

Boy Scouts of America
TUSCARORA



Summer 2011 Leader Guide





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Registering for Camp

You can register for your 2011 camp experience as early as desired. To start your registration process, please call Hogan Moore at 919-934-9538. Registration forms are located in the back of this guide.

Scoutmaster and SPL Dinner

All Scoutmasters and senior patrol leaders are invited to attend a free dinner on Tuesday, February 22, 2011—6:30pm at Camp Tuscarora to receive updated camp information.

2011 Summer Camp Dates

Week 1	June 19	-	June 25
Week 2	June 26	-	July 2
Week 3	July 3	-	July 9
Week 4	July 10	-	July 16

Camper Fee

The cost per camper following the payment schedule below will be \$220.*

* If a Tuscarora Council troop participates with 50% of their boys** in the 2010 council popcorn sale and supports a 2011 Family Friends of Scouting campaign at a well attended gathering of their Scout parents, the cost per camper will be reduced to \$195. (**Based on the number of boys the troop most recently rechartered with.)

Fee Schedule

To maintain campsite priority selection, units are to submit their payments by the following schedule:

1. \$65.00 per camper is due by March 4, 2011
2. \$65.00 additional per camper is due by May 6, 2011
3. Total balance per camper, including merit badge class fees, is due by June 3, 2011

If total balance is not paid by June 3, 2011, the fee will increase \$30* per camper.

*New Scouts and former Webelos joining the troop after the 6/3/11 deadline will not be charged a late fee.

Adult Fees

BSA policy requires at least two adult leaders present on camp property at all times per troop. One must be 21 years of age, the other may be 18. Each registered troop gets two free adults. One additional adult may attend for free when a troop registers 15 boys and for every 10 boys thereafter.

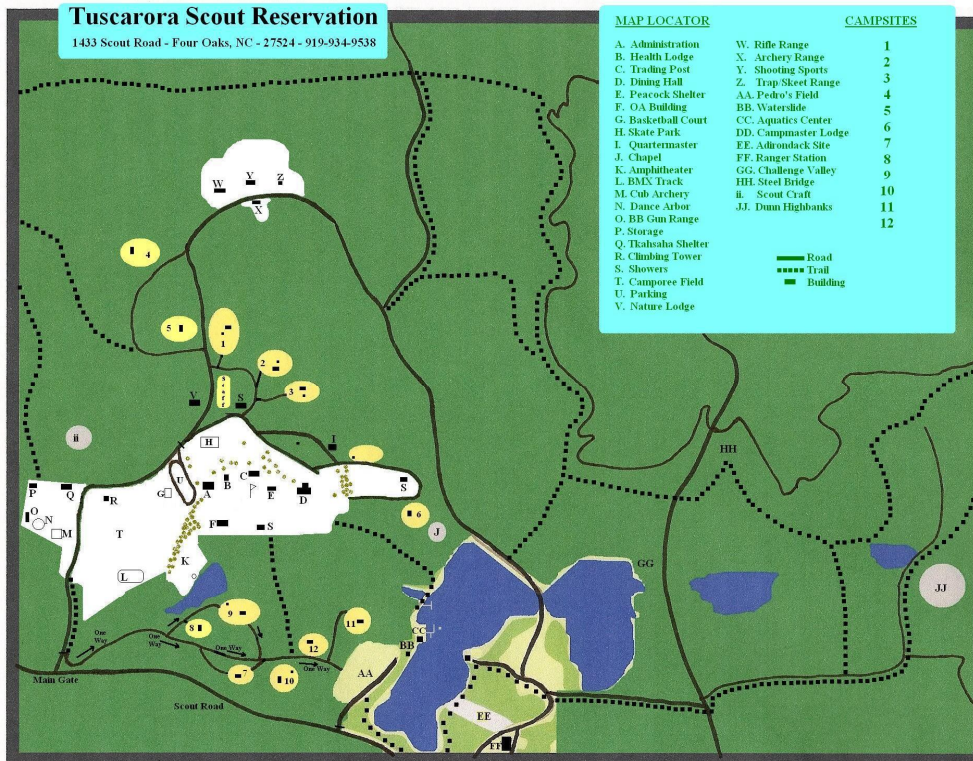
15 boys	3 free adults
25 boys	4 free adults
35 boys	5 free adults
45 boys	6 free adults

For all other adults, a charge of \$95.00 will apply. Units may elect to exchange adults during the week with no additional charge as long as the total number of adults does not exceed the schedule above.

Campsite Reservations

To secure your priority choice for a troop campsite, send a \$100 non-refundable deposit to the council office on or before December 31, 2010. Adjustments may be made by the camp director to accommodate all Scouts for a particular week. Troops may be sharing sites with other units to accommodate all requests for camp. Large troops should contact the camp director before selecting a site as some are larger than others.

Note: To benefit the week's program enjoyment for your boys, space is limited and reservations are taken on a first-come first-served basis. When making your reservation please provide us with the most accurate estimate you can of the number of boys you will be bringing.



Registration Overview

Step 1—Complete the advanced fees form (# 3) and return it with your payment of \$65 per Scout (non-refundable after June 3) by March 4 to the council office. Your count indicates the number of Scouts from your unit attending camp. Registration for merit badge sessions will not be processed until the accompanying payment is received.

Step 2—Complete and return the program registration form (# 8) with an additional \$65 payment per Scout to the council office by May 6.

Step 3—Final payment including the balance of camp fees, leaders fees and special or materials fees are due by 5:00pm on June 3, 2011. If mailing a check, please allow ample time for delivery.

Step 4—The last step is check-in on Sunday, 1:00 at camp. We will collect any remaining paperwork, such as your unit roster, update schedules and settle any balances.

Camp Refund Policy

Refund requests must be made in writing and submitted to the council office.

