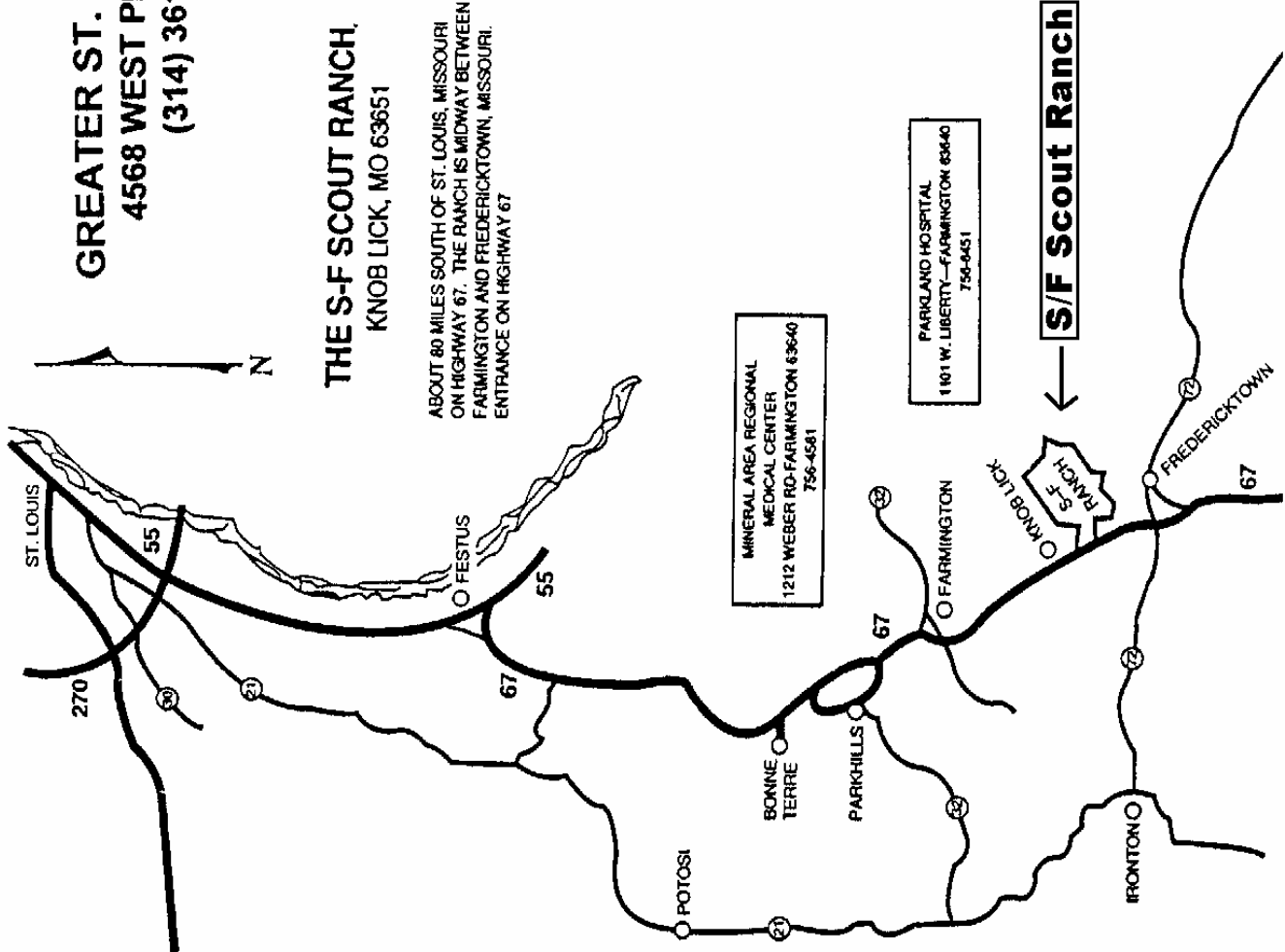
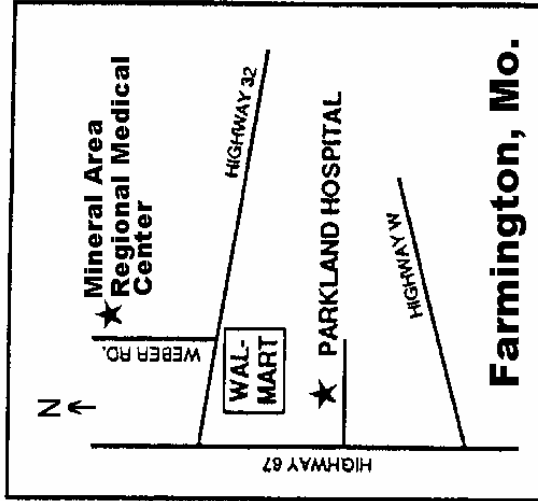
GREATER ST. LOUIS AREA COUNCIL CAMPS
4568 WEST PINE BLVD ST. LOUIS, MO 63108
(314) 361-0600 1-800-392-0895 (MO)



