



**Scouts, BSA
Camp
Program Guide**

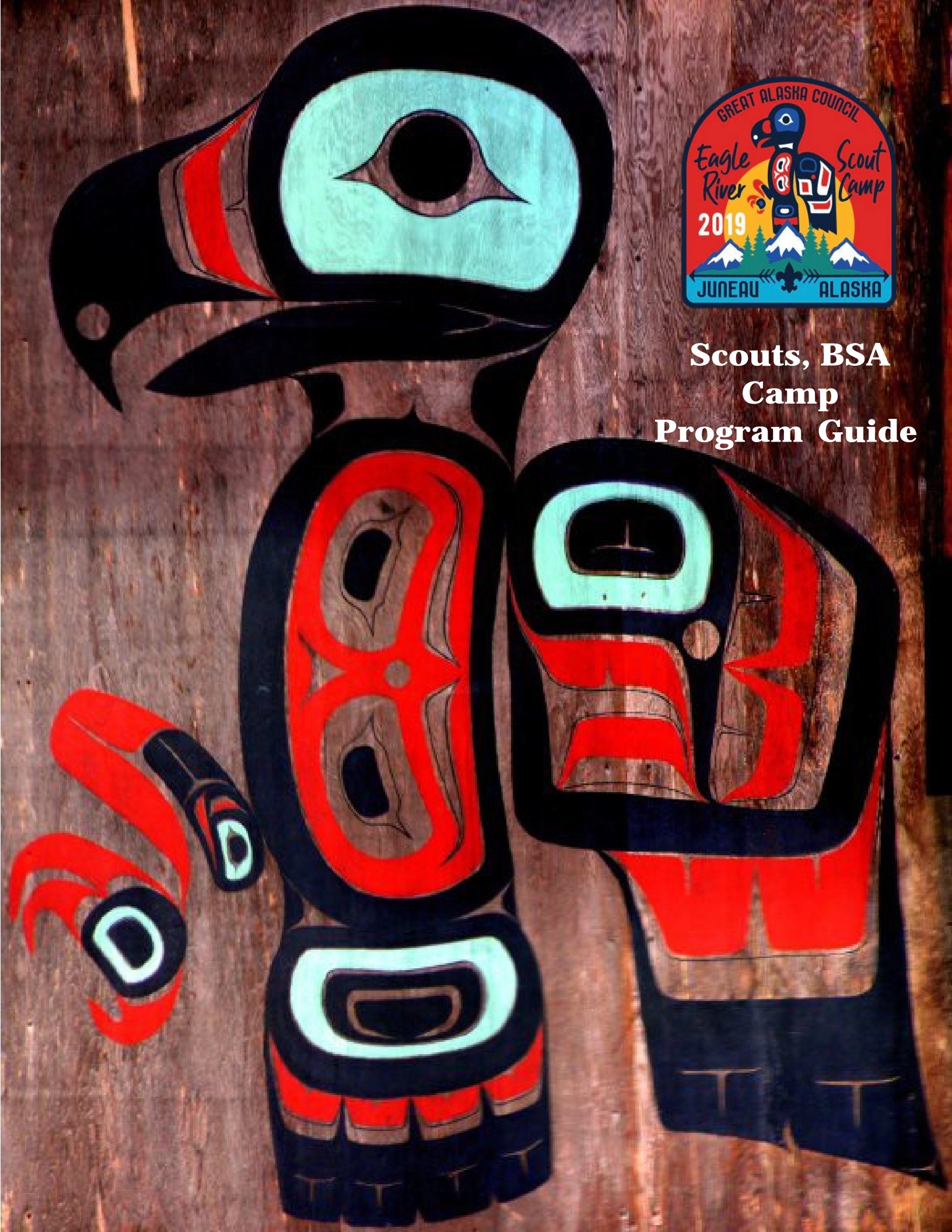


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Program Areas and Activities

Welcome to your camp! Eagle River Scout Camp is proud of its diversified and exciting programs. ERSC strives to provide a well-rounded Scout experience for all levels of scouting, allowing Scouts to learn life-long skills as well as earn opportunities for advancement. Attached is the program guide for this year, allowing you an opportunity to plan for evening in-camp activities. It can also help you focus your activities prior to coming to camp so that you can complete the badges you would like while you are here. During the week you will participate in the following activities while at camp:

Aquatics: A classic camp area, our waterfront is located down on the Ocean Front. Aquatics covers a wide range of merit badges. The merit badges being offered this year are: canoeing, kayaking, rowing and fishing.

Shooting Sports: Located at the rifle and archery range, shooting sports offers three merit badges, Rifle, Shotgun and Archery. Rifle has an additional cost of \$10 to cover ammo and targets used during the badge. Shotgun has an additional cost of \$25 to cover ammo and targets used during the badge. Archery also has an additional cost of \$7 to cover arrow and bow string creation materials. Both ranges are open every day during open program as well as troop shoots which you can sign up for with the Range Staff, ammo will have to be purchased from the trading post.

Nature/Ecology: The nature area offers a variety of merit badges being offered in nature this year are: environmental science (13+), forestry, mammal study, mining in society and Space Exploration. Activities offered in the nature area are: Leave No Trace training, National Outdoor Badge – Conservation, and the World Conservation Award.

Scoutcraft: Scoutcraft is located down by the Mac Shack, and is a more varied on subjects than most of the other areas of camp. The merit badges offered in

scoutcraft are: Orienteering, Pioneering, Welding and Wilderness Survival. Welding has an additional fee of \$25 to cover materials used. The activities offered in Scoutcraft are: Firem'n Chit, Totin' Chip, & Paul Bunyan Woodsman award.

Cheechako Trail: One of the largest areas in camp, Cheechako Trail is located at the Scoutcraft area. During the week the Cheechako Trail scouts will cover many of the requirements for rank advancement from Scout to 1st Class.

