

**WINNEBAGO  
SCOUT RESERVATION  
OUR 69<sup>TH</sup> YEAR**

**2010 LEADERS' GUIDE ADDENDUM**



**PATRIOTS' PATH COUNCIL, INC.**  
*BOY SCOUTS OF AMERICA*



**CAMP WINNEBAGO LEADER GUIDE ADDENDUM  
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## **Scouting's Purpose and the Outdoor Program**

Outdoor activity is the most appealing feature of the Scouting Program. Boys are drawn to it because it offers opportunities for fun in hiking, camping, swimming, boating, canoeing, High Adventure experiences, and touring. This appeal is woven into the program from Cub Scouting through Scouting and Venturing.

Underlying the appeal of fun and adventure in the outdoors are the serious purposes of Scouting. Outdoor activities provide a vehicle for the achievement of Scouting's primary goals.

Scouting's outdoor program is tailored to meet the needs and desires of youth and their families. Activities are planned to match the desires and abilities of their age level. For Boy Scouts, hiking, camp outs, extended camping trips, tours and expeditions are a vital part of the Scouting experience. The lure of these adventures is the reason most boys join. These experiences come to the Scout through the Troop he joins and with the patrol in which he finds his identity.

The simple skills essential to living in a primitive setting are inherent in the Scouting program. The boy learns to respect and conserve the blessings of God in his natural surroundings. When disaster strikes, he can cope with it. He uses his head, heart and hands when he provides for himself and others in the outdoors. Learning and using these skills in his patrol and Troop are a part of his adventure in Scouting as he progresses through the ranks.

This guide has been prepared so that you and your Scouts will get the most from your summer at Winnebago Scout Reservation. Please take some time to look through this guide, as it will provide you with an in-depth understanding of camp.

## Directions to Camp:

The easiest way to get here from where you live is for you to go to Mapquest, enter your address and the address of camp – 102 Timberbrook Road, Rockaway, New Jersey 07866 or go to our web site [http://camps.ppbsa.org/files/Directions to Winnebago.pdf](http://camps.ppbsa.org/files/Directions%20to%20Winnebago.pdf).

## E-Z Check-In:

How would you like to make Sunday check-in more efficient? Less time waiting at the Health Lodge for the Health Officer to check medical forms? More time to settle into your campsite? If this sounds good to you, then please come to Camp Office at **7:00 P.M. Tuesday prior to your weeks of camp or to the Health Lodge on Sunday, June 20<sup>th</sup> between NOON and 4:00 PM** to hand in paperwork, ask questions, enjoy snacks and get a taste of the fun that your Scouts will enjoy during their week at camp. This meeting will allow the Staff to be more prepared to meet the specific needs of your Troop, starting the moment you arrive at camp.

**You will be fast tracked when you check-in on Sunday if you meet ALL the requirements for E-Z Check-In!!**

Here is what you will need at E-Z Check-In:

- Summer Camp Troop Roster of **ALL SCOUTS AND ADULTS STAYING AT CAMP**  
**Can be found here [http://camps.ppbsa.org/camps/wsr/Files/WSR Camp Roster.doc](http://camps.ppbsa.org/camps/wsr/Files/WSR%20Camp%20Roster.doc)**
- Any camp fees for additional Scouts/adults (Bring campership letters)
- Money for Troop pictures (\$8.00 per photo)
- **ALL FIELDS COMPLETED ON** Annual Health and Medical Record form **FOR ALL** scouts and leaders
- Medication Record/Physician Information forms **FOR ALL** scouts and leaders, if applicable ( Part A of Annual Health and Medical Record)
- Photo Release **FOR ALL** scouts and leaders (Part C of Annual Health and Medical Record)

### Week In Camp:

### Date of E-Z Check-In:

Week 1 (July 4-10) - - - - - Tuesday, June 29<sup>h</sup>, 7:00 P.M.  
Week 2 (July 11-17) - - - - - Tuesday, July 6<sup>th</sup>, 7:00 P.M.  
Week 3 (July 18-24) - - - - - Tuesday, July 13<sup>th</sup>, 7:00 P.M.  
Week 4 (July 25-31)- - - - - Tuesday, July 20<sup>th</sup>, 7:00 P.M.

Please park in the Parking Lot and proceed to the Camp Office. **Don't forget ALL your paperwork!!**

## SPECIAL NEEDS:

Any Scout or Leader with special needs must inform the camp staff prior to their arrival. Be sure to inform Camping Services of the type of need, i.e. physical, medical, dietary, food allergies, etc. Special requests and needs should be turned in as soon as possible so the camp staff can work with you.

**ANY MISSING PAPERWORK AT EZ-CHECK-IN WILL CAUSE A SLOW DOWN AT YOUR SUNDAY CHECK-IN.**

## Unit Arrival:

Troops check-in at the Parking Lot (Staff will be in the Parking Lot to greet your Troop) at their scheduled time (see schedule below). **Troop trailer and gear can be brought to camp from 3:00 pm to 6:00 pm on the Saturday prior to the week of camp. At check-in on Sunday all gear will be transported from the parking lot directly to the site by camp vehicle.** Scouts coming to camp as individuals (Camp Troop, Adventure Camp, Trail to Eagle) also check-in at the Parking Lot. Please arrive with swimsuits on. Have Scouts bring a small bag with towel, t-shirt, socks so they can dry off after swim test. Those Troops, that have not taken advantage of E-Z check-in, should have the unit's paperwork ready:

- Summer Camp Troop Roster of **ALL SCOUTS AND ADULTS STAYING AT CAMP**  
Can be found here [http://camps.ppbsa.org/camps/wsr/Files/WSR\\_Camp\\_Roster.doc](http://camps.ppbsa.org/camps/wsr/Files/WSR_Camp_Roster.doc)
- Any camp fees for additional Scouts/adults (Bring campership letters)
- Money for Troop pictures (\$8.00 per photo)
- **ALL FIELDS COMPLETED ON** Annual Health and Medical Record **FOR ALL** scouts and leaders
- Medication Record/Physician Information forms **FOR ALL** scouts and leaders, if applicable ( Part A of Annual Health and Medical Record)
- Photo Release **FOR ALL** scouts and leaders (Part C of Annual Health and Medical Record)

Medical records will be turned over to the Health Officer, along with any required medications, at check-in. This shortens the wait time at the Health Lodge. You will have a Site Guide assigned to ease your Troop through the check-in process.

The first "in camp" meal is Sunday dinner.

***We regret that we cannot make arrangements to accept any Troop or individual prior to the opening time (12:30 P.M.) on Sunday. NO EXCEPTIONS!***

### Arrival Time

12:30 P.M.  
1:00 P.M.  
1:30 P.M.  
2:00 P.M.

### Sites

Algonquin, Cayuga, Comanche  
Chippewa, Delaware, Shawnee  
Cherokee, Leni Lenape, Onondaga, Waccabuc  
Camp Troop, Trail to Eagle, Great Outdoors

Check-in times are necessary to accommodate the increasing number of units and Scouts attending camp. Arriving at times other than scheduled will cause delays.

## Sunday Schedule

	<b>Program</b>	<b>Activity</b>	<b>Location</b>
12:30 – 2:00 P.M.		Arrival and Check-In	
12:30 – 2:30 P.M.		Gear trucked to site	Parking Lot – Camp Site
12:30 – 5:00 P.M.		Troop Orientation	Campwide
2:30 – 5:45 P.M.		Site Inspection with SPL	Camp Site
5:45 P.M.	-----	Waiters' Call ----- Camp Retreat	Dining Hall ----- Parade Field
6:00 P.M.		Dinner	Dining Hall
<b>7:30 P.M.</b>		<b>SPL Meeting</b>	<b>Camp Office</b>
8:00 P.M.		Opening Campfire	Parade Field
<b>9:30 P.M.</b>		<b>Unit Leader's Meeting</b>	<b>Camp Office</b>
10:00 P.M.		Taps/Lights Out/Quiet Time	

## Parking:

While in camp, **ALL** vehicles (including trailers) **WILL** remain in the main parking lot. If you feel you need an exception, reasons must be submitted, in writing, to the Council Camping Committee 60 days prior to arrival at camp. NO permits may be issued without the Committee's written approval.