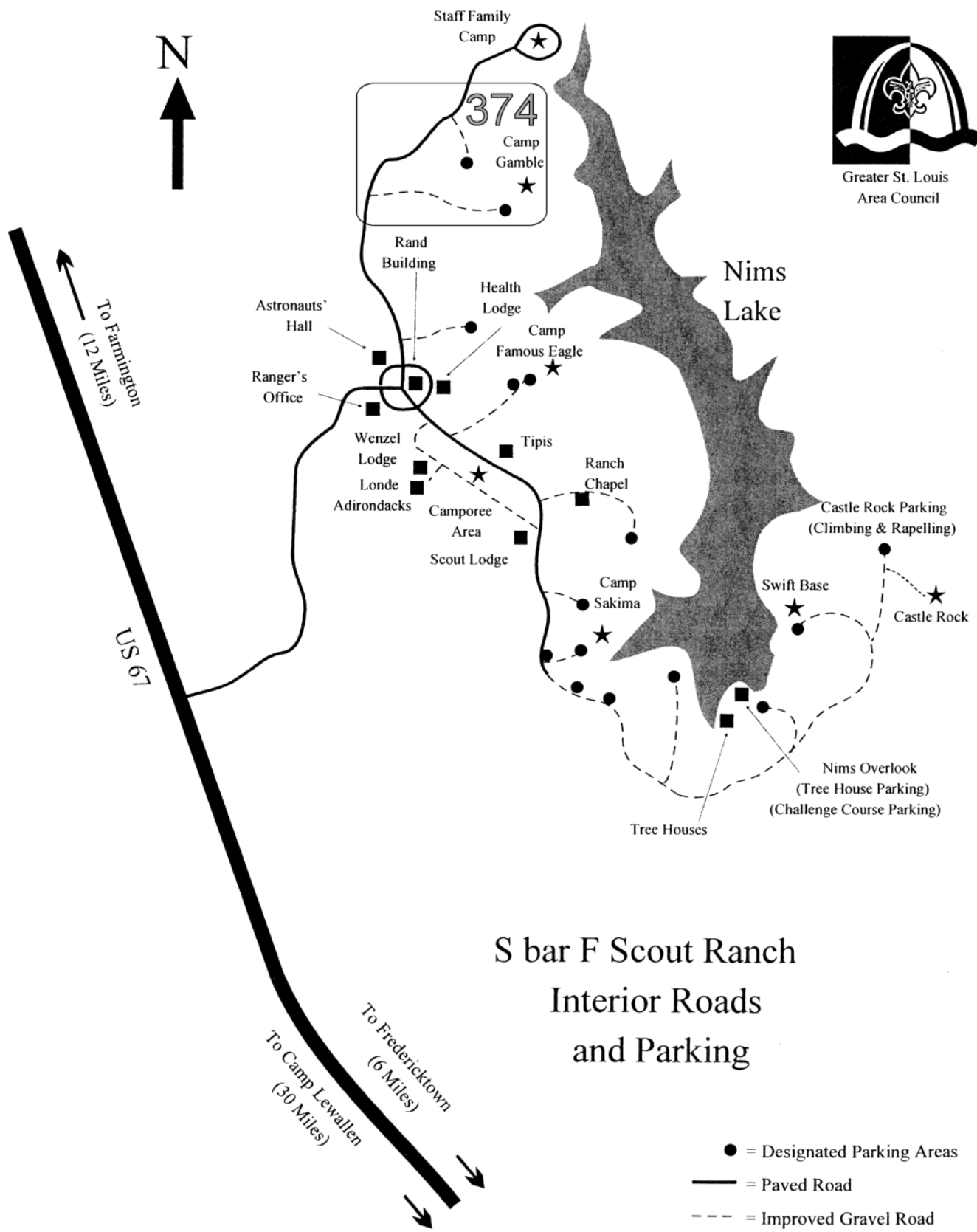
BOY SCOUTS OF AMERICA
 CHAIRMAN ST. LOUIS AREA COUNCIL

THE S-F SCOUT RANCH,
NOB LICK, MO 63651

ABOUT 80 MILES SOUTH OF ST. LOUIS, MISSOURI
 ON HIGHWAY 67. THE RANCH IS MIDWAY BETWEEN
 FARMINGTON AND FREDERICKTOWN, MISSOURI.
 ENTRANCE ON HIGHWAY 67