Handicraft: Another classic camp area Handicraft is located along the road under our handicraft pavilion. The merit badges offered at handicraft are: Basketry, Leatherwork, Woodcarving, Chess & Fingerprinting. Basketry, Leatherwork, and Woodcarving require kits to be purchased from the trading post. Handicraft is staffed during open area time to help any scouts work on projects.

HealthCraft: Not actually an area of camp, but Emergency Preparedness and First Aid merit badges are both offered this year.

Evening Program: Every evening during camp there are activities and events planned to help entertain and bring our scouts together as patrols. Each night has open areas offering scouts opportunities for patrol/troop shoots.

Vespers: Vespers is a non-denominational spirit of scouting church style service put on by our camp chaplain. Attendees of vespers are requested to wear field uniforms.

Instructional Night: Instructional night is an opportunity for scouts and adults to complete their Totin' Chip, Firem'n Chit, Safety Afloat, or Safe Swim Defense.

Opening Campfire: Opening campfire is a show put on by the staff. Scouts and adults are invited to the Campfire Bowl to enjoy a collection of skits and songs.

Family Night: Family night is a night for families to come out to camp and get to participate in activities with their scouts. The shooting sports ranges, waterfront, handicraft, and scoutcraft areas will all be open. Families do need to buy ammo for range use though.

Troop Night: Troop night is an open night for the troops to use as they see fit. Troop night is a great night to arrange troop shoots/swims with the program areas, or even to review merit badge progress. Troops are encouraged to do service/conservation projects this night if they are working towards any achievements that require those. Troop night is also the night that our wilderness survival campout takes place, with the wilderness survival merit badge scouts going out to put their skills to the test.

Closing Campfire: Closing campfire is always a special night of camp, where the troops will be putting on a show for each other and any family that comes out. A SPL meeting takes place before the campfire to plan out the program. Staff members give out any special awards earned through the week by campers during the campfire as well.

ERSC Scouts, BSA 2019

TIME	SUNDAY	MONDAY	TUESDAY	WEDNESDAY	THURSDAY	FRIDAY	SATURDAY	
7:00 AM		Reveille						
7:30 AM		Morning Assembly/Flags						Morning Assembly
8:00 AM		Breakfast						Breakfast
8:30 AM		Merit Badge Session 1						Site Cleanup/Check Out
9:00 AM		Merit Badge Session 2						
10:30 AM		Lunch						
12:00 PM	Free Time							
1:00 PM	Merit Badge Session 3							
2:00 PM	Unit Check-In/Med Checks/Camp Tour	Merit Badge Session 4/Open Program		Patrol Competition	Merit Badge Session 4/Open Program			
3:30 PM		Free Time/Areas Closed			Free Time/Areas Closed			
5:00 PM				Evening Flag Ceremony				
5:50 PM								
6:00 PM	Dinner				Campfire Cooking	Dinner		
7:00 PM	Merit Badge Midway	Instructional Night	Troop Shoot	Parent Night/Invitational Campfire	Troop Shoot	Troop Shoot		
8:00 PM			Campwide Games		Troop Night	Closing Campfire		
8:30 - 9:00PM	Opening Campfire		Vespers					
10:00 PM	Taps							
10:30 PM	Quiet Hour							

Additional Program Information

Senior Patrol Leaders

The SPL is the leader of the troop. It is essential for each troop to have one elected. The SPL will attend daily meetings with the Program Director. The meetings are designed as an opportunity for troops to receive updates on the events or schedule for the day and fill out a camp duty roster. During these meetings, the SPL can bring up questions or concerns your troop may have.

Camp Staff

Young men and women, ages 15 and above by the time camp starts, are eligible to apply for a camp staff position. Applications for camp staff positions may be obtained online at scoutingalaska.org or from the council service center. Compensation is a stipend based on position and experience. Room and board are provided for camp staff as well. Counselors in Training (CIT) are 14-year-old Scouts who wish to learn about staff positions at camp. Those selected to participate in the CIT program will receive room and board at no cost. The minimum time for a CIT to be at camp is a staff week and one week of camp. The maximum is staff week and two weeks of camp.

Uniforms:

We encourage your Scouts to wear full uniforms for morning and evening flag ceremonies each day as well as opening and closing campfire. Though the day, encourage them to wear Scout pants/shorts and a Scouting related shirt/t-shirt. The uniform is an important part of the Scouting program.

Swim Test:

All Scouts and Scouters who wish to use the waterfront in any manner will be required to take a swim test at summer camp. Due to the differences between swimming in a pool and swimming in a natural body of water, it is important that the waterfront staff are able to evaluate a Scout's swimming ability in the water they will be swimming in at camp.

Trading Post

Spending money is recommended (between \$50 and \$75) since Camp Gorsuch maintains a well-stocked trading post. Hours will be posted, usually the trading post is open throughout the day and evening except during flag ceremonies, meal hours, and campfires. Items such as craft kits, patches, and items for advancement sessions (merit badge pamphlets, handbooks, etc.), and assorted snacks are available.

Cheechako Trail

This is Camp Gorsuch's First-Year Camper program. Cheechako Trail is designed for campers new to Scouts BSA. It helps these Scouts get oriented to camp, make friends, and learn the skills needed for Tenderfoot, Second Class, and First Class Ranks. Adult leaders are encouraged to help on the Cheechako Trail. The more leaders the better! At the end of the week, Scoutmasters will be provided with forms indicating skills which were satisfactorily shown to the instructor. It is up to the Scoutmaster to provide the final signature in the Scout Handbook and to review the skills before signing. Cheechakos can also spend time working on other merit badges. They will earn the Fireman's Chit, Totin' Chit, and Paul Bunyan Woodsman Awards.

Merit Badge Sign-ups

Sign-ups will be available May 1, 2019. Your summer camp coordinator will receive an email with instructions and a password. Units must be paid in full to sign up for merit badges. It will be an online process through the same system used to register for camp.

On the opening evening of camp, there will be time to make last minute changes to merit badge schedules.