## Unit Departure on Saturday:

**Troops must leave by 10:00 A.M.**

### Procedures:

- Breakfast will be served in the Dining Hall. Area Directors will be at Camp Office until 9:30 A.M. for any questions regarding merit badges.
- Complete the site inspection with your Site Guide.
- Check out at the Camp Office. Be sure to submit evaluation forms and pick up any Troop photos, merit badge cards, messages, etc., from your site mailbox in the Camp Office.
- **Pick up your Troop's medical forms and any medications from the Camp Office.**  
Be sure to return the appropriate forms to any boys who will be returning to camp for another week this summer.
- **Medications not picked up will be destroyed as we cannot legally keep these.**
- Double check Unit Advancement records **BEFORE** you leave camp.

### Saturday Schedule

	Program	Activity	Location
7:00 A.M.		Reveille	Campwide
6:45 A.M.	Aquatics	Polar Bear Swim	Waterfront
7:45 A.M.		Waiters' Call	Dining Hall
7:50 A.M.		Morning Colors	Parade Field
8:00 A.M.		Breakfast	Dining Hall
9:00 – 10:00 A.M.		Check-Out Inspection	
9:00 – 10:00 A.M.		Gear trucked out	Camp Site – Parking Lot

**At check-out on Saturday all gear will be transported from the site directly to the parking lot by camp vehicle. A schedule of pick-up times will be prepared at Friday's Leaders' meeting. One vehicle per Troop with the Troop trailer can come in immediately after breakfast.**

**Have a safe trip home!  
See you next year!**

## Wristbands:

All Scouts, leaders and guests must wear camp wristbands at all times. One is provided to each person upon check-in. Each replacement wristband will cost \$.50.

## **Emergency Calls:**

In case of an emergency, the Winnebago Scout Reservation telephone number is 973-983-9075. A message will be taken and delivered to the individual concerned as quickly as possible. ***Do not expect to talk to the person immediately.***

## **Mailing Address:**

The Scouts love to get mail while they are in camp. They like to know their families are thinking of them while they are away. For anyone who wishes to send mail to camp, the mail should be addressed as follows:

Scout Name and Troop Number  
Winnebago Scout Reservation  
102 Timberbrook Road  
Rockaway, New Jersey 07866

***Inside the Camp Office there is a mailbox for each campsite. Scouts and leaders who receive mail will have the items placed in their respective mailboxes when it arrives. Please check your mailbox daily for mail and/or messages.***

## **Emergency Horn:**

1. General emergency: Two blasts, pause, two blasts, pause, two blasts.
2. Lost bather emergency: Three blasts, pause, three blasts, pause, three blasts.
3. A single long blast signals all clear (This will only happen after you hear either general emergency signal or Lost bather signal and the emergency is resolved prior to everyone arriving at dining hall)

## **Camp Winnebago Emergency Procedures:**

Camp Winnebago Emergency Procedures will be posted on site bulletin boards. There will be an emergency drill each Monday prior to lunch.

## **Youth Protection:**

Youth Protection Training opportunities will be offered at camp. Times will be announced at the Sunday Leader Meeting.

## Visitors:

A week of camp goes by very quickly due to the myriad of projects and activities with which a boy gets involved. For this reason, the boy has little time for much else. Certainly, parents and friends are interested in what he is doing, and he is encouraged to send postcards and letters telling of his experiences. Winnebago Scout Reservation does not offer a specific Visitors Night. **Your Scout is in program from 9 to 12, 2 to 5, and 7 to 9 – a very busy and rewarding experience.** Check with the Reservation Director for Troop/Parent visitation procedures.

**Note: All visitors must follow signs and check in at the Camp Office and receive wristbands. All visitors must wear camp wristbands at all times. All visitors must pay at Camp Office for any meals they will be sharing with their Scout (\$6.00 for breakfast, \$7.00 for lunch, and \$8.00 for dinner). Use meal receipt for presentation to Steward at Dining Hall.**

## Scoutmaster's Lounge:

The **Scoutmaster's Lounge** will be located in the rear of the Camp Office. We ask your cooperation in using this facility. Please help us keep it clean and neat. The following will be available:

- Coffee
- Tea
- Snacks
- Phone jacks (for Internet access)
- Electric outlets (for charging your electronic equipment)

## Trading Post:

The Trading Post operates as a service to the camp community. Items that can be found in the Trading Post include handicraft kits for merit badge projects, official BSA uniform parts, snacks, soft drinks, ice cream, stamps, **Merit Badge pamphlets (Limited Quantity)** and other Scouting literature, T-shirts, souvenirs, and various items from the BSA Supply Catalog. The hours of operation will be posted on the Trading Post.

## Camp Pictures:

A great souvenir of a fabulous fun week in camp is a Troop photograph. There will be a professional photographer in camp after dinner on Monday to take a picture of your Troop. The cost is \$8.00 per photograph paid at check-in. Please bring any Troop flags or other Troop items you wish to be in your photograph to dinner with you on Monday evening.

## Buddy System:

**The Buddy System must be used by all scouts at all times.** This means that **any time a Scout is going anywhere, he must have a buddy** with him. Remember – safety first!

## Uniforms:

The Official Scout Uniform includes tan shirt, pants or shorts, belt, and Scout socks. Hat and neckerchief are optional. All leaders and Scouts are encouraged to be in correct uniform at retreat, vespers and special ceremonies. OA sashes are worn on Thursday with the Official Uniform. All other clothing should be Scout appropriate. Be proud to say you are a member of the Boy Scouts of America.

## Insurance

The Council Health and Accident Insurance Policy currently in effect covers all currently registered Patriots' Path Council Scouts and Scouters for all camp activities at the time of camp. **All out-of-council units attending our camps must provide proof of unit health and accident insurance prior to arrival at camp. Out-of-Council units must file Incident Report(s) directly to their Council.**

### Coverage Limits

Accident Medical Expense*	\$15,000
Illness Expense*	\$ 7,500

This coverage is secondary to a participant's personal Health insurance with a reimbursement of up to \$300.00 of out of pocket expense.

\* If there is no other valid and collectible insurance available from any other source, this coverage may pay the covered expenses up to the amount of benefit shown above. A notarized statement will be required.

For details on this policy, call the Council Service Center (973-765-9322).

## Lost & Found

All Patriots' Path Council camps will hold any items that are found in camp for a period not to exceed two weeks.

**Exception:** food/perishables-will be destroyed immediately.

Articles may be retrieved by claiming the item in person at the applicable camp during the camp season. Any item not claimed within that period will be discarded.

## Merit Badges

In order to have a successful experience in the merit badge program, **Scouts must begin their preparations at home**, continue at camp on Monday, and stick with it. Some merit badges can be completed during the camp period. Others have requirements for observations, tests, or record keeping over a prolonged period. In these cases, Scouts should complete all prerequisites before coming to camp, bringing certification of completion from their counselor (or Scoutmaster in the case of the Camping merit badge). To help Scouts in earning merit badges, we offer the following suggestions that you may wish to include in your camp planning, perhaps enabling a larger number of merit badge completions.