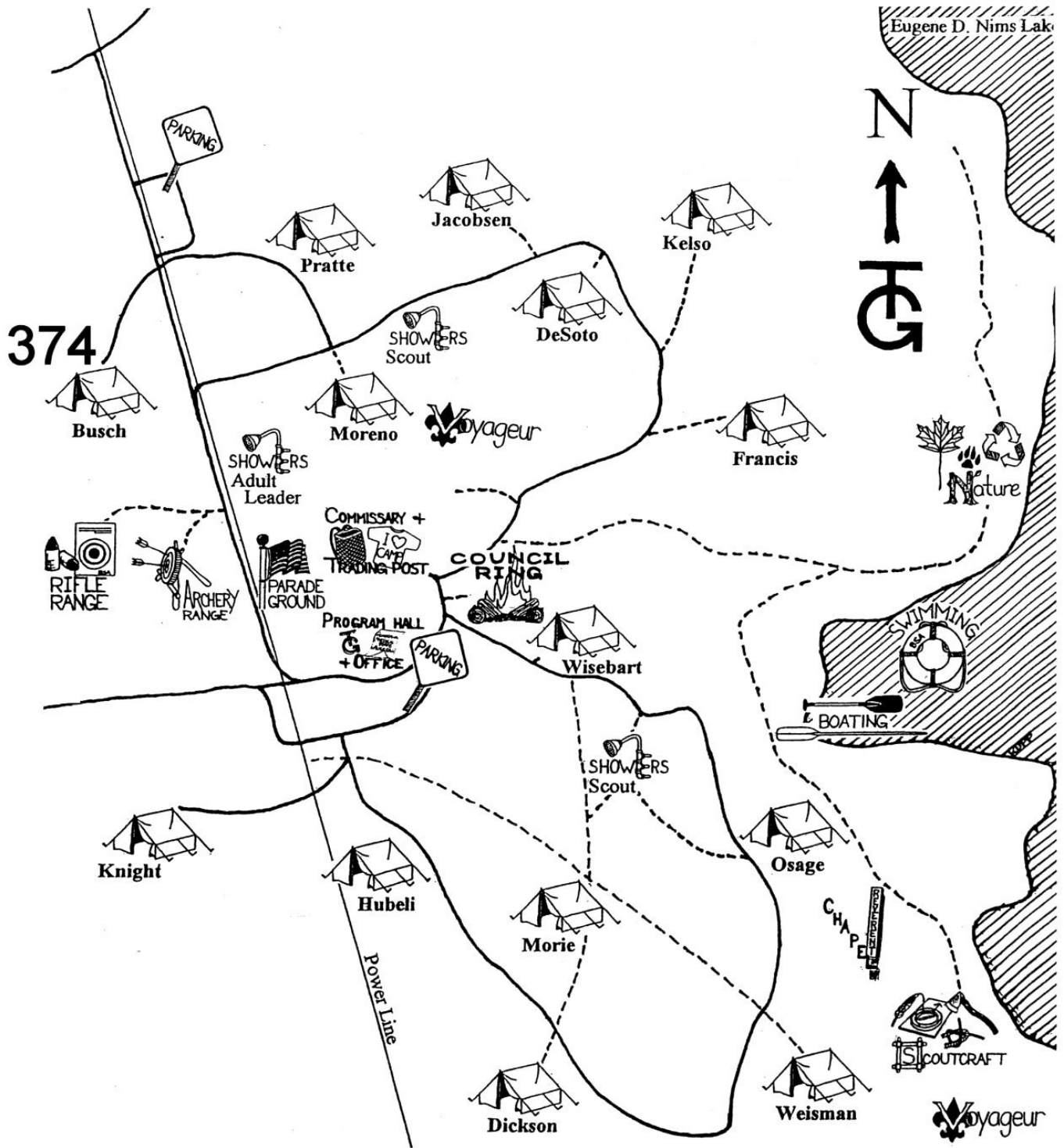
Scout's Copy of map



S bar F Scout Ranch Interior Roads and Parking

- = Designated Parking Areas
- = Paved Road
- - - = Improved Gravel Road

Scout's Copy of map



Camp Gamble S-F Scout Ranch

Troop 374 Summer-Camp Equipment List

Important: MARK ALL EQUIPMENT AND CLOTHING WITH YOUR NAME

RECOMMENDED ITEMS:

- Medical Evaluation Form (physical)
(Scoutmaster should have it by now)
- Merit badge partial cards (from last year)
- Scout shirt (do not wear until instructed)
- Scout shorts
- Scout socks
- Official belt and buckle
- Red Troop T-shirt (at least one is mandatory)
- Troop (and/or other) Neckerchief(s)
- Neckerchief slide
- Shoes suitable for hiking
- Tennis shoes
- Raincoat or poncho
- Wet weather headgear and footwear
- Sweater or jacket
- 6 pr. underwear (shirts and shorts)
- 6 pr. socks
- Hiking socks (1 pair)
- 1 Long sleeve shirt - (Swimming &
Lifesaving badges require a button shirt)
- Long pair pants
- Swim trunks (Wear down or pack on top!!!)
- Handkerchiefs
- 6 to 10 T-shirts (**no beer or rock band logos**)
- Extra change of clothes (as needed)
- Toothbrush and paste
- Hand-soap and container
- Mirror
- Brush or comb
- Plate, bowl and cup or a Mess Kit
- Silverware (knife, fork and spoon)
- Pocket knife (Totin-chip Required)
- 1qt. canteen (or bottle)
- Deodorant
- Backpack or something adequate for carrying
gear. Trash bags not acceptable. Suitcase is ok.
- CPR red card (if taking any water badges)

- Large towel and wash rag
- Merit badge books & paperwork
- Waterproof ground cloth
- Sleeping bag or blankets
- Flashlight (new batteries)
- Extra batteries (2 sets)
- Boy Scout Handbook
- Totin-chip card (if earned)
- Pen, pencil and paper
- Spending money(\$15? as desired)
- Small Ziploc for money storage (Mark with
name. Add colored paper to make unique)
- Personal medication. (requires medication
form and should also be in a Ziploc bag)

OPTIONAL ITEMS:

- Hawaiian shirt for Wednesday Beach Party
- Sleeping pad (foam etc.)
- Pillow (if desired)
- Personal first aid kit
- Sewing kit
- Bible or Prayer Book
- Watertight matches
- Special Medication (instructions for leaders)
- Work Gloves
- Hat or cap
- Hand ax, with sheath (Totin-chip required)
- Compass
- Pajamas
- Camera with extra film
- Insect repellent (Please no aerosol sprays!)
- Bugle (or trumpet)
- Sheets and pillow case (great for hot nights)
- Alarm clock
- Small folding camp stool
- OA Sash, card and other items
- Fishing Gear (note extra rules)
- Merit Badge Partial Cards from last year

Important Note: Valuable items such as: jewelry, expensive watches and expensive fishing rods, may not be safe at camp. Radios, MP3 players, cell phones, electronic games (and other battery operated forms of entertainment) are not part of the camping program! We cannot, and will not, be able to ensure the safety of these items. They are brought COMPLETELY AT THE OWNERS RISK! Use of these items is forbidden while project areas are open. Radios and personal walkmans DESTROY THE OUTDOOR EXPERIENCE by contaminating and COVERING UP the sounds of nature.

HERE IS THE PLAIN ENGLISH VERSION: DO NOT BRING ANYTHING THAT PLAYS MUSIC, CELL PHONES OR "HI-TECH" TOYS PERIOD!!!

THE FOLLOWING ITEMS ARE NOT ALLOWED BY YOUTH AT CAMP:

Cell Phones, Non-prescription drugs, cigarettes, aerosol (pressurized) cans, electronic games or toys, fireworks, pets, alcohol, hunting knives, weapons of any kind, personal firearms, wrist rockets, sling shots, water canons, cigarette lighters, charcoal lighter fluid, or other combustible items. Use common sense! Violators will probably be sent home!