- All fees refundable or transferable to another participant if request is received prior to June 3.
- Requests received after June 3 and before the troop arrival date will be subject to a non-refundable fee of \$65 per participant.
- Each registered troop will be allowed one no-show subject to a non-refundable fee of \$65.
- Requests received for Scouts departing camp early for any reason or for additional no-shows will not be honored.
- Refunds are not issued at camp. Once verified, a check will be mailed from the council office. Please allow at least 2 weeks for delivery.

Medical Forms

Every Scout and adult must have an annual health and medical record (#34605) completed prior to camp. Parts A, B and C must be filled out completely within the past 12 months. Military physicals and athletic physicals are acceptable at the discretion of the camp health officer. Anyone arriving at camp without the proper medical form signed by a physician as stated above will not be allowed to participate in camp programs.

Medical Treatments and Medication

An emergency medical technician is on duty at all times and a physician is on call 24 hours a day. Every Scout and adult must have an annual health history form completed prior to camp. All treatments are given at the health lodge except in an emergency. All injuries and illnesses, minor or severe are to be taken to the health lodge. Serious injuries or illnesses must be reported immediately to the camp director.

The camp medical technician will collect all medications during check-in and administer them appropriately at the health lodge. Exceptions must have prior approval of the medical technician. All youth medications must be accompanied by written permission from a parent or legal guardian.

Insurance

Camp fees do not include accident and health coverage. Troops should have their own insurance and provide their certificate of insurance upon arrival at camp. If your troop does not have insurance or cannot provide proof of coverage upon arrival at camp you will incur an additional charge of \$6.00 per Scout. If your troop does not have unit insurance, please contact the camp office prior to arriving and we will assist you in signing up for the recommended supplemental coverage.

Activity Control Form and Waiver

Every Scout must have an activity control form filled out by the Scout's parent or guardian. This form is made available so parents or guardians can select which potentially hazardous activities their minor child will be allowed to participate in. All Scouts are required to wear a helmet when participating in skateboarding, BMX and general bicycle use around camp. Scouts who attend without this signed form will not be allowed to participate in the activities.

General Camp Information

Mailing to Campers

The camp offers daily mail service, however no mail should be sent after Wednesday. Please have all letters or packages addressed to:

Scout's Name,
Troop #,
Tuscarora Scout Reservation
1433 Scout Road
Four Oaks, NC 27524



Camp Phone

The camp office phone number is 919-934-9538 and is restricted to camp business and emergency use. In case of an emergency, callers will need to give the troop number along with the Scout's name. Please discourage parents from making unnecessary phone calls. Remind them the Scouts are not located near the phone.

Sunday at Camp

Expected arrival time for troops on Sunday is 1:00 p.m. The first thing the unit leader should do is report to the headquarters building with the unit's paperwork. Only one leader per unit is needed in the headquarters area. Additional leaders should remain with the unit and prepare for health checks & swim checks. A guide will be assigned to assist the unit through the process.

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| 1:00 p.m. | Registration, assignment of staff guide, camp tour, medical re-check (must be completed in order to take swim check), swim check, campsite set-up. |
| 6:00 p.m. | Assembly (class A) and dinner |
| 8:00 p.m. | Opening campfire (class A)
Leader meeting at headquarters after campfire |
| 10:00 p.m. | Taps |

Swim Tests

All swim tests must be performed at camp unless otherwise authorized by the waterfront director.

Leaders Meeting

A meeting of all unit leaders and Senior patrol leaders will be held on Sunday immediately after the opening campfire in the headquarters building. Members of the camp staff will give an overview of camp policies and procedures, and special program activities that will be offered during the week.

Camp Staff

Camp staff members are 15 years of age and older. Area directors are 18 or older. Program directors and waterfront directors are 21 or older. All staff members are active in the Scouting program. Counselors in Training (CIT) are 14-years-old and have an interest in serving on as a future camp staff member. CITs learn camp operations and master teaching skills through both observation and hands on experience. CIT is a volunteer position.



Trading Post

Visit our air-conditioned hub of activity for cool camp merchandise, entertainment, necessities, ice cream, slushies and array of snacks and treats. Open each day and evening during posted hours.

BMX, Skateboarding, Basketball and more...

There will be several opportunities during evening activities for your boys to select a high energy interest to participate in and all three of these areas are equipped with lights for night use. We guarantee if they use these after dinner they'll sleep good!

Camp-wide Activities

Sunday	Opening Campfire
Monday	Chapel Service / Staff Hunt
Tuesday	Something really cool—TBA
Wednesday	Family Night and OA Campfire
Thursday	Beach Party at the Waterfront
Friday	Closing Campfire

Other activities may include: basketball tournament, volleyball, trivia challenge, foosball tournament, ping-pong tournament and top patrol challenge

Chapel Service

Chapel service will be conducted in the amphitheater on Monday before the evening activity begins. Remember, a Scout is reverent and some may have missed services at their local place of worship on Sunday. As a leader, please encourage your Scouts to attend and your leaders to lead by example.

Family Night

Wednesday nights are family night at Tuscarora. Many parents bring picnic dinners to enjoy with their son. The highlight of the evening is the Order of the Arrow campfire at 8 p.m. Visitors should not plan to arrive at camp before 5:00pm. Some troops cook a special meal. Please make arrangements, the dining hall will not be serving dinner on Wednesday evening.

Dining Hall

Before the morning and evening meal, troops line up in formation around the flag pole in front of the trading post. The officer of the day will lead the flag ceremony as appointed by the program director. Scouts and leaders should wear their field uniform to flag lowering and activity uniform to flag raising. Announcements for the entire camp will occur during assembly. Troops will be asked to volunteer or appointed to help with setting up and cleaning up. Special dietary needs should be discussed directly with Mark Harrell our business director on Sunday. We will do our best to accommodate such requests with the food we have available. For specific dietary requirements, supplements should be brought from home.