**Do not over-schedule.** We set no limit on the number of badges a boy can attempt, but sometimes their desires are bigger than their time limit or abilities allow. Experience tells us that for the first year camper, no more than two merit badges should be encouraged. For the older, more experienced camper, a normal maximum of three to four merit badges per week is recommended. Scouts are in camp for many things other than merit badges, and they should not miss out on other opportunities strictly to work on merit badges. Please do not allow your Scouts to plan for failure. Advise them when they make their selections and encourage them to stick to the guidelines provided above.

**Scheduling conflicts should not discourage a Scout from taking a merit badge.** All times are flexible, and most conflicts can be worked out with a counselor. If a Scout comes to camp **prepared** to pass the merit badge, he may ask a counselor for a review without waiting until the end of the week. This year's Merit Badge Scheduling Program will cause fewer scheduling conflicts because instruction sessions are listed as scheduled. Your Scout should be able to plan his day based on classes offered.

**Each Scout should thoroughly review the requirements of his planned merit badges and prepare himself before leaving for camp by reading the merit badge book(s) for the badge(s) being attempted. Swimming and Lifesaving Merit Badges CAN NOT be attempted until 2<sup>nd</sup> Class and 1<sup>st</sup> Class swimming requirements are completed.** Unfortunately, we cannot instruct those areas listed as prerequisites during merit badge instruction periods. Please be sure that items marked as prerequisites are completed prior to your Scout's arrival at camp. Scouts will be able to earn partial merit badges if they arrive without prerequisite work. This "partial" is good until the Scout's 18<sup>th</sup> birthday.

Each Scout should have a merit badge application form (blue card) for each merit badge being attempted. Please see that all the required information has been provided – legibly – in ink - and make sure that it has been signed by the Scoutmaster on the front section only so that it will be ready to present to the Merit Badge Counselor at camp. Please bring sufficient blue cards for your Scouts. Extras will be available for purchase in the Trading Post.

Remember that **several merit badges have requirements that must be completed before attending camp.** Evidence must be provided that these requirements have been met. On these and all requirements where work was completed prior to the Scout arriving in camp, a note from the Scoutmaster is not always sufficient evidence. When a requirement states "make, demonstrate, show, do, etc." then that is what is necessary. Photographs of the completed project(s), charts, reports, etc., would be helpful. If there are any questions about a merit badge's requirements, call the Florham Park Service Center or camp.

**Remember to check the current requirements for all merit badges your Scouts will be working on in camp. Many of the optional requirements cannot be completed in camp.**

**THERE WILL BE A LIMITED QUANTITY OF MB PAMPHLETS IN THE TRADING POST.  
BE SURE TO BRING ALL MERIT BADGE PAMPHLETS NEEDED WITH YOU TO CAMP.**

# Winnebago Merit Badge Program

**SEE PAGES 11-13 FOR LIST OF MERIT BADGES.**

In the last column after each Merit Badge is a number 1, 2, or 3. These numbers indicate one of the three ways a Scout can approach that Merit Badge.

There are three ways to approach Merit Badges you are interested in:

1. Traditional camp Merit Badges. See following pages for listing, class schedules and requirements that may need to be completed prior to camp.
2. By appointment – See following pages for list of Merit Badges and requirements that may need to be completed prior to camp. The staff Merit Badge Counselor will work with you by appointment. There are no set classes for these Merit Badges.
3. All other Merit Badges the Patriots' Path Council has an active counselor. See following pages for a list of these Merit Badges. Our staff will work with you and your Scoutmaster by appointment through all the steps for you to begin any of these Merit Badges.

**THERE WILL BE A LIMITED QUANTITY OF MB PAMPHLETS IN THE TRADING POST.  
BE SURE TO BRING ALL MERIT BADGE PAMPHLETS NEEDED WITH YOU TO CAMP.**

For details on how each of these processes work, call Carl Moritz, Winnebago Reservation Director, at (973) 945-7404 or email [carl.moritz@scouting.org](mailto:carl.moritz@scouting.org).

### Merit Badges - Summer Camp


Merit Badge	Prerequisites	Camp Program See Code list on Page 10
American Business	2A, 3, 5, 6	2
American Cultures	1, 5	2
American Heritage	1, 2, 3A, 3C, 4, 5, 6	2
American Labor	2, 5, 7, 9	2
Animal Science	6, 7	3
Archaeology	4, 5, 8, 9, 10, 11	1
Archery	1C	1
Architecture	1, 2, 3, 4, 5	2
Art	2, 4, 5	1
Astronomy	4C, 5B, 6, 7B, 9, 10	2
Athletics	3, 5, 6B	2
Auto Mechanics	3E, 4A, 4B, 5D, 6B, 10C	2
Aviation	2, 3, 4, 5	3
Backpacking	6B, 8C, 10, 11	1
Basketry	None	1
Bird study	5, 6, 7, 8	1
Bugling	6	1
Camping	4B, 5E, 7, 8C, 8D, 9A, 9B	1
Canoeing	3	1
Chemistry	3, 7	2
Cinematography	2D	2
Citizenship in the Community	2, 3, 4, 5, 7, 8	2
Citizenship in the Nation	2, 3, 6, 8	2
Citizenship in the World	3, 4B, 7	2
Climbing	None	3
Coin Collecting	6B, 7, 8, 9, 10 Must bring collection	2
Collections	1, 5B Must bring collection	2
Communications	4, 5, 6, 7, 8, 9	2
Composite Material	4, 5, 6	3
Computers	6, 7, 10	2
Cooking	3, 4, 5, 6, 7, 8	1
Crime Prevention	2, 4, 5, 6, 7, 9D	2
Cycling	6B, 8, 9 Must bring own bike (3)	1
Dentistry	3, 4, 6, 7	3
Disabilities Awareness	2, 3, 4, 5, 7	2
Dog Care	4, 8, 9	3
Drafting	None if camp has equipment	2
Electricity	2, 8, 9	2
Electronics	6	3
Emergency Prep.	1, 2C, 6B, 6B, 7, 8, 9	1
Energy	1A, 4, 5, 6, 8	1
Engineering	1, 2, 4, 7, 9	3
Entrepreneurship	2, 3, 4, 5, 6	3
Environmental Science	3D, 3E, 3F, 6	1
Family Life	3, 4, 5, 6	2
Farm Mechanics	5, 6, 7, 8	3
Fingerprinting	None	1
Fire Safety	6, 11, 12	2
First Aid	2D	1

<b>Merit Badge</b>	<b>Prerequisites</b>	<b>Camp Program See Code list on Page 10</b>
Fish & Wildlife Mgt.	5, 6, 8	1
Fishing	7, 9	1
Fly-Fishing	8, 10	1
Forestry	1, 3B, 5, 7	1
Gardening	1, 2, 3, 4, 6	2
Genealogy	2, 3, 4B, 5, 6, 7	3
Geology	4	1
Golf	8	1
Graphic Arts	3, 4, 7	2
Hiking	5, 6, 7	1
Home Repairs	None	2
Horsemanship	None if camp has a horse	3
Indian Lore	1, 4	1
Insect Study	3, 7	1
Journalism	2, 3, 4, 5	2
Landscape Architecture	2, 3, 4, 5, 6	3
Law	4, 6, 7, 8	2
Leatherwork	None	1
Lifesaving	1A	1
Mammal Study	None	1
Medicine	7, 10	2
Metalwork	4	2
Model Design & Building	3, 4, 5, 6	1
Motorboating	3, 4A, 5 Camp must have motor boat	2
Music	3, 4	1
Nature	None	1
Nuclear Science	3, 5, 7	3
Oceanography	8	1
Orienteering	10	1
Painting	3, 4	2
Personal Fitness	1, 6, 7, 8, 9	1
Personal Management	1, 2, 8, 9, 10	2
Pets	1, 2, 3, 4	2
Photography	4, 5	2
Pioneering	2A	1
Plant Science	4, 6, 7	3
Plumbing	None	2
Pottery	7 Camp must have a kiln	2
Public Health	5, 7, 8	2
Public speaking	4	2
Pulp & Paper	6, 7, 8	3
Radio	8	1
Railroading	8	2
Reading	1, 2, 4	3
Reptile & Amphibian	8	1
Rifle Shooting	None	1
Rowing	3	1
Safety	1, 2, 3B, 4, 5, 6, 7	2
Salesmanship	5, 6, 7	3
Scholarship	1, 2, 3, 4, 5	2
Sculpture	None	2
Shotgun Shooting	None	3
Skating	None Roller skate or in-line skates	1