Parent's Copy of map

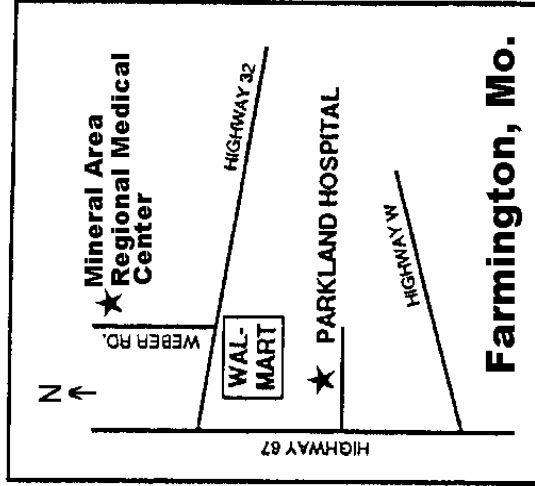
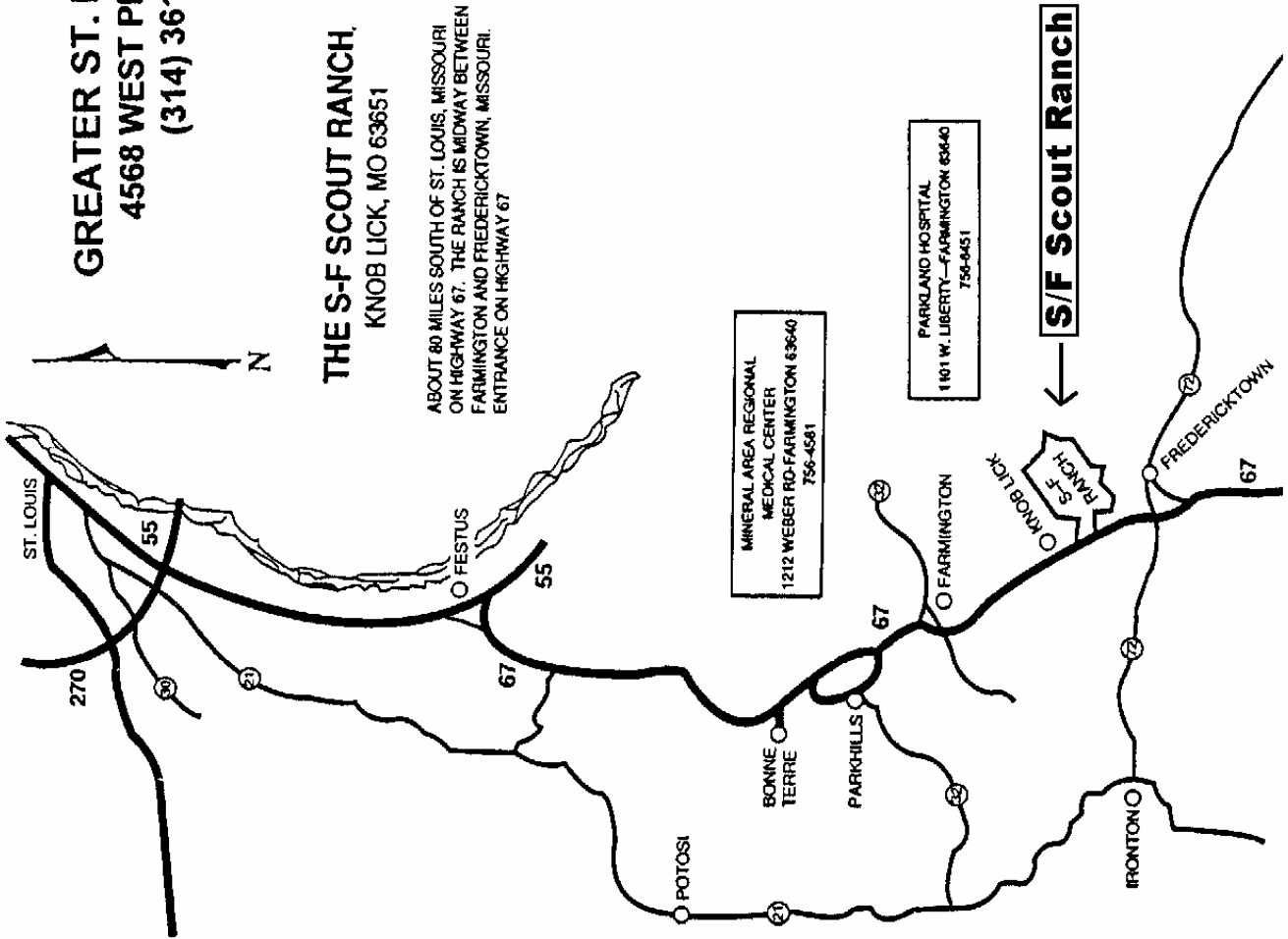