Camp Patch

An attractive embroidered patch is available to each camper and leaders who have stayed with their boys for the entire week. Patches will be given to the troop leader at checkout.

Additional Awards

Scouts who swim a mile at one time during their stay at camp will receive the mile swim award. Top individual and/or troop winners will be recognized in various camp-wide events and awards will be given out at the closing campfire.

Order of the Arrow

The purpose of the OA is to recognize campers, Scouts and leaders who best exemplify the Scout Oath and Law in their daily lives and by such recognition cause other campers to conduct themselves in such a manner as to warrant recognition. The OA exists primarily as a service organization and emphasizes cheerful service in the camping part of the program. Election must be by 50% of the active members of the troop.

Each Wednesday night the Nayawin Rar Lodge will hold a call out ceremony for newly elected candidates. Parents are invited to attend. Troops attending camp from other councils who want to include their boys must submit a written request to the program director signed by their Scout executive in accordance with OA policy. Sorry, no exceptions. Requests can be e-mailed or faxed to the camp office. All Scouts and leaders should attend in class A uniform.

Daily Schedule

7:00	Reveille
7:05	Mile Swim (time will vary)
7:30	Assembly (activity uniform)
7:40	Breakfast
8:00-8:40	Campsite Cleanup
8:45-9:35	1st Session
9:30	Leaders Meeting
9:50-10:40	2nd Session
10:55-11:45	3rd Session
12:00	Lunch
12:30-1:20	Rest Period
1:30-2:20	4th Session
2:35-3:25	5th Session
3:40-4:30	6th Session
5:15	Assembly (field uniform)
5:30	Dinner
6:15-7:30	Evening Activities
7:30	Camp-wide activity
8:30	Evening Activities
9:45	Call to Quarters
10:00	Taps



Just for Leaders

Instruction

Leaders in camp are invited to participate and/or instruct in the camp program. Leaders with skills or special knowledge of a merit badge not currently offered are strongly encouraged to contact the program director if they are willing to teach during they stay. Join us as we strive to provide the best possible instruction to all our boys. Please fill out and return camp form #5.

Meetings

Each morning (Monday-Friday) there will be a mandatory leaders meeting at 9:30 a.m. in the headquarters building with key camp staff. Each troop must have at least one leader present.

Leaving Camp

Leaders who must leave camp for any reason must advise the camp office at the time of departure and return. Two-deep adult leadership must be maintained at all times.

E-mail and Internet

For your convenience, we provide 802.11 b/g wireless access for your laptop or handheld within 400 feet of the headquarters building at no cost. See the camp director for the network access code.

Night Shoot

Look for this new activity for our leaders. We just added lights to our shooting sports trap & skeet area and will invite all our leaders to show off their shooting skills in a competitive event.

Breakfast with the Scout Executive

Again in 2011 we will be having a special breakfast with the Scout Executive for all leaders in camp. The breakfast will be held on Thursday morning, 7:00 am in the dining hall. This is an opportunity to review the week and make any suggestions on how we may be able make any improvements to the program. Take the opportunity on Wednesday night to get some input from your Scouts as to what programs they like and what changes they would like to see.

Pager

To instantly relay important information, updates and weather alerts we will issue each unit an "I-Warn" text pager. Leaders may provide the pager number to their spouse or family for direct emergency contact. Pagers must be returned prior to departure. Damaged or lost pagers will cost \$65.

Safe Swim Defense & Safety Afloat

Provides valuable information concerning the BSA's policies for aquatic activities on a unit level and will be presented by our aquatics staff to any adult who wishes to attend.

Climb-on-Safely

A class designed for leaders who want to gain knowledge about the BSA's rules and regulations regarding climbing. Open to all adults wishing to attend.

Rules and Safety Information

Bicycles

Personal bicycles are allowed at camp. Helmets are required at all times with no exceptions. Riders must be courteous to walkers. Walkers always have the right of way especially on trails. Bicycles are not allowed on the main camp road from the front gate to the headquarters building nor in the parking lot where cars can be moving. To reach the first year camper area bikers are to ride across the large field between BMX and the rappelling tower. After dark, bicycles are not to be ridden and must be walked back to campsites. It is the responsibility of all adult leaders to insure Scouts are courteous and follow these directions. Remember, the use of a bicycle on camp by an individual is a privilege which if abused will be revoked.

Vehicles in Camp

All vehicles are to be parked in the camp parking area. Troop equipment trailers can be towed to and left in the campsite. Towing vehicles must be returned to the designated parking area immediately. No vehicles will be allowed in campsites. Only clearly marked camp service vehicles are allowed to travel camp roads.

Scouts Leaving Camp Property

Campers are not to leave camp during the camping period without the approval of their leader and the camp director or program director. In cases of emergency, a senior staff member will accompany the Scout to established medical treatment centers, or approved transportation as may be determined in agreement with the leader. With prior approval of parents and the leader, a Scout may leave camp with a responsible adult, but he must check out and back in with the camp office. Any Scout leaving with his parent must also be checked out at the camp office, regardless of the circumstance. **In the event that one parent has court approved custody of a Scout the camp director must be informed in writing during check-in of any restrictions on leaving camp with anyone other than the court approved guardian or parent.**

Firearms and Liquid Fuels

Personal firearms and fireworks are strictly prohibited. Liquid fuel lanterns/stoves are restricted for adult use only and not allowed in tents under any circumstances.

Uniforms

The official BSA field uniform (formerly known as class a) is required for camp leaders and Scouts. This uniform must be worn at each evening's flag assembly and evening meal. At all other times scouts and adults should be in official BSA activity uniform (formerly known as class b).

Personal Tents

Any personal tents pitched at camp must be marked "NO FLAMES IN TENT." This is a national policy that must be adhered to.

Valuables

Troops should have adequate protection for valuables. Items of high value may be given to the camp director for safe keeping.