<b>Merit Badge</b>	<b>Prerequisites</b>	<b>Camp Program See Code list on Page 10</b>
Small Boat Sailing	2	1
Snow sports	Not at summer camp	3
Soil & Water Conservation	None	1
Space Exploration	2, 3, 5, 8	1
Sports	4, 5	1
Stamp Collecting	6A, 7, 8	2
Surveying	6, 8	3
Swimming	3	1
Textile	2A, 2B, 3, 6	3
Theater	1, 2, 3	2
Traffic Safety	5	2
Truck Transportation	1, 4, 10	3
Veterinary Medicine	3, 4, 6	3
Water Sports	3, 6	3
Weather	10	2
Whitewater	3, 13	3
Wilderness Survival	5	1
Wood Carving	2A	1
Woodwork	1B, 4, 5, 6, 7	2

## Aquatics

The Waterfront on picturesque Durham Pond provides Scouts and leaders alike with the tools to be skillful and at home in the water, and relaxed and confident in their ability to swim well. Instruction is provided in self-preservation, methods of aiding others when necessary, and properly using and caring for aquatic equipment. Scouts will have fun in and out of the water, develop strong and coordinated bodies, and be provided with activities that will have recreational value later in life.

Merit Badge	Time	Prerequisites	Bring to Camp	Comment
Canoeing	9:00-10:00	pass current Swimmers' Test	Foot wear to get wet	2 <sup>nd</sup> year & more
 Lifesaving	10:00 - 11:45	pass current Swimmers' Test; 1a	Long sleeve shirt, long pants, socks, foot wear to get wet, belt	3 <sup>rd</sup> year or more
Rowing	9:00-10:00	pass current Swimmers' Test	Foot wear to get wet	2 <sup>nd</sup> year & more
Small Boat Sailing	9:00-10:00	pass current Swimmers' Test	Foot wear to get wet	2 <sup>nd</sup> year & more
Swimming	10:00-11:00	pass current Swimmers' Test; 3, 10c	Long sleeve shirt, long pants	Older Scout Recommended

### Other Aquatics Programs

Program	Time	Prerequisites	Other Info	Comment
Instructional Swim	9:00 2 <sup>nd</sup> Class 10:00 1 <sup>st</sup> Class 11:00 All others			Any age Scout
Lifeguard, BSA	8am – 8pm M-F	See Below*	Current CPR card	14 and up; strong swimmer
Mile Swim	2:00 – 5:00		See Below**	Any age Scout
Sailing, Sail Boarding, Kayaking	2:00 – 5:00	Must be Swimmer and have sailing instruction		Any age Scout
Open Swim	2:00 – 5:00			Any age Scout
Open Boating	2:00 – 5:00 7:00 – 8:00			Any age Scout
Polar Bear Swim	6:45 – 7:15 AM (SHARP) M-Sat.	<b>MUST ATTEND FIVE SESSIONS FOR PATCH</b>		Any age Scout
Safe Swim Defense and Safety Afloat	7:30 – 8:30 PM Mon-Tue-Thur		Sign up for Troop swims and boating	Leaders
Water Carnival	Friday 4:15 – 5:45	Troop Spirit!!		All Scout

**NOTE: Swimming and Lifesaving Merit Badges CAN NOT be attempted until 2<sup>nd</sup> Class and 1<sup>st</sup> Class swimming requirements are completed.**

\* BSA Lifeguard is a very long course and requires extensive pre-camp work. Anyone interested in this certification (youth and adult alike) should obtain an application at the Florham Park Service Center as soon as possible and review the requirements.

Prerequisites: Scouts must be 14+ years old; show evidence of the ability to perform the skills and knowledge of basic first aid; show knowledge of the procedures for the universal precautions for Bloodborne pathogens; have current CPR certification; and be able to show proficiency in Rowing and Lifesaving skills.

Please note: **AT WSR THIS IS A 5 DAY COMMITMENT.**

\*\* Mile Swim – Participate in four hours of training and preparation for distance swimming (one hour a day maximum). Actual mile swim will be on Thursday or Friday.

++++ TROOP LEADERS WILL BE ASKED TO VOLUNTEER FOR 1 HOUR AT AQUATICS (SIMPLE TASKS)



As an adult leader, I promise to faithfully observe all the following safety procedures as required in Safe Swim Defense.

1. **Qualified Supervision** – All swimming activity must be supervised by a mature and conscientious adult at least 21 years of age who understands and knowingly accepts responsibility for the well-being and safety of the children in his or her care, who is experienced in the water and confident of being able to respond in an event of emergency, and who is trained in and committed to compliance with the eight points of BSA Safe Swim Defense. (It is strongly recommended that all units have at least one adult or older youth member currently certified as a BSA Lifeguard to assist in the planning and conducting of all swimming activity.)
2. **Physical Fitness** – Require evidence of fitness. Adjust supervision to anticipate any potential risks.
3. **Safe Area** – Pre-swim exploration of swim area-three areas identified.
4. **Lifeguards on Duty** – Lifeguards posted and equipped with lines and poles.
5. **Lookout** – A lookout posted where he or she can see all areas at all times.
6. **Ability Groups** – Swimmers divided into ability groups – non-swimmers, beginners and swimmers.
7. **Buddy System** – All swimmers paired as buddies and always with buddies.
8. **Discipline** – Intelligent discipline maintained at all times.






## SAFETY AFLOAT

1. **Qualified Supervision** – All activity afloat must be supervised by a mature and conscientious adult age 21 or older who understands and knowingly accepts responsibility for the well-being and safety of the children in his or her care, who is experienced in the water and qualified in the particular water craft skills and equipment involved in the activity, and who is committed to compliance with the nine points of BSA Safety Afloat. One such supervisor is required for each ten people, with a minimum of two adults for any one group. **At least one supervisor must be age 21 or older, and the remaining supervisors must be age 18 or older.** All supervisors must complete BSA Safety Afloat and Safe Swim Defense training and **rescue training for the type of watercraft to be used in the activity, and at least one must be trained in CPR.** (It is strongly recommended that all units have at least one adult or older youth member currently certified as a BSA Lifeguard to assist in the planning and conducting of all activity afloat.) **For Cub Scouts:** The ratio of adult supervision to participants is one to five.
2. **Physical Fitness** – All participants must be physically fit, and must follow any special precautions required by physical limitations.
3. **Swimming Ability** – Canoeists, sailors, water-skiers, rafters and boat operators must be swimmers. Non-swimmers and/or beginners may ride as passengers in a canoe, raft or sailboat only if accompanied by an adult certified lifeguard; in a rowboat or motorboat with an adult swimmer.
4. **Personal Flotation Equipment** – A properly fitted PFD must be worn by all persons engaged in activity on the open water.
5. **Buddy System** – Always have a buddy and a buddy boat while afloat.
6. **Skill Proficiency** – Everyone afloat must be trained and experienced in handling and safety skills for the craft in use.
7. **Planning** – Develop a “float plan” in advance and stick to it. Know all state and local rules and follow them strictly. Share your plan with parents, unit committee and local authorities as appropriate. Check the weather forecast; keep an alert weather eye. Anticipate emergencies and be prepared.
8. **Equipment** – Equipment must suit the craft, the water conditions and the individuals and must always be in good repair. Rescue gear must be available.
9. **Discipline** – Keep the fun from being interrupted by tragedy. Know and understand the rules and follow them carefully.