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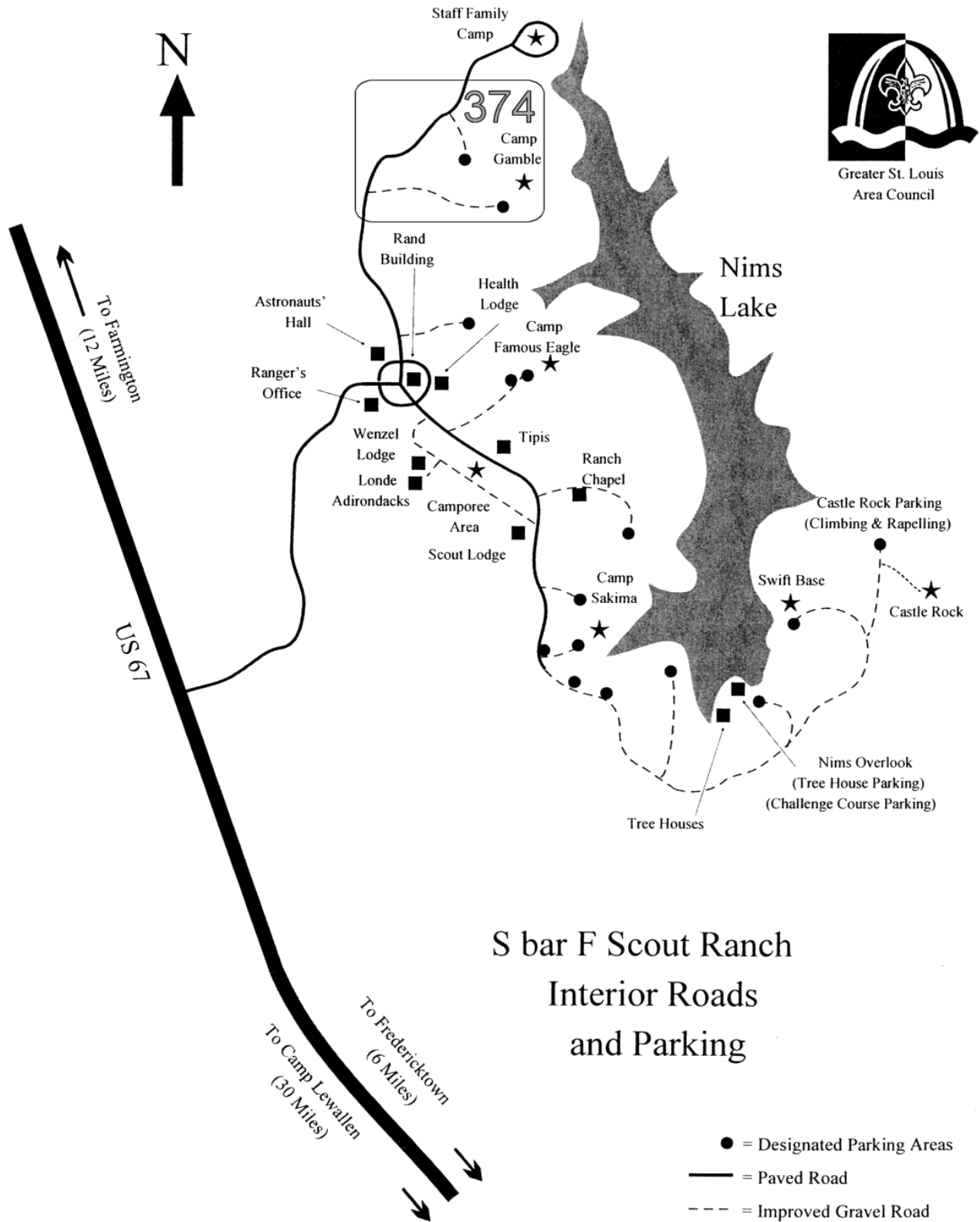