Class sizes will be limited due to National Standards, limited physical equipment, and staff support. We do our best to accommodate each Scout's needs. Certain merit badges have costs in addition to the regular camp fee. Make sure Scouts are prepared to cover any costs for these merit badges.

Be a Guest Merit Badge Counselor

Leaders are encouraged to help teach specific merit badges. If you are going to be at camp for a week and would like to teach a special merit badge during your stay that isn't offered by camp, please contact the Camp Director to coordinate.

EAGLE RIVER SCOUT CAMP

SENIOR PATROL LEADER ACHIEVEMENT BADGE

The Senior Patrol Leader Achievement Badge is a patch that SPL's, as the youth leader of the Troop can earn. The purpose is to encourage adults to get involved in camp programs and have an enjoyable experience. To earn this badge, adults must complete at least 18 of the 26 requirements.

Senior Patrol Leaders use "on your honor" to fulfill the requirements. Upon completion, turn into Program Director. Senior Patrol Leaders Achievement Badge will be presented at Camp Fire Friday night. If your elected SPL does not attend Camp, the SPL appointed during camp can earn this award.

*=Mandatory Requirements

- 1* . _____ Visit all of the following program areas for at least 15 minutes and get the Director's initials:
_____ Aquatics _____ Trail to 1st Class _____ Handicraft
_____ Mac's Shack _____ Scoutcraft _____ Shooting Sports
2. _____ Attend Vespers Services.
- 3* . _____ Assist a new scout in making a handicraft.
4. _____ Participate in Free Shoot at Shooting Sports.
5. _____ Assist in a First Aid Class.
6. _____ Attend an Order of the Arrow Ceremony.
7. _____ Participate in Swimming and Water Rescue or Paddle Craft Safety.
- 8* _____ Participate in a 2-hour camp service project approved by the Camp Ranger.
9. _____ Conduct a Camp Promotion Sign-up Night for your Troop/Team.
10. _____ Restock the coffee supply/creamers/sugar/cups in the Dining Hall.
11. _____ Serve 3 meals or act as a steward in the Dining Hall.
- 12* . _____ Introduce yourself to the Camp Director, Program Director and Commissioner.
- 13* . _____ Introduce yourself to a another Senior Patrol Leader that you do not already know.
14. _____ Hold an inter-troop activity (campfire) with another troop.
15. _____ Buy a product at the Trading Post.
- 16* . _____ Attend a session during instructional night.
17. _____ Attend at least two SPL Meetings.
18. _____ Teach a Scout Skill in your campsite.
- 19* . _____ Lead your troop in picking up one bag of trash around camp.
20. _____ Make a Hiking stick at the Handicraft Lodge.
- 21* . _____ Assist in teaching a Trail to 1st Class Skill.
- 22* . _____ Have your troop conduct a Patrol Leaders Council meeting.
23. _____ Attend Leave No Trace Training.

*=This item is required.

You need at least 15 of the 23 items to earn the Senior Patrol Leaders Achievement Badge.

Name: _____

Troop No. _____

Unit Leader Approval: _____

Program Director Approval: _____

Nanuk Lodge

Order of the Arrow

The Order of the Arrow is Scouting's Brotherhood of Honor Campers. Nanuk Lodge has been an integral part of the Camp Gorsuch history.

The purpose of the Order of the Arrow is:

- *To recognize those who best exemplify the Scout Oath and Law in their daily lives and through that recognition cause others to conduct themselves in a way that warrants similar recognition.*
- *Promote camping, responsible outdoor adventure, and environmental stewardship as essential components of every Scout's experience, in the unit, year-round, and in summer camp.*
- *Develop leaders with the willingness, character, spirit, and ability to advance the activities of their units, our Brotherhood, Scouting, and ultimately our nation.*
- *To crystallize the Scout habit of helpfulness into a life purpose of leadership in cheerful service to others.*

The Order of the Arrow is a unique organization in that both members and nonmembers must elect its membership. To be elected, a Scout must be *First Class or above and be an active, registered member of a BSA troop or team. After registration with a troop or team, have experienced fifteen days and nights of Boy Scout camping during the two-year period prior to the election. The fifteen days and nights must include one, but no more than one, long-term camp consisting of six consecutive days and five nights of resident camping, approved and under the auspices and standards of the Boy Scouts of America. The balance of the camping must be overnight, weekend, or other short-term camps.*

Fifty percent of the registered members of the Troop must be present at the election. The unit committee may nominate only one adult, if the unit elected at least one youth. If the unit has more than 50 registered members, the unit committee may nominate two adults each year. Adult applications must be turned in to Council Service Center by May 14.

Remember that, if your unit desires to hold elections during camp, official OA election teams must do unit OA elections! Elections must be done by Tuesday night to be called-out at the Friday night campfire.

BROTHERHOOD CONVERSION OPPORTUNITIES

The Brotherhood is for Order of the Arrow members who have been Arrowmen for at least 10 months and meet certain other requirements. Nanuk Lodge will conduct a Brotherhood Ceremony for qualifying Arrowmen. Check with the OA Camp Chief to find out time and information.

For more information concerning the Order of the Arrow or Nanuk Lodge visit www.scoutingalaska.org/oa

ERSC Merit Badges Schedule 2019

ScoutCraft	9:00 AM	10:30 AM	2:00 PM	3:30 PM	Additional Fee	Age	Class Size
Orienteering	YES			YES			10
Pioneering		YES	YES				10
Fishing		YES		YES			10
Wilderness Survival			YES	YES			10
Cheechako Trail	YES						10
HandiCraft	9:00 AM	10:30 AM	2:00 PM	3:30 PM	Additional Fee	Age	Class Size
Basketry	YES	YES		YES	Purchase Kit		10
Leatherwork	YES		YES	YES	Purchase Kit		10
Woodcarving		YES	YES		Purchase Kit		10
Chess	YES			YES			10
Welding	YES		YES		\$ 25	13	6
Fingerprinting	One Evening						10
Aquatics	9:00 AM	10:30 AM	2:00 PM	3:30 PM	Additional Fee	Age	Class Size
Canoeing				YES			10
Kayaking		YES				13	10
Rowing			YES				8
Ranges	9:00 AM	10:30 AM	2:00 PM	3:30 PM	Additional Fee	Age	Class Size
Archery	YES		YES		\$ 7		6
Rifle			YES	YES	\$ 10	12	8
Shotgun	YES	YES	YES		\$ 25	13	8
Ecology	9:00 AM	10:30 AM	2:00 PM	3:30 PM	Additional Fee	Age	Class Size
Environmental Science	YES		YES			13	10
Forestry		YES		YES			10
Mammal Study	YES			YES			10
Mining in Society		YES					10
Space Exploration	YES		YES				10
Medic	9:00 AM	10:30 AM	2:00 PM	3:30 PM	Additional Fee	Age	Class Size
Emergency Preparedness		YES					10
First Aid			YES				10