## Shooting Sports

There is nothing more exciting to a Scout than to shoot a rifle, shotgun or bow and arrow for the first time. The only thing more exciting is actually hitting your target that first time. Our Shooting Sports program gives Scouts the opportunity to achieve that excitement. We have added more free and open shooting times for Scouts to shoot that are not in the badge. We hope to see you at the new open times at the range. See how well you can shoot in our three areas. Test your skill against your buddies, or even your Scoutmaster.

Merit Badge	Time	Prerequisites	Bring to Camp
Archery Monday to Friday	9:00–10:00 or 2:00 – 3:00	Read Merit Badge book before camp 1c	 Merit Badge Book
Rifle Monday to Friday	9:00–10:00 or 2:00 – 3:00	Read Merit Badge book before camp	 Merit Badge book
Shotgun Monday to Friday	9:00–10:00 or 2:00 – 3:00	Read Merit Badge book before camp	 Merit Badge book






### Other Shooting Sports Programs

Program	Time	Event
Archery, Rifle & Shotgun	10:00-12:00; 3:00-5:00 Monday to Friday	Open Shoot
Rifle	1:00 – 2:00 Tuesday	Old Man of the Mountain Competition (must be 18 years old)
Rifle	1:00 – 2:00 Wednesday	Black Powder Shooting Demonstration
Archery, Rifle & Shotgun	7:00 to Dark Monday, Tuesday, Thursday	Open Shoot
Archery	1:00–2:00 Wednesday	Robin Hood Challenge (must be 18 years old)

**NRA Rifle Classification, NRA/BSA Postal Match and special award shooting** will be provided at Rifle Open Shoot, and is open to all Scouts. **All special Programs are during Open Shoot Time.**

## Outdoor Skills

Winnebago's Outdoor Skills Area will bring you back to the Baden-Powell days of Scouting. Scoutcraft will help Scouts develop basic hiking and camping skills, teach them to appreciate and understand the outdoors by making the best use of their own faculties and their natural surroundings, and provide them with the knowledge of health and safety practices so they may develop healthy mental attitudes and physical fitness. The Outdoor Skills Area awaits all those who think they have what it takes to survive.

Merit Badge	Time	Prerequisites	Items to Bring to Camp	Year of Scout Recommended
Backpacking	3:00 – 4:00 Monday to Friday	8, 9, 10, 11	Backpack & appropriate gear	2 <sup>nd</sup> year or more Scout with Troop camping experience
Camping 	9-10; 11-12; 4-5 Monday to Friday	Proof of 20 nights camping (9a)	<b>ALL</b> gear listed in MB pamphlet; Proof of 9a	2 <sup>nd</sup> year or more Scout with Troop camping experience
Cooking*	9-10; 11-12 Monday to Friday	3, 4, 5, 6, 7, 8 	See Note	Any Scout
Emergency Preparedness *	3:00 – 4:00 Monday to Friday	1, 2b, 2c ,6, 8a, 8b, 8c, 9	See Note	Older Scout
First Aid** Classes at the Health Lodge	9:00 – 10:30 2:00 – 3:30 Monday to Friday	1 (Scout Handbook) 2b – <i>Home-made</i> First Aid Kit	Scout Handbook and <i>home-made</i> First Aid Kit	Older Scout (recommended)
Hiking	See Area Director if interested	 5, 6, 7	Scoutmaster note for prerequisites 5 & 6	2 <sup>nd</sup> year or more Scout with Troop camping experience
Orienteering *	11-12; 2-3 Monday to Friday	6a, 6b, 7, 8, 9, 10	See Note	2 <sup>nd</sup> year & more
Pioneering	10-11; 3-4 Monday to Friday	 2a	Knowledge of Scout skills	2 <sup>nd</sup> year & more
Wilderness Survival	10-11; 2-3 Monday to Friday	 5, Survival kit	Survival kit	2 <sup>nd</sup> year & more

**\*Cooking, Emergency Preparedness (Scouts strongly encouraged to have completed First Aid Merit Badge before attempting this badge), Orienteering Merit Badges – Scout should bring partial Merit Badge Blue Card with prerequisites completed as all requirements can not be done in camp.**

**\*\*First Aid Merit Badge:** All Scouts must have completed Tenderfoot, Second Class and First Class First Aid requirements prior to taking this Merit Badge. This Merit Badges requires a lot of preparation prior to camp and time devoted to practicing skills outside of class.

### **Additional Outdoor Skills Area Programs:**

The Outdoor Skills Area is the place where Scouts come to learn, practice, hone and test their Scout and survival skills. For the novice or experienced camper, we offer programs and activities where you can test your knowledge and abilities and have fun doing it! Check the information below for our Outdoor Skills related competitions and other programs.

**Cooking Demonstration** – The Outdoor Skills staff is preparing a treat for you. Not just the finished product, but the know-how to cook an interesting, delicious treat over an open fire. Several sessions per week will be announced in camp; come and get it!

**Paul Bunyan Woodsman Award** - Bring your Totin' Chip card to participate!

### **Outpost Opportunities**

The camp staff at Winnebago has chosen a series of outpost, or Frontier opportunities for the Troops and individual Scouts attending any of our weeks of camp this summer. Each one is designed to provide a challenging activity outside of the main camp program. They are directed toward older Scouts who have had the experience of a couple years camping with their Troop. These experiences are all staff led, but may need adult participation to adhere to Youth Protection standards. Flexibility, like most programs at Winnebago, is always available and is only limited by the imagination of the participants.

### **Backpack Experience**

Scouts will depart Indian Village Camp heading north on the main trail. Turning east at the parking lot and passing the Shotgun Range they will pick up the Red Trail. The trail crosses the dike at the end of Durham Pond and begins to rise toward high country across the lake. Upon arriving at the old commissary building, the hikers will turn left and proceed to the Blue Trail and arrive at the top of Indian Cliffs. After a welcome rest and a spectacular view, they will proceed down to Kit Carson, a frontier camp site, where they will set up camp and prepare a meal. After a restful night and a trail breakfast, they will continue heading south and complete their hike around the lake and back to Indian Village Camp. This experience completes the "...on one of these trips backpack four miles..." requirement of the Camping Merit Badge.

### **Canoe Portage Experience**

Get ready for high adventure! Meet at the waterfront with all your gear for an overnight, packed for use in a canoe on open water. When checked into the canoes and cleared by the Aquatics staff, head across the lake to the portage point northeast of Snake Island. Move your canoes down the portage trail to Splitrock Reservoir and re-launch them for an afternoon of paddling adventure. You will drop your gear on your island home and continue your float experience exploring the many coves and islands of this spectacular aquatic wilderness. Return to your island and set up camp and prepare a hearty meal. After a restful night and a trail breakfast, return to Durham Pond and Indian Village Camp to continue your week in camp. This experience completes the "...while on one of these trips, plan and participate in a float trip of at least four hours..." requirement of Camping Merit Badge.