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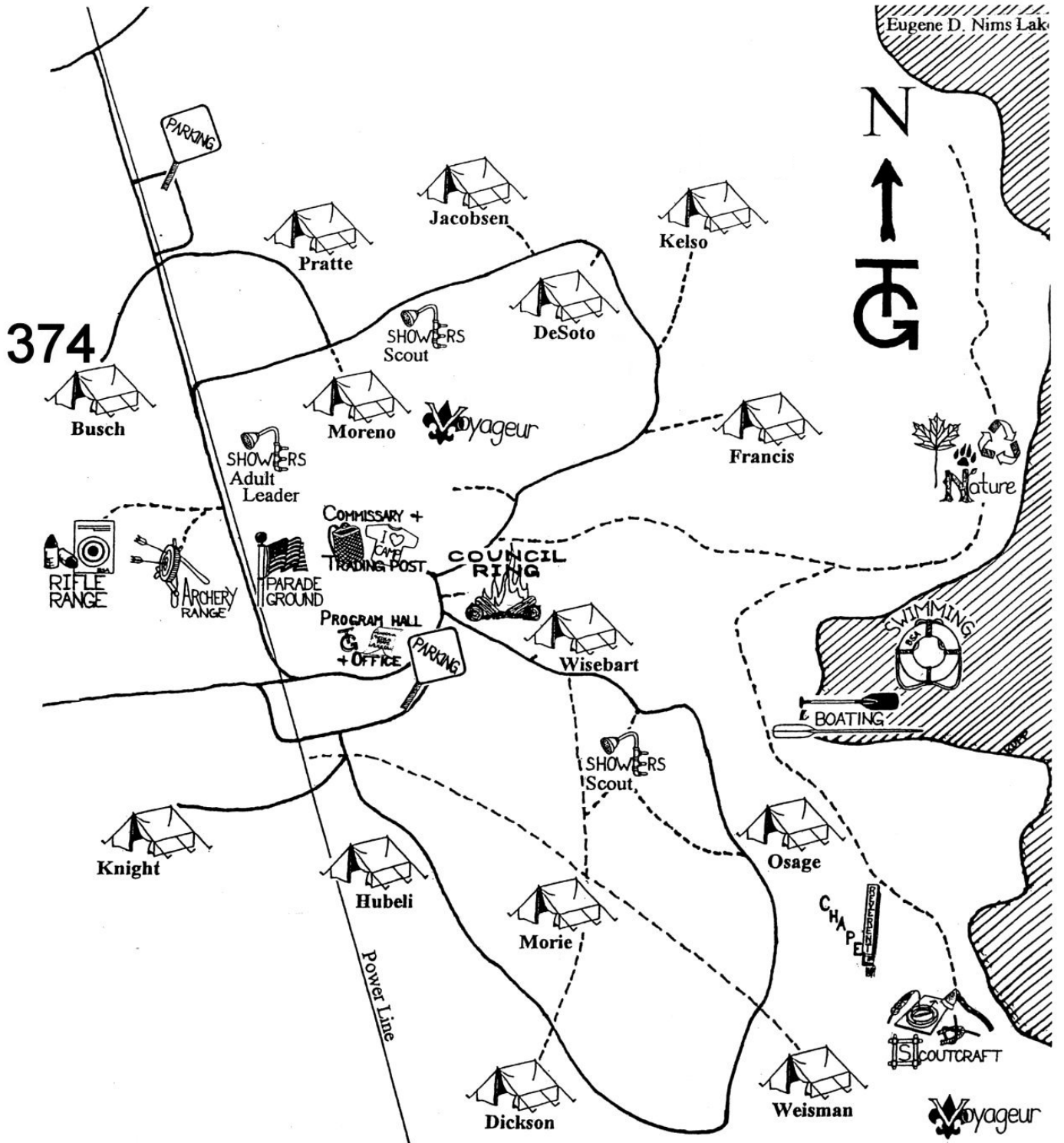