Merit Badges, Training, & Activities

Aquatics	Age Requirements	Pre-requirements that need to be completed outside of camp/Special Notes
Kayaking MB	13+	Extra practice time may be needed during open program.
Canoeing MB	All Scouts	Extra practice time may be needed during open program.
Rowing MB	All Scouts	Extra practice time may be needed during open program.
Kayaking Activity Award	13+	
Safe Swim Defense Training	Adult Leaders	If you assist with a troop that is swimming where there isn't a lifeguard, this training is essential.
Safety Afloat Training	Adult Leaders	If you are going with a troop on a float trip, this training is essential.

Shooting Sports	Age Requirements	Pre-requirements that need to be completed outside of camp/Special Notes
Archery MB		\$7 supply fee, may require extra practice time during open program.
Rifle MB (Air Rifle)	12+	\$10 supply fee, may require extra practice during open program.
Shotgun MB (Modern Cartridge)	13+	\$25 supply fee, may require extra practice time during open program.
Personal Safety	Age Requirements	Pre-requirements that need to be completed outside of camp/Special Notes
*First Aid MB	All Scouts	2b, 2d
Emergency Preparedness	All Scouts	Recommended for older Scouts.
Handicraft	Age Requirements	Pre-requirements that need to be completed outside of camp/Special Notes
Woodcarving MB	All Scouts	Kit required, available in the Trading Post.
Basketry MB	All Scouts	Kit required, available in the Trading Post.
Leatherwork MB	All Scouts	Kit required, available in the Trading Post.
Chess		

Ecology/ Conservation	Age Requirements	Pre-requirements that need to be completed outside of camp/Special Notes
*Environmental Science MB	13+	Difficult to complete at camp. Very time-consuming badge.
Mining in Society MB	All Scouts	
Forestry MB	All Scouts	
Mammal Study	All Scouts	Requirement 4 should be completed prior to camp.
Space Exploration	All Scouts	
Leave No Trace Training	Adult Leaders	Basic training in Leave No Trace principles.
Scoutcraft	Age Requirements	Pre-requirements that need to be completed outside camp/Special Notes
Wilderness Survival MB	All Scouts	First Aid merit badge recommended. Requirement 5 not completed at camp.
Orienteering	All Scouts	Requirement 8 not completed at camp.
Pioneering MB	12+	Scouts should practice knots and lashings before camp. Requirement 2a not completed at camp.
Fishing MB	12+	Requirement 9-10 may not be completed at camp. \$10 supply fee.
Welding MB	13+	\$25 supply fee
Cheechako Trail	First Year	Scouts work on rank requirements for Tenderfoot
Firem'n Chit	All Scouts	Basic fire-safety training with certification card.
Toten' Chit	All Scouts	Basic knife/axe/saw safety training with certification card.

Other Merit Badges & Activities	Age Requirements	Pre-requirements that need to be completed outside camp/Special Notes
Chess MB	All Scouts	
Fingerprinting	All Scouts	

*Eagle Required “#” is
recommended
Age “+” is required age



National Outdoor Award



Riding segment not offered at summer camp

The six National Outdoor Awards badges recognize a Boy Scout, Varsity Scout, Sea Scout, or Venturer who demonstrates knowledge and experience in camping, aquatics, conservation, hiking, riding, or adventure. Youth earning the National Outdoor Awards badges have demonstrated that they are knowledgeable, safe, and comfortable in the outdoor activity covered by the badge.

National Outdoor Awards badges may be earned in the following areas:

Camping. A Boy Scout, Varsity Scout, Sea Scout, or Venturer may earn the National Outdoor Badge for Camping upon successfully completing the following requirements:

1. Earn the Boy Scout First Class rank, Sea Scout Apprentice rank, *or* complete Venturing Ranger Award requirements 1–6.
2. Complete the Camping merit badge requirements.
3. Complete the requirements for two of the following three: Cooking merit badge *or* Ranger Cooking core; First Aid merit badge *or* Ranger First Aid core; Pioneering merit badge.
4. Complete 25 days and nights of camping—including six consecutive days (five nights) of camping (Sea Scouts may be on a boat), approved and under the auspices and standards of the Boy Scouts of America—including nights camped as part of requirements 1 through 3 above. Boy Scouts and Varsity Scouts must complete six consecutive days (five nights) of the 25 nights at a BSA accredited resident camp.

A gold device may be earned for each additional 25 nights of camping. A silver device is earned for each additional 100 nights of camping. The youth may wear any combination of devices totaling his or her current number of nights camping.

Hiking. A Boy Scout, Varsity Scout, Sea Scout, or Venturer may earn the National Outdoor Badge for Hiking upon successfully completing the following requirements:

1. Earn the Boy Scout First Class rank, Sea Scout Apprentice rank, *or* complete Venturing Ranger Award requirements 1-6.
2. Complete the requirements for one of the following: Hiking merit badge, Backpacking merit badge, *or* Venturing Ranger Backpacking elective.
3. Complete the requirements for one of the following: Orienteering merit badge, Geocaching merit badge, *Pathfinding merit badge, *or* Venturing Ranger Land Navigation core requirement.