Waterfront

Swimming is restricted to the authorized area at the waterfront and to the times listed on the program schedule.

Smoking

The use of any tobacco product by a youth is prohibited. Adults are prohibited from smoking in any location where they can be observed by youth. A smoking area for adults only is provided directly behind the camp trading post.

Alcohol

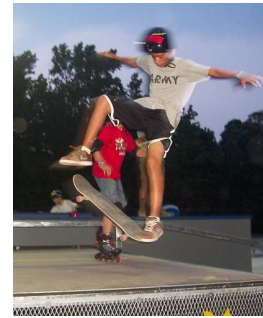
The use of alcoholic beverages and/or controlled substances at camp is prohibited.

Trucks, Trailers, and Campers

The beds of a truck or a trailer must never be used for carrying youth. Trailer type campers and R/V's are not allowed in camp.

Skateboarding

Helmets must be worn at all times with no exceptions. Knee and elbow pads must be worn at all times unless a waiver is submitted by parents or legal guardian. Adult supervision will be provided in compliance with safety guidelines. Levels for degree of difficulty will be assigned, and Scouts must respect and follow all directions and rules of the adult supervisor.



Emergency Procedures

To ensure proper care and protection is provided to our youth and adults, the following emergency procedures are compulsory:

- An *I-Warn* text pager will be issued to the primary leader of each troop and must be kept on their person at all times for immediate communications and notifications.
- Emergency procedures will be reviewed at the first leaders meeting along with alternative instructions and options for extreme situations.
- Camp emergencies include tornado, tornado warning, severe weather, lost camper, lost bather or other serious situation as deemed by the camp director.
- In the event of an emergency the camp director will issue each primary leader an “**EMERGENCY IN THE CAMP**” text page, broadcast the camp emergency notice on the p/a and ring the camp emergency bell whereby all youth and adults are required to assemble in the amphitheater without exception and remain until dismissed by the camp director.
- Leaders will group their youth and adults and give an accurate accounting when called on.
- In the event of high winds or a tornado, all youth will lay flat on the ground at the base of the amphitheater benches for protection. Larger youth and adults will position themselves next to the younger children to assist and calm them.

What to Bring

Other than some basic items, different people and units will bring different items with them. A good exercise is to picture your perfect week at camp and bring the items you see in that mental picture. If you want to spend some time fishing at the lake, make sure to bring your tackle box and rod. To help you plan, here is a list of those all important items you want to pack.

- Complete Scout Uniform
- T-shirts*
- Shorts and long pants
- Swimming trunks
- Underwear
- Socks
- Hat*
- Light jacket
- Extra shoes or boots
- Poncho or rain gear*
- Notebook, pen or pencils*
- Scout handbook*
- Merit badge pamphlets*
- Watch
- Washcloth and towel
- Soap and shampoo*
- Toothbrush and toothpaste*
- Flashlight with new batteries*
- Sleeping bag or sheet and blanket
- Pillow
- Alarm clock
- Pocketknife*
- Backpack, suitcase or footlocker
- Laundry bag
- Hand sanitizer



* These items and more are available for purchase in the trading post.

What Not to Bring

Personal rifles or other firearms, ammunition, bows, arrows, paintball guns and sheath knives are not allowed. Any of these items brought to camp must be delivered to the camp director when the unit checks in and they will be returned when the unit checks out. We recommend that items such as radios, music players, electronic games and other electronic devices be left at home. Camp is an outdoor adventure and should be fully experienced.

Tips

Have Scouts bringing a footlocker or locking suitcase provide an extra key to the unit leader. That way if a boy loses his key a spare is readily available. Also, with the heat and humidity of June and July, it would be advisable to have a change of clothes for each day of the week. Bring a coat hanger so you can hang up your class A shirt and keep it fresh.

First Year Camper Program

“Tkahsaha “ is a highly acclaimed program that has been featured in *Scouting Magazine*.

The program is for brand new Scouts just moved up from Webelos or those joining the troop right before summer camp. It is not intended for Scouts who have been a member of the troop for some time and simply making their first trip to camp. The purpose of the program is to help new Scouts become comfortable with Scouting methods and giving them an understanding that Scouting skills are learned and adapted for a lifetime.

Scouts participating in Tkahsaha will function as members of their home troops and participate in all troop and camp activities. The all day program is highly recommended and includes swimming or instructional swim and first aid merit badge; however, other merit badges may be substituted at the discretion of the unit leader for the periods after lunch.

Note: Tkahsaha Scouts will automatically be signed up for swimming and first aid merit badges as a part of this program. There is no need to schedule these for participating Scouts. If your Scout does not wish to participate in one of these you may schedule him accordingly.

During this week-long program Scouts will work in patrols and be introduced to many exciting areas including: hiking, wood tools, using a knife and ax, camping, fire building, campsite selection and set-up, how to pack a backpack and use of camping gear, ropes, knots and compass.

Scouts will also participate in patrol competitions where they can apply the skills they have learned. Each Scout in the program will need to bring a compass, Scout handbook and pocketknife, which he will learn to use properly. Fun activities experienced will include:

- BMX
- Skateboarding
- Archery
- Rifle
- Shotgun shooting
- And much, much more



Advancement

- Advancement plays a major role in summer camp, but remember it's only a part of what your boys will do.
- The merit badge program operates on the principle of individual initiative. Help your boys decide which badges they want to earn and counsel them regarding the number and difficulty they will attempt.
- Younger Scouts occasionally attempt to earn badges requiring more physical strength and coordination than they possess.
- Consider the distance boys must travel between classes and help them plan accordingly.
- Certain merit badges require a considerable amount of written work and completion of long-term projects, which are impractical to carry out at camp. To earn these badges, Scouts can either bring a written report from the merit badge counselor at home showing what has been completed, bring the written material from home to camp if possible, or bring the project with them to camp.