**MUST BE A SWIMMER TO PARTICIPATE**

## **Adventure Three-Pack Experience**

Experience camping with canoes or rowboats, backpacks and an adventurous night hike all in one bundle! Depart the waterfront and land at the old South End Waterfront (Searing Site) and strap on your backpack. After a ½ mile hike into a site in the training area, set up camp and prepare a meal to enjoy. A staff member will lead you to Indian Cliffs to view a spectacular sunset atop the highest point around. Using care, and a flashlight, hike back to the site for the night and enjoy a much deserved rest. Reverse course and return to camp in time for breakfast with the rest of camp or plan to prepare your own before you depart your outpost experience.

For any Troop, that wants to expand these experience opportunities beyond the written plan, see Program Director. Staff input and participation will be available, but trips of longer duration or distance will require full adult participation. One suggestion is to combine the backpack experience with the portage experience making it a two-night trek. Again, these experiences are only limited by your imagination!

### **Outpost Equipment List:** \*

Backpack or duffel bag with cover  
Sleeping bag with cover  
Poncho or rain suit  
Mess Kit with cup  
Knife, fork, spoon  
Tent (preferably one your Troop uses)  
Ground cloth for under the tent

Boy Scout Handbook  
Flashlight with extra batteries  
Toiletry kit (washcloth, towel, soap, comb, toothbrush, toothpaste)  
Canteen or water bottle  
Pocket knife – NO SHEATH KNIVES  
Lightweight jacket  
6 foot rope

\* If you are using these Outposts for Camping Merit Badge, be sure to have all you need to fulfill the requirements.



## Handicraft

Winnebago's Handicraft Area addresses the Scout's desire to make something with his hands. The projects available answer the creative urge in boys to make something, and to improve their environment by making things of beauty and usefulness from nature's materials. The Troop and Patrol can also benefit because skills learned and interests peaked can become part of the year-round program, giving the Scouts a foundation in handicraft materials to work with, tools, and how to improvise.

Merit Badge	Time	Prerequisites	Items to Bring to Camp	Year of Scout
Art	4-5 PM Monday-Friday	None		Any Scout
Basketry	9-10 AM; 10-11AM; 2-3PM Monday to Friday	None	Money for kits	Any Scout
Indian Lore	See Area Director if interested	None	Essay; items from 1, 2a,b,d, 4a	Any Scout
Leatherwork	10-11AM; 11-12 noon; 2-3PM Monday to Friday	None	Money for Kits Cost \$7.00	Any Scout
Model Design & Building	3-4 PM Monday-Friday	None		2 <sup>nd</sup> year & more
Woodcarving	9-10; 11-12 ; 3-4PM Monday to Friday	None	Money for Kits	Any Scout
Open Handicraft	9-12; 2-5; 7-9 Mon, Tue, Thur	None	Project to work on	Any Scout

Handicraft kits of all sizes, types and skill levels can be purchased from the Trading Post. The prices are as follows and subject to change:

- Leatherwork Kits = \$7.00
- Basketry Kits = approximate cost \$15
- Woodcarving Kits = \$5.00

Indian Lore MB will be available by special request through our Camp Troop Scoutmaster. Please see Camp Troop Scoutmaster if you are interested in Indian Lore Merit Badge. Will require the purchase of a kit between \$3.50 to \$5.00

**Fingerprinting MB will be held on Monday night at 7:30pm in the Dining Hall. Bring your fingers!**

**Wink Dousa Wood Award – Submit your entries by 4:00 PM Friday**

**Troop Plaques** – One of many long standing traditions at WSR is making of a Troop Plaque. For years, troops have created plaques to commemorate their week at camp. Once completed, the plaques will be hung in the Dining Hall and become a part of camp history. One 12X16 inch piece of wood per troop, as well as paint and other materials, can be obtained from Handicraft.

**Totin' Chip** – In the interest of safety and BSA policy, all scouts must present their Totin' Chip card before being issued a knife, saw or other wood tool from the Handicraft staff. All scouts attempting the Woodcarving Merit Badge must present their cards to the counselor to satisfy one of their requirements and begin work on their projects.

**Merit Badge Books** – It is always recommended that Scouts obtain a copy of the current Merit Badge book and review the material prior to camp. **REMEMBER THERE IS ONLY A LIMITED NUMBER OF MERIT BADGE BOOKS AVAILABLE FROM THE TRADING POST. SO PLEASE GET YOUR BOOKS BEFORE CAMP.**

## Ecology

Winnebago's Ecology Area offers unique merit badges related to the fields of ecology and conservation. Scouts will be taught how to develop the right attitude regarding the importance and wise use of natural resources in such a way that they will always contribute to our well-being. Scouts will use various equipment related to these fields, as well as incorporating the management of living animals. Please check the schedule below carefully. Note that in the Ecology Area, the merit badge pamphlet is the Scout's most valuable resource. Please make sure all Scouts in the Ecology Area bring their merit badge pamphlets with them.

Merit Badge	Time	Prerequisites	Items to Bring to Camp	Year of Scout
Environmental Science	9-10 AM; 2-3 PM Monday – Friday		Notebook	2 <sup>nd</sup> year & more
Fish & Wildlife Management	11AM-12 noon Monday - Friday	5, 6b, 6c, 7c, 7d, 8	Completed prerequisites	2 <sup>nd</sup> year & more
Fishing	10-11AM; 11AM-12 noon Mon-Fri		Recommend you bring fishing equipment	Any scout
Fly Fishing	9 to 10 AM Monday - Friday		Fly Fishing equipment	Any Scout
Forestry	3-4 PM Mon-Fri	3b	Bring Completed 3b	2 <sup>nd</sup> year & more
Geology	3-4 PM Mon-Fri			2 <sup>nd</sup> year & more
Mammal Study	9 to10 AM M-F			Any Scout
Nature	10 to11 AM; 2-3 PM Mon - Fri		Bring collections	Any Scout
Reptile & Amphibian Study	4-5 PM Monday-Friday	8	Notebook and completed #8	2 <sup>nd</sup> year & more
Soil & Water Conservation	11-12 noon Monday - Friday			2 <sup>nd</sup> year & more
Space Exploration	3-4 PM Mon-Fri			2 <sup>nd</sup> year & more
Weather	2-3 PM Mon-Fri	8	Completed prerequisites	Any Scout


### **Additional Ecology Area Programs:**

The Winnebago Scout Reservation Ecology Area has so much to offer besides merit badges! Check out the schedule below and be sure to sample the fun!

Event	Day/Time	Location
Fish Fry	TBD – Required for Merit Badge	Ecology Area
Fishing Contest	Monday to Friday 5:00PM	Ecology Area
Mud Hike	To Be Announced	Ecology Area
Night Owl Hike	8:45 PM Wednesday	Camp Office

## Field Sports

### Field Sports Merit Badges

Merit Badge	Time	Prerequisites	Items to Bring to Camp	Year of Scout
Athletics	See Area Director if interested	3, 5, 6b	Partial Blue Card showing 3, 5, 6b complete	Any Scout
Cycling	See Area Director if interested	6b, 8, 9	Personal Helmet & Protective Equipment Partial Blue Card showing 6b, 8, 9 complete	Any Scout
Radio	7-8:30 PM Tuesday, Thursday evening			Any Scout
Skating (in-line)	See Area Director if interested		Skates, Personal Helmet & Protective Equipment	Any Scout
Sports	See Area Director if interested	4, 5	Partial Blue Card showing 4,5 complete	Any Scout

### Radio Merit Badge Prerequisites

Bring a loose-leaf or other notebook with the following requirements completed:

2. Sketch a diagram showing how radio waves travel locally and around the world. How do the broadcast radio stations, WWV and WWVH, help determine what you will hear when you listen to a radio?