4. Complete 100 miles of hiking, backpacking, snowshoeing, or cross country skiing under the auspices of the Boy Scouts of America, including miles hiked as part of requirements 2 and 3.

*Only the Scouts who have already earned the Pathfinding merit badge during Scouting's centennial celebration in 2010 and first quarter of 2011 can receive credit for this requirement. This badge has been discontinued since then, and can no longer be earned.

A gold device may be earned for each additional 50 miles hiked, backpacked, snowshoed, or skied as outlined in requirements 2 and 3. A silver device is earned for each additional 200 miles of hiking. The youth may wear any combination of devices totaling his or her current number of miles hiking.

Aquatics. A Boy Scout, Varsity Scout, Sea Scout, or Venturer, may earn the National Outdoor Badge for Aquatics upon successfully completing the following requirements:

1. Earn the Boy Scout First Class rank, Sea Scout Apprentice rank, *or* complete Venturing Ranger Award requirements 1-6.
2. Complete the requirements for the Swimming merit badge and either Lifesaving merit badge *or* Venturing Ranger Lifesaver elective. (For Sea Scouts, swimming merit badge requirements are an Ordinary rank requirement, and lifesaving merit badge requirements are an Able rank requirement).
3. Complete the requirements for the Mile Swim BSA Award.
4. Complete the requirements for at least one of the following: Canoeing, Fishing, Fly-Fishing, Kayaking, Rowing, Scuba Diving, Small-Boat Sailing, Water Sports, or Whitewater merit badges or Ranger Award Fishing, Scuba or Watercraft electives. Complete at least 25 hours of on-the-water time, applying the skills that you learned in the merit badge or Ranger elective.
5. Complete at least 50 hours of any combination of swimming, canoeing, fishing, fly-fishing, kayaking, rowing, scuba, small-boat sailing, stand up paddleboarding, water sports, or whitewater activity under the auspices of the Boy Scouts of America, including time spent in requirements 2 through 4.

A gold device may be earned for each additional 25 hours of aquatics activity listed in requirement 5. A silver device is earned for each additional 100 hours of aquatics activity. The youth may wear any combination of devices totaling his or her current number of hours of aquatics activity.

Conservation. A Boy Scout, Varsity Scout, Sea Scout, or Venturer may earn the National Outdoor Badge for Conservation upon successfully completing the following requirements:

1. Earn the Boy Scout First Class rank, Sea Scout Apprentice rank, *or* complete Venturing Ranger Award requirements 1-6.
2. Demonstrate the safe use of five of the following conservation tools: pick or pickax; shovel or spade; ax; bow saw; cross-cut saw; prybar; sledge hammer; loppers or shears; fire rake or McLeod; and/or Pulaski. Discuss the ethical use of the tools you chose.
3. Complete the requirements for the following:

- a. Environmental Science merit badge *or* Sustainability merit badge *or* both Venturing Ranger Conservation core and Ecology elective
 - b. Soil and Water Conservation merit badge
 - c. One of the following merit badges: Fish and Wildlife Management, Forestry, or Mammals
4. Complete 25 hours of conservation work under the auspices and standards of the Boy Scouts of America, including hours worked as part of requirements 1 through 3.

A gold device may be earned for each additional 25 hours of conservation work. A silver device is earned for each additional 100 hours of conservation work (for example, the first silver device is earned at 125 total hours of conservation work). Youth may wear any combination of devices totaling his or her current number of hours of conservation work.

Adventure. A Boy Scout, Varsity Scout, Sea Scout, or Venturer may earn the National Outdoor Badge for Adventure upon successfully completing the following requirements:

1. Earn the Boy Scout First Class rank, Sea Scout Apprentice rank, *or* complete Venturing Ranger Award requirements 1-6.
2. Complete the requirements for one of the following: Wilderness Survival, Search and Rescue, or Emergency Preparedness merit badges *or* Ranger Wilderness Survival core, Ranger Emergency Preparedness core, *or* Ranger First Aid elective.
3. Complete 10 of any combination or repetition of the following adventure activities under the auspices of the Boy Scouts of America:
 - a. A backpacking trip lasting three or more days and covering more than 20 miles without food resupply
 - b. A canoeing, rowing, or sailing trip lasting three or more days and covering more than 50 miles without food resupply
 - c. A whitewater trip lasting two or more days and covering more than 20 miles without food resupply
 - d. A climbing activity on open rock, following Climb On Safely principles, that includes camping overnight
 - e. Earn the National Historic Trails Award.
 - f. Earn the 50-Miler Award.
 - g. Attend any national high-adventure base or any nationally recognized local high-adventure or specialty-adventure program.

Items 3a–g may be repeated as desired. A single activity that satisfies multiple items in 3a–g may be counted as separate activities at the discretion of the unit leader. Similarly, a single activity that doubles an item in 3a–d may be counted as two activities at the discretion of the unit leader. A gold device may be earned for each additional five activities. A silver device is earned for each additional 20 activities. The Scout may wear any combination of devices totaling his current number of activities

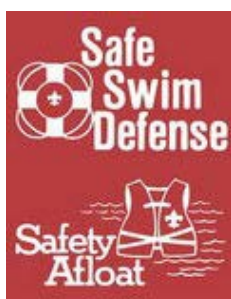
The award consists of up to six emblem segments positioned around the perimeter of a beautiful center emblem. All are embroidered in full color. The segments represent six areas of emphasis: Camping, Aquatics, Conservation, Hiking, Riding, and Adventure, with rigorous requirements to earn each segment. The center emblem features an outdoor scene with fleur-de-lis and the words "National Outdoor Awards."

Adult Activities

Too often, our summer camp planning is made around programming for the Scouts. The leader is overlooked. Throughout the week, unit adults have many choices for spending their free time. Eagle River Scout Camp provides several opportunities to make an adult's stay at camp a pleasant one.