More specific information on these requirements is listed in the section dealing with the individual merit badges. In cases where Scouts do not complete all the requirements for a merit badge, the leader will be given a partial completion report before they leave camp. In order to complete the merit badge, these reports may be taken to the counselor at home.

Shooting Sports

Scout leaders are asked to use discretion when registering Scouts for shooting sports. Scouts unable to properly hold a firearm or draw a bow have little chance of fulfilling the requirements within the week, and will be excused from the session on Monday to attend another program.

Archery – A very tough merit badge to earn and shooting experience is highly recommended. It's a good idea to plan on spending a lot of free time practicing to qualify. Each session is limited to a maximum of 8 Scouts.

Rifle Shooting – Requires a lot of time to qualify and it's highly recommended that each Scout have previous shooting experience. Scouts should be at least 13 years of age and have the strength and size to manage a .22 rifle. Each session is limited to a maximum of 16 Scouts.

Shotgun Shooting – Teaches Scouts the basics of gun safety as well as shooting and handling. They will have the opportunity to complete the shotgun shooting merit badge and practice in a safe environment. Scouts need to be at least 13 and have the size and strength to handle a 9-pound shotgun. Each session is limited to a maximum of 8 Scouts. There may be a fee for this class announced at the scoutmaster senior patrol leader dinner in February.

Hunter Education— Provided in partnership with Quail Unlimited the course includes information about hunter responsibility, wildlife conservation and management, firearms, wildlife identification, survival, first aid, specialty hunting and tree stand safety. Is a minimum of 10 hours and is accepted in every state in North America. All first-time license buyers must successfully complete this course before they can hunt in NC or purchase a hunting license. Students must be 12 years of age before they can become certified. A minimum of 8 boys is needed to conduct the course. It will be offered on Monday, Tuesday and Thursday evenings at 7 p.m. in the OA building.

Aquatics

Canoeing –Requires good physical strength and stamina and is excellent in introducing boating. Each Scout is required to bring a pair of long pants, belt, long sleeved button up shirt and shoes they do not mind getting wet. It is recommended that CPR (requirement 2) be completed before arriving at camp. Appropriate footwear is required, no sandals. Prerequisite = swimming merit badge

Lifesaving - Eagle required (with alternate). A two-hour session that is very challenging and requires a great deal of physical strength and stamina. Bring long pants, long sleeved button down shirt and shoes that you can get wet. It is recommended that CPR (requirement 13) be completed prior to camp. Prerequisite = swimming merit badge

Rowing – Requires a great deal of physical strength and stamina. The skills are more difficult to master than in canoeing. It is highly recommended that CPR (requirement 2) be completed prior to camp. Appropriate footwear required, no sandals. Prerequisite = swimming merit badge

Kayaking – Designed to introduce a Scout to the kayaking experience, and whitewater merit badge. Requires a great deal of physical strength and stamina and includes a Friday trip to a local creek or river. Scouts will not earn a merit badge, but will earn the Kayaking BSA patch. Appropriate footwear required, no sandals. Prerequisite = swimming + canoeing merit badges

Swimming – Eagle required (with alternate). Is required to take any other Aquatics badge. Bring long pants and long sleeved button down shirt and shoes that you can get wet. It is recommended that CPR (requirement 2) be completed prior to camp. Swimming test is required. Scouts not passing the swimmer's test will be moved to instructional swim.

Instructional Swim—For all Scouts in the non-swimmer and beginner ability groups. Will work to improve swimming skills and move towards the next ability group. The beginners test completes requirement 7 for second class, and the swimmers test completes requirement 9 for first class.

Mile Swim—Not a merit badge, but allows Scouts to earn the mile swim badge. Scouts are required to swim an increasing amount every day and build up to one mile. Prerequisite = swimming merit badge

BSA Lifeguard—A very physical all day program that certifies a Scout to be a Lifeguard. A great deal of physical strength, stamina and written work is required. Scouts are required to furnish a pair of long pants, long sleeved button up shirt and shoes to practice for inflation. Recommended only for older Scouts and strong swimmers only. It is highly recommended the CPR instruction be completed prior to camp. Prerequisite = swimming, lifesaving & rowing merit badges.



Wet Willie—Ride our new 100 foot water slide and end the day with a cool swim in the lake during free swim time. Guaranteed to be a blast!

Ecology & Nature

Environmental Science – Eagle required. Requires daily hikes, field notes and experiments. Scouts are encouraged to bring Zip-Lock bags and an empty bottle with lid. There is a great deal of written material, but some of it can be completed before camp (efforts will be made to cover these at camp as well). Younger Scouts not permitted.

Space Exploration— Construct, launch and recover a model rocket. A couple of drawings are required which require some creativity. These may be done before camp. There is a \$12 materials fee for the rocket kit.

Double Time:

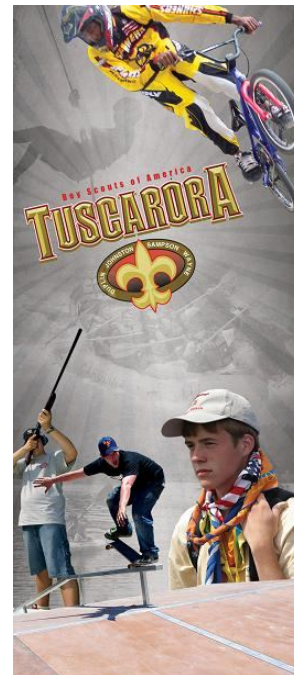
Forestry/Plant Science – Leaf collection, field trip to a logged area and a report on the field trip are required. Scouts will need a notebook for mounting a leaf collection or requirement 1 may be completed before coming to camp. Scouts will also earn the plant science badge by learning about different types of plants and their parts. Requirement 6 may be done before camp.