3. Do the following:

- a. Draw a chart of the electromagnetic spectrum covering 100 kilohertz (kHz) to 1000 megahertz (MHz).
- b. Label the LF, MF, VHF, UHF, and microwave portions of the spectrum on your diagram.
- c. Locate on your chart at least eight radio services such as AM and FM commercial broadcast, CB, television, amateur radio (at least four ham radio bands), and police.

6. Do the following:

- b. Draw a block diagram that includes a transceiver, amplifier, microphone, antenna, and feedline.
- d. Draw eight schematic symbols. Explain what three of the represented parts do. Find three electrical components to match to three of these symbols.

NOTE: If you are going to do a requirement other than 7a (Amateur Radio) at Summer Camp, please review requirement 7b and/or 7c thoroughly and contact the Radio MB Counselor ASAP.

## **Special Opportunities at Winnebago:**

Below is a list of workshops, demonstrations and fun events at Winnebago in which your Troop, its Patrols or individuals can participate. Registration (where necessary) can be accomplished through the Program Director. Demonstrations can be arranged at the Leaders' Meeting on Sunday, or through your Commissioner.

### **Aquatics**

BSA Lifeguard  
Boating (Canoes, funyaks, rowboats  
Paddleboats, sailboats, sailboards,  
Huck Finn raft & Miss Winnie)  
Instructional Swimming  
Mile Swim, BSA  
Recreational Swimming & Trampoline  
Safe Swim Defense/ Safety Afloat  
Troop Boating  
Water Carnival

### **Program Director**

Cooking Contest  
Leaders Only Dinner  
Flag Ceremony Participation  
Winnebago Historian

### **Handicraft**

Troop Plaque Project  
Indian Lore Presentation

### **Shooting Sports-Rifle Range**

Black Powder  
Old Man of the Mountain (Leader Shoot)  
NRA Marksman Program  
NRA/BSA Postal Match  
Card Cutting  
Reactive Target Shooting

### **Shooting Sports-Archery**

Action Archery  
Top Archer Award  
Robin Hood Challenge (Bow & Arrow)

### **Ecology**

Conservation Projects  
Mud Hike  
Nature Trail Tour  
Nature Trivia Contest  
Nature Trail Tour  
Stargazing

### **Order of the Arrow**

Cracker Barrel  
Service Project

### **Outdoor Skills**

Camp Cooking Demonstration  
Canoe Portages  
Gateway Competition  
Knot and Lashing Demonstration  
Map and Compass Instruction  
Orienteering Course  
Outpost Trips  
Paul Bunyan Award  
Low-Impact Camping Demonstration

### **Mountain Biking Outpost**

### **Field Sports**

Bouldering Wall  
Volleyball  
Basketball  
Tetherball  
Horseshoes  
Challenge Course  
Low COPE/Team Building  
Skate Park

## **Camp-Wide Programs and Services:**

### **Vespers:**

A Scout is Reverent. Non-denominational services are held in the Chapel.  
Tuesday morning 8:35 to 8:45 AM  
Thursday after lunch 12:55 to 1:05 PM

### **Winnebago Historian Contest:**

Ask the Program Director for details. You must be over 18 to participate.

### **OA Cracker Barrel**

Thursday evening. Firm details will be announced at Sunday's Leaders' Meeting.

### **Campfires:**

#### **Welcome Campfire:**

**Sunday**  
**Assemble on the Parade Field at 8:00 PM**

#### **Closing Campfire:**

**Friday**  
**Assemble on the Parade Field at 8:00 PM**

### **Water Carnival:**

Wacky, wet and wild waterfront activities! Join us to find out more about this campwide Troop competition at Aquatics. See you Friday, at 4:15 PM, at the waterfront. Be prepared to get wet. Bring all your Scout Spirit!

### **Camp-Wide Event:**

The theme of this Wacky Wednesday Event changes from week to week. Have a great idea for some real fun? Contact the Program Director. Your idea may be the next fabulous funday. The Camp-Wide begins after dinner and ends at dark. All the happenings are on the Parade Field.

### **Morning Colors:**

7:50 A.M. Daily  
Please assemble on the Parade Field by Troop

### **Evening Retreat:**

5:45 P.M. Monday-Thursday 6:15 P.M. Friday  
Please assemble on the Parade Field by Troop

## **In-Site Cooking:**

All Troops will cook Tuesday's evening meal in their site. We will supply all food. The Dining Hall will not serve dinner that evening. This is a rain or shine event. Please plan to cook over a fire, or by other means, as arranged by your Troop. Food for the meal includes: steak, potatoes for baking, salad, fruit, salt & pepper, butter, ketchup, juice mix. If the unit wants any special cooking items like charcoal, tongs, pitcher to make bug juice etc. they must bring them to camp.

## **"Winnebago Unwrapped" Cooking Competition:**

This event takes place Tuesday evening when units cook in their sites.

The camp will provide the special ingredient for 2010 (**Pizza Dough!**). If the unit wishes to participate they are responsible for its own recipe including all other ingredients they choose to put in their dish. All entries for competition will prepare some form of Pizza. The camp will only supply the Pizza Dough.

Youth Entry	Made by a Scout or Scouts
Adult Entry	Made by a Scouter or Scouters
	Made in camp
	Made over your Troop cooking fire

Winners (one youth entry and one adult entry) will be chosen on the basis of taste and presentation. The Program Director will be the official taste-tester. The maximum number of entries per Troop is two. Please fill out an official registration form on Sunday at the Leaders' Meeting. The official tasters will visit site around 6:30, Tuesday. Prizes will be awarded.

## **Night Watch at Winnebago**

Night Watch was done years ago to make sure that the boys had somewhere to go in case they had any problems: illness, injury, accident and homesickness were the prime targets. With someone tending to a fire each night, there was always help nearby. As camp grew, Night Watch was no longer needed and died out – but now this custom from the past is rekindled for the Scouts of today.

Night Watch will now be used to pass on historical information about the past of Scouting, camping and local legends. It is a chance for Scouts to share tales of Scouting among their peers, the staff and leaders in the movement. Inter-troop fellowship is an important aim of Night Watch. A shift of 1-2 hours should be scheduled. This is not designed to keep Scouts or Adults up all night.

**NOTE:** You will receive details at Sunday night's Leaders' meeting. Night Watch is a serious and solemn event. Proper behavior on the part of all involved will strengthen the tradition.

A special commemorative patch will be awarded for Scouts and Leaders participation.

## **MISS WINNIE**

Fishing Trips (fee to be announced Sunday): 6:00 AM to 7:30 AM; 7:00 Pm to 8:30 PM

**Evening Lake Cruise: Every 15 minutes beginning at 8:30 PM ending at 9:30 PM**

# Dan Beard Program

The Dan Beard Program has been planned to supplement the Troop’s regular program, not replace it. With that in mind the program has been developed from the perspective of the first year summer camper. However, it should be noted that the Winnebago Dan Beard program is structured to provide individual attention to each Scout regardless of where they are on the advancement trail. Simply put, the Winnebago Dan Beard program is tailored to meet the needs of each individual Scout. Using the model put forth by Lord Robert Baden-Powell at Brown Sea Island the Scouts involved with Dan Beard will be immersed in a day long scout-skills and team building environment. The Scouts of Dan Beard will have the opportunity to earn at least three merit badges however the principle emphasis will be on learning and applying the skills necessary for rank advancement through First Class. Each Scout will enjoy the camaraderie of their home Troop during meals and in the evening when they are not on outpost. Each Scout will have the chance to experience all that the Winnebago Scout Reservation has to offer. Early in the week the Scouts involved in the Dan Beard program will travel to the various camp program areas and be introduced to the assortment of Scouting opportunities contained in those areas.