PADDLECRAFT SAFETY

This program is sponsored by the Council Aquatics Committee and provide valuable hands on training concerning the BSA's policies for aquatics activities. The training is valid for 3 years and is a prerequisite for conducting aquatic activities on the unit level. This training is offered for adults and youth 16 or older. The Aquatics Director will conduct the training, and the time will be announced at the Sunday Scoutmaster's meeting.



SAFE SWIM DEFENSE & SAFETY AFLOAT

This program is sponsored by the Council Aquatics Committee and provide valuable hands on training concerning the BSA's policies for aquatics activities. These trainings are good for two years.

Safe Swim Defense: Before a BSA group may engage in swimming activities of any kind, a minimum of one adult leader must complete Safe Swim Defense training, have a commitment card (No. 34243) with them, and agree to use the eight defenses.

Safety Afloat: Swimming, kayaking, or any aquatic activity will have potential hazards, even for advanced participants. Lives can be saved with proper supervision and training; lives can be and have been lost by not following Safety Afloat practices. Safety Afloat training is designed for all authorized boating activities.

*Adult leaders supervising those activities have completed their Safety Afloat training within the previous two years.

ADVANCEMENT AND SERVICE

Often, adults in camp bring with them special knowledge or skills that would be beneficial to various merit badge sessions. If any adult would like to assist with a merit badge—or offer one not on the schedule—please see the Program Director on Sunday. The Camp Ranger will be glad to suggest a list of camp projects that can use your skills and knowledge to help improve camp. Bring your tools and feel at home.



LEAVE NO TRACE

A Leave No Trace Awareness Workshop will be conducted for adult leaders and interested youth. Every unit should plan on having at least one leader participate.

SCOUT LEADER ACHIEVEMENT BADGE

This year we are offering a patch that only adults can earn. See requirements on the following page.

EAGLE RIVER SCOUT CAMP ADULT LEADER ACHIEVEMENT BADGE

The Adult Scout Leader's MERIT BADGE is a patch that adults can earn. The purpose is to encourage adults to get involved in camp programs and have an enjoyable experience. To earn this badge, adults must complete at least 18 of the 26 requirements.

Scout leaders are "on your honor" to fulfill the requirements. Upon completion, turn into Program Director. Scout Leader's Merit Badge will be presented at Camp Fire Friday night.

*=Mandatory Requirements

- 1*. _____ Visit all of the following program areas for at least 15 minutes and get the Director's initials:
_____Aquatics_____Trail to Eagle_____Handicraft
_____Mac's Shack_____Scoutcraft_____Shooting Sports
2. _____ Attend Vespers Services.
- 3*. _____ Make a handicraft.
4. _____ Participate in Free Shoot at Shooting Sports.
5. _____ Assist in a First Aid Class.
6. _____ Attend an Order of the Arrow Ceremony.
7. _____ Participate in Swimming and Water Rescue or Paddle Craft Safety.
- 8*. _____ Participate in a 2-hour camp service project approved by the Camp Ranger.
9. _____ Conduct a Camp Promotion Sign-up Night for your Troop/Team.
10. _____ Restock the coffee supply/creamers/sugar/cups in the Dining Hall.
11. _____ Serve 3 meals or act as a steward in the Dining Hall.
- 12*. _____ Introduce yourself to the Camp Director, Program Director and Commissioner.
- 13*. _____ Introduce yourself to a Scout Leader that you do not already know.
14. _____ Hold an inter-troop activity (campfire) with another troop.
15. _____ Assist in supervising Free Swim or Free Boating.
16. _____ Buy a T-Shirt at the Trading Post.
- 17*. _____ Attend Youth Protection Training at Camp.
18. _____ Attend at least two Scoutmaster Meetings.
19. _____ Teach a Merit Badge in your campsite.
- 20*. _____ Pick up one bag of trash around camp.
21. _____ Make a \$25 or more contribution to the ERSC Giving Circle.
22. _____ Make a Hiking stick at the Handicraft Lodge.
- 23*. _____ Teach a Trail to 1st Class Skill.
- 24*. _____ Have your troop conduct a Patrol Leaders Council meeting.
25. _____ Attend Leave No Trace Training.

*=This item is required.

You need at least 17 of the 25 items to earn the Scout Leader's Achievement Badge.

Name: _____

Troop No. _____

Senior Patrol Leader Approval: _____

Program Director Approval: _____

Information for Parents

Your Scouts will be attending a week-long experience with other Scouts and Troops from across the country, and possibly from other parts of the world. This week will be one they are going to remember for a very long time. We have gathered some tips and advice here for you, the parents to help ensure they have a great time during the week. Please read this page carefully and be sure you are ready as well!

MONEY AND VALUABLES AT CAMP

We highly recommend that your Scout bring as few valuables as possible. They will be hiking into camp and will have their personal stuff with them. There are no safes or vaults for personal equipment at camp.

As for money, a good idea is to divide the week's money into multiple day envelopes and give those to the Unit Leader to secure until that day. This prevents your Scout from walking around and potentially losing his weeks' worth of money all at once. **Eagle River Scout Camp is not responsible for personal property brought to camp.**

COMMUNICATIONS

While Eagle River Scout Camp has some cell phone reception, it is possible that your Scout may not have cell phone communication. To stay in touch with your Scout, be sure to talk with your unit leaders before camp to find out what their protocol is for communication during camp. Some units have policies of only communicating at certain times. These policies may be in place to help prevent homesickness and allow the Scouts to be fully involved in their week at camp. Please do your best to be respectful of your unit leader's plan for communication.

MERIT BADGES & ADVANCEMENT AT CAMP

While attending camp, each Scout will receive credit for requirements completed for merit badges. It is possible that due to weather/program changes, not all planned requirements can be accomplished during camp. There is no guarantee that a Scout will complete any merit badges while at camp. Each Scout is given the resources and assistance to work towards completing requirements. It is up to each individual Scout to properly complete the requirements offered.

Bear Safety

Gear Shelter

Smellables, food, packs, and day clothes are stored outside of tents. Gear should never be stored in tents or areas where someone sleeps. Bears enjoy investigating gear and the smells that are within. As part of our bear and wildlife procedures we require that troops store their gear in one central location in their campsites. Troops should bring a pop up shelter or tent to keep gear out of the elements.