Reptile and Amphibian/ Mammal Study – This badge requires drawing and some observation time. Requirement 2 may be done before camp. Scouts must keep a reptile or amphibian for at least a month to complete this badge. This requirement (#8) must be done outside of camp. This badge is not recommended for Scouts very afraid of snakes, although the instruction may lessen the fears. Scouts will also earn the mammal study badge.

Fish And Wildlife Management/Soil and Water Conservation - There is some written material and a conservation project required for the F&WM badge. Scouts should wear clothes for heavy activity. Scouts will also earn the S&WC badge. It requires some writing and a trip to a managed forest along with a project. Requirement 7 may be done before camp.

Health Lodge

First Aid – Eagle required. Covers a great deal of written material, and there are skills to master. Requirement 2B may be completed before coming to camp.



Campcraft

Basketry – Excellent badge for younger Scouts. Each Scout will weave his own basket which he can take home. There is a \$12 cost for materials.

Leatherwork—Excellent badge for younger Scouts. Each Scout will design a leather good which he can take home. There is a \$12 cost for materials. Requirement 3 may be done before camp.

Fishing – Provides instruction on various types of fishing lures, baits and equipment. Scouts taking this badge are encouraged to bring their own fishing gear.

Indian Lore – Recommended for all Scouts. There is a \$12 cost for materials. Requirement 1 may be completed before camp.

Woodcarving – Not recommended for first year Scouts. Personal knives should be sharp, and sheath knives are not allowed.

Double Time:

Weather/Oceanography – These merit badges will both be earned in one time slot during the week. Weather requirements 6, 8, and 9 may be completed before coming to camp.

Scoutcraft

Orienteering – Requires setting up and completing orienteering courses. Experience with a map and compass is helpful. Physical stamina required to courses. Scouts must have a compass. Requirement 10 may be done before coming to camp.

Pioneering – Requires Scouts to complete a pioneering project. Familiarity with knots, lashings and splices is helpful. This is great training for older Scouts wanting to build their outdoor skills.

Wilderness Survival – This activity is suggested for second year and above Scouts only. Requires an overnight trip were Scouts will sleep in a shelter they construct.. Requirement 5 may be done before coming to camp.

Camping—Eagle required. Requires an overnight camping trip. Scouts should bring appropriate camping equipment (backpack, sleeping bag, etc.) and must bring their own tent for the over-nighter. Requirements 1,2,3,4,6a and 7b may be done before camp. Requirement 9 must be done before camp. This is a 2 hour class.

Emergency Preparedness – Eagle required (with alternate). Covers a great deal of written material, and there are skills to master. Familiarity with knot is important. Requirements 8 and 9 can be done before coming to camp. Prerequisite = first aid merit badge

Eagle Required Badges



These sessions are for older Scouts working toward Eagle. **Scouts under the age of 13 are not eligible to participate.** The badges are quite involved and Scouts are advised not to take more than 2 at a time. Most require prior preparation or bringing materials from home. All require written material. Scouts must bring a standard notebook, pencil and pen. Scouts may register to complete as many requirements as is feasible over the course of the week. An information packet will need to be downloaded from the camp section of our Web site, www.bsanc.org. (Packet will be available by March 1.)

Citizenship in the Nation—Focuses on the organization and operation of the United States government. Requirement 3 may be completed before attending camp.

Citizenship in the World— Scouts learn about the meaning of citizenship and the relationship between nations and world organizations. Requirement 9 may be completed before camp.

Communications—Requires several written and oral activities strengthening a Scout's communication skills. Scouts that prepare some material before camp will find it easier to complete this badge. Requirements 5, 6, 7 9 may be completed before camp.

Personal Management—This is an intensive and time consuming badge. The session will cover the majority of the requirements, however there are some which can only be completed at home after camp. Scouts will learn about managing time and money as well as setting goals and working toward those goals. Requirements 1, 2 and 8 will be covered, but must be completed at home.

Select Programs

Biking— 2011 will continue this exciting program that will encompass the many trails of Camp Tuscarora as well as an off camp trek to Bentonville Battleground. Strap on a helmet and enjoy the ride. Participants must be 13 years of age or older.

Climbing—Camp Tuscarora offers a 32-foot rappelling tower for those seasoned Scouts that would like to experience a little high adventure. Always a camp favorite, the Daniels Rappelling Tower has an excellent staff with over seven years of climbing experience. All climbing classes are scheduled early to avoid the mid-day heat. So follow that adventurous spirit and climb, climb, climb. Participants must be 13 years of age or older.

2011 Campsite Inspection Checklist

Used for the daily campsite inspection

Unit Number _____ Campsite _____ Week of Camp _____

Circle the Day of the Week: Monday Tuesday Wednesday Thursday Friday

United States of America Flag _____ / 5 pts
Is it displayed? Is it displayed properly?

Troop Identification _____ / 5 pts
Is the troop flag or other appropriate insignia bearing troop numbers easily seen?

Tent Appearance _____ / 10 pts
Are tents pitched properly? No ropes tied to trees, shelters or other tents?
Are all the tents in the Campsite consistent in appearance (either all open or all closed)?

Clean Tents _____ / 5 pts
Are the tents neat and clean? Is personal gear stored out of the aisles of the tent and food is not in the tent for animals to get into? Are there any clotheslines in the tents?

Clean Campsite Area _____ / 15 pts
Is the campsite area clean? Is there trash in the campsite?

Fireguard Chart _____ / 10 pts
The fireguard chart must be filled out and displayed on the bulletin board.

Safety Hazards _____ / 10 pts
No hazardous objects in the area and tools are properly stored when not in use.

First Aid Kit _____ / 5 pts
Is the troop first aid kit readily accessible for the Scouts?

Vehicles _____ / 10 pts
No unauthorized vehicles are allowed in the campsite. All authorized vehicles must display a permit in the front windshield area readily visible to a passerby.