S/F Scout Ranch

Parents's Copy of map



Parent's Copy of map



Camp Gamble S-F Scout Ranch

Troop 374 - Summer Camp 2010 - Medications Form
EVERY SCOUT NEEDS THIS FORM EVEN IF NOT TAKING PERScription MEDS
(This form should also accompany any medications sent to camp).

Name: _____ Age: _____ Weight: _____

My son will require the following medications as described individually below. All medications should stay in the original prescription bottles. Different medications are not to be mixed together in the same container. Please do not send medications as loose pills in "Baggies". However, if there is more than one bottle, they SHOULD be in ONE zip-lock bag with the scout's name clearly marked on the outside. Additional sheets may be attached if required to ensure proper medication dispensing.

It is OK to give my son: Tylenol, Aspirin, Ibuprofen, Tums, Antihistamine, Eye Drops.
(Line out anything we should not give your son)

Parent Signature: _____

Medication No. 1:

Medication Name: _____

Reason for medication: _____

Requires Refrigeration? Yes of No (circle one)

Dosage: (if with meal, indicate before, or after)

Size of Dosage: _____

Given _____ Times Daily, at these times: (Check below as needed)

Morning ___ Evening ___ Breakfast ___ Lunch ___ Dinner ___

Other (list times) _____

Medication No. 2:

Medication Name: _____

Reason for medication: _____

Requires Refrigeration? Yes of No (circle one)

Dosage: (if with meal, indicate before, or after)

Size of Dosage: _____

Given _____ Times Daily, at these times: (Check below as needed)

Morning ___ Evening ___ Breakfast ___ Lunch ___ Dinner ___

Other (list times) _____

Medication No. 3:

Medication Name: _____

Reason for medication: _____

Requires Refrigeration? Yes of No (circle one)

Dosage: (if with meal, indicate before, or after)

Size of Dosage: _____

Given _____ Times Daily, at these times: (Check below as needed)

Morning ___ Evening ___ Breakfast ___ Lunch ___ Dinner ___

Other (list times) _____

NOTE: Only the medications listed above can be dispensed to your son. Use multiple sheets as needed. With the exception of certain asthma inhalers, all medications must be turned into the Troop Adult Staff. Medication is kept under lock and key by adult leaders **ONLY FOR SECURING IT AGAINST LOSS.** **Taking medication as directed remains the responsibility of each youth.** We will make an effort to see that Scouts take their medications. However, **the taking of prescription medication is primarily the responsibility of the individual taking the medication and/or that individual's parent or guardian.**

**S bar F Scout Ranch
Older Scout Program
2010 Registration Form**

A Scout must be 14 years old or in his fourth year of camp to participate in the Older Scout Program. **Troop 374 Guidelines:** Fourth year Scouts are limited to a **maximum of TWO older boy activities.** Fifth year Scouts may select **FOUR**. Exceptions can occur but must be approved prior to you mailing your form!!!!

Print all information.

First name _____ Last name _____

Address _____

City _____ State _____ Zip code _____

Troop _____ District _____ Age _____ Date of birth _____

Camp information: Camp _____ Campsite _____

Attending camp the week of _____

I would like to participate in the following activities. Please check each activity in order of preference 1 through 15.

Monday

Morning: Kayak Polo _____
Afternoon: Mountain Biking _____ or Shotgun Shooting _____
Evening: Ultimate Frisbee _____ Evening Shoot _____

Tuesday

Morning: Huck's Cove _____
Afternoon: Mountain Biking _____
Evening: Hamburger Cookout for 15-year-olds _____

Wednesday

Morning: Climbing Merit Badge – part 1 _____ Shotgun Shooting _____
Afternoon: Horseback Riding _____ Mountain Biking _____
Evening: Beach Party

Thursday

Morning: Climbing Merit Badge – part 2 at rock climbing cliffs
Afternoon: Climbing Merit Badge – part 2 continued
Evening: Order of the Arrow Ceremony

Friday

Morning: Water tubing _____, Kayaking BSA
Afternoon: Water tubing _____
Evening: Closing Campfire

[Over]

_____ I would like to work on my Aquatic Supervision Award, which will require 3-5 hours daily in the aquatic area from Monday through Friday. The minimum age is 16 years old.

_____ I would like to sign up for the Horsemanship Merit Badge. The merit badge has a program fee of \$15.00 and it is limited to eight Scouts.

_____ 9:15 a.m.

_____ 10:45 a.m.

_____ No preference

_____ I would like to sign up for the Climbing Merit Badge, which is held on Wednesday and Thursday mornings and Thursday afternoon. I understand I must attend both the Wednesday and Thursday sessions.

If the Scout wants a confirmation of activities before arriving at camp, this form must be mailed to the S bar F Scout Ranch by June 1. The Camp Staff will review the form and send a confirmation of the programs to the Scout one to two weeks prior to their week at camp. Please remember that a Scout might not be able to participate in every program he requested due to several factors: the number of requests for a certain program, the amount of program materials available, or size limitations for safety reasons.

Water tubing, and shotgun shooting have additional program fees. The \$5.00 fee for these programs will be collected at camp.

Mail this form to the camp you are attending.

Older Scout Program
Camp Camp Gamble
S-F Scout Ranch
Highway 67
Knob Lick, MO 63651

Mail this form by June 1 if you want a response prior to you attending camp.

Enclose a self addressed stamped envelope with your registration form.