Only items in tents:

- ◇ sleeping bags
- ◇ sleeping pads
- ◇ sleeping clothes
- ◇ pillows

Bear boxes are kept away from tent pads.

Travel with a buddy at all times!

Dispose of trash properly & lock the lid.

Be tree safe. Only use established toilets or latrines.

Never run from a bear.

Transient bear:

- ⇒ Move out of his way.
- ⇒ Report sighting to staff.

Local bear and returning bears:

- ⇒ Move out of the bear's path.
- ⇒ Stay in a group.
- ⇒ If the bear causes an issue, deter the bear with loud noise.
- ⇒ Contact staff immediately.

Repeat offender bear:

- ⇒ Deter bear from camp with loud noise.
- ⇒ Stay in a group.
- ⇒ Contact staff immediately.

Only if necessary, the JPD or ADFG will be contacted to take appropriate measure to remove the bear.

For the complete Council Bear Policy, please see the Council website

ERSC Special Scout Camp Awards

1. Awards that everyone in camp can earn...

- **Top Scientist Award** – For all Scouts, Parents and Leaders who participate in the Mad Scientist Camp.
- **Golden Fork Award** – You can earn this award by helping set up and clean up after a meal.
- **Duty to Country Award** – You can earn this award by helping with a Flag Ceremony at Camp.
- **Clean Camp Award** – You can earn this award by getting high scores on your Campsite Inspection.
 - **100 points** – Golden Cabin
 - **90-99 points** – Silver Cabin
 - **80-89 points** – Bronze Cabin

2. Camp Group (Not Unit) Awards – Given to the Group that exhibits excellence in the following areas...

- **Outdoor Code Award** – For excellence in following the Outdoor Code and Leave No Trace Principles.
- **Warriors of Peace Award** – For excellence in service to others, the earth and the greater good.
- **Scout Oath Award** – For excellence in following the Scout Oath, which includes following the Scout Law.
- **“Do Your Best” Award** – For excellence in doing your best, even when faced with challenges.

3. Leave No Trace Awards – for the Scout, Parent, Leader and Staff that show excellence in the following areas...

- **Know Before You Go Award** – Always prepare for outings by having a plan before leaving, knowing the rules of the trail and destination, and letting others not going on the trip know your plan so they can alert the proper Authorities if you do not return on time.
- **Stay on the Right Path Award** – Avoid damage to fragile ecosystems and avoid dangers by staying on the right path – traveling and camping in dedicated areas or durable surfaces.
- **Trash Your Trash Award** – Help keep the environment clean by trashing your trash in appropriate recyclable and refuse containers. Reduce, Reuse, Repurpose, Recycle!
- **Leave What You Find Award** – Preserve the beauty of our world by leaving what you find, how you found it - especially living creatures and plants. Remember your adventure by taking photos instead.
- **Be Careful with Fire Award** – Prevent forest fires and injuries by building your fire in proper fire rings, never leaving it unattended, never playing with fire and always completely extinguishing your fire before walking away. Consider minimizing impacts by using a lightweight stove.
- **Respect Wildlife Award** – Remember you are a guest in their home, avoid quick movements, use a respectful noise level and observe wildlife from a distance. Never feed wildlife and secure your food and garbage so animals can not get to it and develop unhealthy habits.
- **Be Considerate of Other Visitors Award** – Respectful campers travel and camp in small groups, let nature’s sounds prevail, select camp and picnic sites away from others, travel quietly, choose clothing and gear that blends in with nature and respect the private property of others. In short, they do everything they can to allow other guests to fully connect with the natural world around them with minimal disturbances.

4. Scout Oath Awards - for the Scout, Parent, Leader and Staff that show excellence in the following areas...

- **Duty to God (Warrior of Peace) Award** - Excellence in service to others, the earth and the greater good.
- **Scout Law Award** – Fully embracing and living the 12 principles of the Scout Law.
- **Service Award** – Always finding ways, big and small to help other people.
- **Physically Fit Award** – Staying healthy and strong through good food choices, water intake and exercise.
- **Mentally awake** – Keeping an alert mind through reading, mind exercises, meditating & wholesome entertainment.
- **Morally straight** - For adhering to a high standard of ethics and living with true integrity.

5. “Do Your Best” Award – for the top three Scouts, Parents, Leaders and Staff who did their best to fully participated in camp and live by the Scout Oath, Law, Outdoor Code and Leave No Trace Principles. This special award isn’t for a flawless performance, but rather for those who worked hard to learn and grow throughout camp, building upon their knowledge and experiences over time; who rose above their challenges to have a positive camp experience.

We encourage all Parents, Leaders and Scouts, to let Staff know when they have seen outstanding behavior that qualifies a person for an award. Let’s work together to encourage and recognize those who truly embrace Scouting Principles!

ERSC Suggested Packing List

This packing list is meant to serve as a guide. Please use your discretion in choosing what to bring.

When Packing, keep the 6 Essentials readily available for your adventures at Camp.

All Scouts must have a Totin' Chip Card to use or buy a Pocket Knife

Remember things get broken and lost at camp. Please leave all valuable items at home.