Recycling _____ / 10 pts
There must be no aluminum cans in the garbage.

Latrine _____ / 10 pts
The latrine must be reasonably clean. Is there adequate paper and soap visible?

Shower Area _____ / 5 pts
Has the troop cleaned the shower facility for their assigned day? Is the rotation schedule posted on the bulleting board?

Total _____ / 100 pts

Unit Number _____ Campsite _____ Week of Camp _____

2011 Honor Troop Award

Qualifying as an "Honor Troop" is a high honor. It means the troop has proven itself to be a good, well-prepared camping unit which demonstrates the true spirit of Scouting. Please submit this completed form to the camp headquarters by noon Friday.

Mandatory requirement:

- The unit participates in activities, follows all camp rules and has a genuine attitude of Scouting spirit outlined by the BSA's founding fathers.

Complete 8 of the 10 following requirements. (Check applicable boxes.)

- At least two adult leaders attend Safe-Swim Defense and Safety Afloat.
- Has 50% of its active membership at camp.
- Maintains a ratio of at least one leader for every ten Scouts in camp.
- Scouts attending camp participate in the scheduled activities (merit badges, free swims, and other camp-wide activities).
- Two-deep leadership provided completely by the unit is present in camp at all times.
- The unit leader and senior patrol leader (when applicable) attend all leader meetings including Sunday evening and the Thursday breakfast.
- The Scouts and leaders in the unit attend evening meals and campfires in class A uniform.
- A written list of the unit's advancement objectives must be submitted to the program director before the Monday morning leaders meeting. The objectives must be accomplished during the week.
- A well developed program is planned in advance of camp at a PLC meeting. A copy of this program must be posted on the campsite bulletin board before 10:00 a.m. on Monday. It should include advancement objectives, daily activities and merit badge schedules for troop members.
- Troop scores an average of 85% or better on their daily campsite inspection.

2011 Distinguished Troop Award

In addition to completing all 10 requirements in the Honor Troop section, to be a Distinguished Troop a unit must complete 2 of the 3 following requirements. (Check applicable boxes.)

- The unit performs a conservation or camp improvement project while at camp. The project must be approved beforehand, and checked upon completion by the program director.
- The unit plans and carries out a campsite activity which fosters a sense of Scouting friendship with a unit they do not have close ties to which is camping in a different campsite from theirs.
- At least one leader from the unit earns the Camp Leader Award of Merit.

As unit leader, I certify on my honor that our troop has satisfied the indicated requirements.

Unit Leader Signature

Program Director Signature

Camp Director Signature

2011 Advanced Fees for Summer Camp

Must Be Submitted by 5:00 p.m. on March 4, 2011

Troop # _____ Camping the Week of _____ to _____
(Date) (Date)

Here Are Advanced Fees of \$65 per boy for the Following Scouts.

Name of Scout	Fee Enclosed
1. _____	_____
2. _____	_____
3. _____	_____
4. _____	_____
5. _____	_____
6. _____	_____
7. _____	_____
8. _____	_____
9. _____	_____
10. _____	_____
11. _____	_____
12. _____	_____
13. _____	_____
14. _____	_____
15. _____	_____
16. _____	_____
17. _____	_____
18. _____	_____
19. _____	_____
20. _____	_____

Person Paying Fees _____ Total Fees Being Paid \$ _____

Name _____

Daytime Phone _____ Cell Phone _____

Unit Leader Name _____

Unit Number _____ Campsite _____ Week _____

2011 Camp Leader Award of Merit

New award available for adult unit leaders attending Camp Tuscarora. Qualifying for the “Camp Leader Award of Merit” is a high honor. It means you took the necessary time to get more involved in camp programs, better acquainted with camp operations and experienced a more interactive experience than most. It recognizes the tremendous contribution adult leaders make to the camp and the Scouts who attend.

To qualify, an adult leader must complete ten of the fifteen requirements during the week, or complete one of the weeklong options. This award applications should be submitted to the program director by noon on Friday and recipients will be recognized at the closing campfire.

Mandatory requirement:

- Attend the New Leader Essentials and Leader Specific training or indicate when and where you attended. (When _____ Where _____)

Complete 15 of the following 20 elective requirements. (Please check all that apply.)

- Participate as a daily campsite inspector (counts as 5 requirements).
- Attend all leader meetings including Sunday evening and the Thursday luncheon.
- Complete the Safe Swim Defense/Safety Afloat training.
- Be currently trained in Youth Protection (within the last 3 years) or complete the course online at the headquarters building.
- Earn BSA Lifeguard (counts as 10 requirements).
- Attend at least one of the new Eagle Required sessions offered and assist the instructor.
- Assist with a merit badge full the full week (counts as 5 requirements).
- Serve as an assistant ranger for one full day. (counts as 3 requirements)
- Drive a vehicle on a field trip or pull camp trailer on a trash run
- Instruct a merit badge class for the week (counts as 10 requirements)
- Instruct a new Eagle Required merit badge for the week (counts as 12 requirements)
- Indicate when and where you attended the Introduction to Outdoor Leader Skills training. (When _____ Where _____)
- Attend a merit badge class you have never attended.
- Visit every program area where you have Scouts in a session.
- Learn to tie a new knot and teach it to a Scout.
- Your troop earned an 85% or better on its campsite inspection each day this week.
- Assist in supervising 3 free-swim sessions. (counts as 3 requirements)
- Recruit a new camp staff member prior to attending camp this summer.
- Other activity approved by the camp program director.
- Assist in supervising 3 sessions at either BMX or the skateboard park. (counts as 3 requirements)

I certify on my honor that I have satisfied the requirements for the Camp Leader Award of Merit.