Scoutmasters: Friday evening after the campfire you will be provided with an individual form for each of your Scouts involved in the Dan Beard program. This form will highlight the skills that the Scout has been introduced to, the skills he has demonstrated some proficiency in and the skills that he has mastered. The Dan Beard program encourages you to review these skills with your Scouts. It will be up to you based on your review and the information provided to fill in the Scout’s handbook with the proper dates, etc. You can then use the information contained in this form to develop an advancement program specific to the individual Scout.

The key word of the Winnebago Dan Beard Program is *FUN!* If it is not fun then it is not Scouting. Utilizing the Scout Handbook and a hands-on approach the program will draw on the past and the present as it strives to be on the cutting *e-d-g-e* of scout-skills and team development. Baden-Powell often said that “The patrol method is not one way to run a Scout program, it is the only way.” The Scouts in Dan Beard will be formed into camp patrols enabling them to work on both team building and leadership skills. The day long program allows for a more comprehensive and time effective approach to explaining, demonstrating, guiding and enabling (*e-d-g-e*) the mastery of specific scout-skills. If you, as the unit leader, feel that your Scouts will not benefit from the entire session then we ask that an adult or SPL or buddy accompany the Scout when leaving the program area.

A specially designed patch is awarded to each participant in the Dan Beard Program in celebration of their efforts in advancing their Scout skills to a new level.

## Dan Beard at Camp Winnebago

<u>Time</u>	<u>Monday</u>	<u>Tuesday</u>	<u>Wednesday</u>	<u>Thursday</u>	<u>Friday</u>
<b>9:00am – Noon</b>	<b>Wood Tools Flags &amp; Citizenship</b>  - Tenderfoot to 1 <sup>st</sup> Class - Totin’ Chip	<b>Visit Program Areas</b>  - Boating - <b>Indian Lore Merit Badge</b> - Shooting Sports	<b>Ecology</b>  - Tenderfoot to 1 <sup>st</sup> Class - Visit Ecology	<b>Camping &amp; Cooking</b>  - Tenderfoot to 1 <sup>st</sup> Class - Outpost Prep	<b>Follow-up</b>  -Visit Scoutcraft - Service Project - Make-up Work
<b>2:00pm – 5:00pm</b>	<b>Aquatics &amp; Handicraft</b>  - 2 <sup>nd</sup> to 1 <sup>st</sup> Class Aquatics Skills - Visit Handicraft <b>Art Merit Badge</b>	<b>First Aid &amp; Knots</b>  - Tenderfoot to 1 <sup>st</sup> Class	<b>Orienteering</b>  - Tenderfoot to 1 <sup>st</sup> Class	<b>Camping &amp; Cooking</b>  - Tenderfoot to 1 <sup>st</sup> Class - Outpost Prep	<b>Follow-up</b>  - Make-up Work
		<u><b>Evening</b></u> - <b>Fingerprinting Merit Badge</b>		<u><b>Evening</b></u> - Outpost - Flag Retirement	

Thursday is the Dan Beard Overnight Outpost.

## Winnebago Acorn Award – This is an individual Scout award

Initials:	Requirements:
	1. While at camp, earn one (1) merit badge, rank advancement or activity badge from any of those offered, i.e., Polar Bear Swim, Mile Swim
	2. Advance one (1) swimming classification while at camp, i.e., non-swimmer to beginner, beginner to swimmer. If a swimmer, help your unit conduct a safe swim defense session.
	3. Cook one (1) utensil-less meal while at camp (may be done in connection with an overnight, Dan Beard program, or Tuesday night in-site cooking).
	4. Identify six (6) different trees at Winnebago Scout Reservation.
	5. While at camp, get to know your Staff. Please obtain twenty (20) different Staff signatures.
	6. Do a 3 hour conservation project as approved by the Camp Ranger.
	7. While in camp, participate in a unit volleyball match, unit rifle/shotgun, unit Challenge Course, Bouldering Wall or archery shoot.

Every Scout attending Winnebago Scout Reservation will have the opportunity to earn the **Winnebago Scout Reservation Acorn Award** as a symbol of individual involvement and participation in the many programs and activities of our summer camp. This award must be earned, and is not given for attendance at camp. You will be given a special sheet for recording your requirements.

In order to qualify, a Scout or leader must do five (5) of the seven (7) items listed above.

Your Scoutmaster or SPL can initial any of the boxes signifying that you have completed the requirement.

Once completed, turn in this form to your SPL. He will pass it on to the Commissioner.



## “Green Bar Bill” Honor Patrol Award

William “Green Bar Bill” Hillcourt was one of the defining characters of the Boy Scouts of America. His numerous publications, including the 1979 edition of the Boy Scout Handbook, were hallmarks of the Scouting movement. Green Bar Bill visited Winnebago and the staff. Bill Hillcourt died in 1993 and is buried in Mendham, New Jersey, near Schiff Scout Reservation, where he lived and worked for many years.

Initials:	Requirements:
	1. Functions as a Patrol during your week of camp using the Patrol Method. Have your Senior Patrol Leader sign that the patrol has done so.
	2. Create a Patrol Flag to bring with you when you travel as a Patrol
	3. Meet as a patrol on Sunday night to discuss your patrol’s program for the week and have individual members set personal goals.
	4. Post a duty roster, made by the patrol and approved by the Senior Patrol Leader, listing the duties of each of the patrol members during the week
	5. Participate as a patrol in all troop activities determined by the junior leaders ( SPL, ASPL, PLs, etc.) such as troop shoots, troop swims, improvement projects, etc. Have your SPL sign that at least 50% of your patrol participated in each activity.
	6. Participate as a patrol in the camp wide Vespers service with at least 50% of the patrol in attendance.
	7. Participate as a patrol in at least two programs, each in different areas, offered at the following program areas: Aquatics (other than troop swim), Handicraft, Ecology/Conservation, Out door Skills, Challenge Course, Bouldering Wall and Shooting Sports or other program features. At least 50% of the patrol must be in attendance for each event.
	8. Participate as a patrol in a Camp Wide Game.
	9. At least 50% of the members of the patrol must earn the Winnebago Acorn Award

Have your Senior Patrol Leader initial the requirements as the patrol completes them. Turn in the form to the SPL when it is completed.



## Baden-Powell Honor Troop Award

Lord Baden-Powell was a soldier in Her Majesty's Army in the United Kingdom. After retiring from the army, Baden-Powell embarked on a new project of forming an organization for boys, which began the Scouting movement, It would "offer instruction in the many valuable qualities which go to make a good citizen equally with a good Scout".

Initials:	Requirements:
	1. <b>50% of the patrols in your troop must earn the Green Bar Bill Honor Patrol Award.</b>
	2. Show that your unit maintains a safe a healthy camp site by earning points on the Commissioner Daily Visitation according to the following guidelines: Monday & Tuesday - 85 points or more Wednesday & Thursday - 90 points or more Friday - 95 points or more
	3. Create a small (no more than one foot square) centerpiece for each of your Troop's Dining Hall table(s) that is somehow indicative of the membership of your Troop.
	4. Participate in a Camp Wide Event.
	5. <b>Build a Troop Gateway to your camp site. (Must be removed prior to departing camp.)</b>
	6. <b>Complete a camp improvement project.</b>
	7. Have 100% Scout and Leader participation in the camp evaluation process. The Senior Patrol Leader will be given a blank evaluation form, and in consultation with all the Scouts, fill the form out so that it reflects the Troop membership's opinion. The form must be turned in to the camp office by 5:00 PM on Friday.

Have your Scoutmaster initial each requirement as it is completed. Turn in the form to your Commissioner by **5:00 PM on Friday**.