➤ Bedding

- Sleeping Bag
- Camp Pad
- Pillow
- Extra Blanket

➤ Clothing

- Jacket
- Rain Coat
- Rain Pants
- Rain Boots
- Extra Shoes
- Hat
- Field Uniform
- Activity Uniform
- Shirts
- Pants
- Shorts
- Pajamas
- Socks
- Underwear

➤ Toiletries

- Toothbrush
- Toothpaste
- Towel/Washcloth
- Comb
- Body Soap
- Shampoo
- Deodorant
- Personal Hygiene Items
- Bug Dope

➤ 6 Essentials

- Flashlight/batteries
- Filled Water Bottle
- Whistle
- First Aid Kit
- Sun/Weather Protection
- Trail Food

➤ Camp Necessities

- Scout Book
- Back Pack
- Pencils
- Notepad

➤ Scouts, Leaders and Parents

- Small Tent (if not staying in cabins)
- Small Camp Stove (Leaders Only)
- Optional - Special Breakfast food to cook during outpost

➤ Optional Items

- Pocket Knife
- Whittlin Chip
- Spending Money
- Sunglasses
- Camera
- Tent and Tarp if you don't want to sleep in the cabins

➤ Medical Items

- Completed BSA Medical form Parts A, B and C
- Medications
- Batteries for medical devices such as CPAPs

➤ Please leave behind the following items

- ✗ Pets
- ✗ Portable Stereos
- ✗ Electronic Devices
- ✗ Electronic Games
- ✗ Sheath Knives
- ✗ Fireworks
- ✗ Firearms
- ✗ Ammunition
- ✗ Slingshots
- ✗ Bows and Arrows
- ✗ Hatchets
- ✗ Tobacco
- ✗ Marijuana
- ✗ Alcohol
- ✗ Illegal Drugs

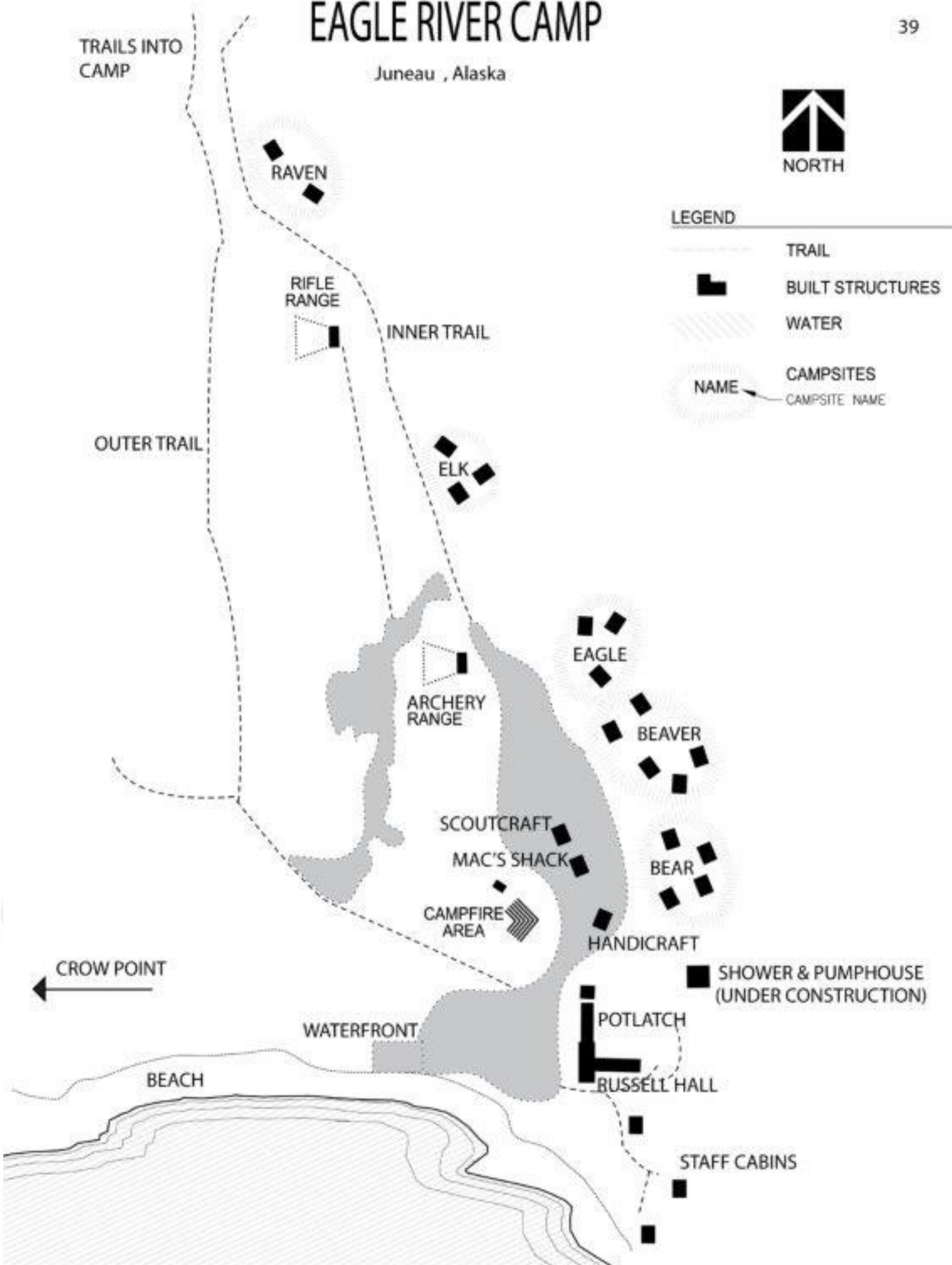
EAGLE RIVER CAMP

Juneau , Alaska



LEGEND

- TRAIL
- BUILT STRUCTURES
- WATER
- CAMPSITES
- CAMPSITE NAME



The Scout Oath

On my honor, I will do my best, to do my duty, to God and my country and to obey the Scout Law; To help other people at all times; To keep myself physically strong, mentally awake and morally straight.

The Outdoor Code

**As an American I will do my best to
Be Clean in my Outdoor Manners
Be Careful with fire
Be considerate in the outdoors and
Be Conservation minded.**

The Scout Law

**A Scout is
Trustworthy
Loyal
Helpful
Friendly
Courteous
Kind
Obedient
Cheerful
Thrifty
Brave
Clean and
Reverent**

Leave No Trace Principles

- 1. Know before you go**
- 2. Stay on the right path**
- 3. Trash your trash**
- 4. Leave what you find**
- 5. Be careful with fire**
- 6. Respect Wildlife**
- 7. Respect Others**

Be Prepared!