Signature of Adult Leader

Signature of Program Director

Adult Leader Form 2011 Camp Tuscarora

Name _____

Troop Number _____ Week Attending Camp Tuscarora _____

Home Phone Number _____ Cell Phone _____

Email _____

My skill or special talent is: _____

I can teach the following merit badges: _____

I can assist in the areas checked:

- | | |
|---|-------------------------------------|
| <input type="checkbox"/> Aquatics | <input type="checkbox"/> Ecology |
| <input type="checkbox"/> Shooting Sports | <input type="checkbox"/> Scoutcraft |
| <input type="checkbox"/> Tkahsaha Program | <input type="checkbox"/> Campcraft |

Other _____

Mail to: BSA—Summer Camp Director, 316 E. Walnut Street Goldsboro, NC 27530

Thank you for your help. See you at camp!

2011 Camp Staff Application

No one under the age of 14 will be considered for a CIT position.

Name: _____ Social Security Number: _____

Phone #: _____ Cell Phone # _____

Address: _____ City / State / Zip _____

Email Address _____

T-shirt Size: _____ Troop/Crew # _____ Date of Birth: _____

Highest Rank Attained _____ Are you a member of the OA? Yes. No

What leadership positions you have held: _____

List any Camp Staffs you have served on:

200 __, Position _____ Camp _____

200 __, Position _____ Camp _____

200 __, Position _____ Camp _____

Have you attended National Camp School? Yes. No If yes, when/where _____

List by order of preference what areas of work you are interested in. 1st, 2nd, 3rd.

- | | | | | |
|-------------------------------------|--|---------------------------------------|-----------------------------------|---------------------------------------|
| <input type="checkbox"/> Scoutcraft | <input type="checkbox"/> 1st Year Camper | <input type="checkbox"/> Commissioner | <input type="checkbox"/> Aquatics | <input type="checkbox"/> Dining Hall |
| <input type="checkbox"/> Campcraft | <input type="checkbox"/> Shooting Sports | <input type="checkbox"/> Skateboard | <input type="checkbox"/> Ecology | <input type="checkbox"/> BMX / Biking |

List any honors or special qualifications that you feel would be beneficial to your being considered for employment:

In addition to room, board and staff uniform what salary do you desire? (per week) _____ *All salaries are determined by camp staff experience, rank, etc.

On the back of this application please list all of the merit badges you have earned and circle the three you like the most. You may also list any additional information you feel may be helpful.

If accepted, I agree to live up to the Scout Oath and Law, abide by the rules of the BSA and Camp Tuscarora, respect my directors and serve with a cheerful spirit the campers and adult leaders who attend our summer program.

Signed _____

To be completed by the applicant's Scoutmaster:

Is the above Scout active in your troop? Yes. No Do you recommend him for a camp staff position? Yes. No

Signature of Scoutmaster: _____

ACTIVITY CONTROL FORM & WAIVER

To be filled out by the Scout's parent or guardian. Please print in ink.

All participants in the following activities must have a completed & signed form.

Scout's Name _____ Date of birth _____

Name of parent(s) or guardian(s) _____

Telephone (Day) _____ (Evening) _____

Potentially Hazardous Activities: (please check those you consent for your minor child to participate in)

- | | | |
|---|---|--|
| <input type="checkbox"/> All Activities | <input type="checkbox"/> Shotgun | <input type="checkbox"/> Skateboarding |
| <input type="checkbox"/> Archery | <input type="checkbox"/> Climbing Tower | <input type="checkbox"/> BMX |
| <input type="checkbox"/> Waterfront | <input type="checkbox"/> Rifle | <input type="checkbox"/> Water Slide |

WAIVER OF CLAIMS

In consideration of the benefits to be derived from participation in the activities of the Boy Scouts of America at Camp Tuscarora, any and all claims against the Boy Scouts of America, the officers, employees, agents, or other representatives of any of them, or any other persons working under their direction or engaged in the conduct of their affairs, arising out of any accident, illness, injury, damage, or other loss or harm to/or incurred or suffered by the participant named above or to his or her property, in connection with or incidental to the activities at Camp Tuscarora, including preliminary training and travel, are hereby expressly waived by the participant and the participant's family or guardians.

This is to certify that I, as parent/guardian with legal responsibility for this participant, do consent and agree to his release as provided above,

PARENT/GUARDIAN SIGNATURE: _____ DATE: _____

Merit Badge Sessions

		1	2	3	4	5	6
		8:45 - 9:35	9:50 - 10:40	10:55 - 11:45	1:30 - 2:20	2:35 - 3:25	3:40 - 4:30
Aquatics	BSA Lifeguard (all day)	101	101	101	101	101	101
	Canoeing	102	103	104			
	Kayaking		105	106			
	Lifesaving - A (2 hour)	107					
	Lifesaving - B (2 hour)		109				
	Rowing	111					
	Swimming			112	Tkawsaha	Tkawsaha	
	Instructional Swim			148	149	150	
Campcraft	Basketry	201				202	203
	Leatherwork			204	205		
	Indian Lore		206		207		
	Woodcarving	208		209			
	Fishing	210		211			
Ecology	Environmental Science				301	302	303
	Fish & Wildlife + Soil & Water	304		305			
	Forestry/Plant Science	306	307				
	Reptile & Amph + Mammal	308		309			
	Space Exploration						310
	Weather + Oceanography	311				312	
Scoutcraft	Camping (2 hour)			401			
	Orienteering	403		404	405		
	Pioneering	406	407				408
	Wilderness Survival		409			410	411
	Emergency Preparedness					412	413
Health	First Aid	501	502		Tkawsaha	Tkawsaha	
Shooting	Archery	601		602	603		
	Rifle Shooting		604				605
	Shotgun Shooting	606				607	
Eagle	Citizenship in the Nation						ER 1
	Citizenship in the World					ER 2	
	Communications				ER 3		
	Personal Management				ER 4		
Tkawsaha	First Year Camper (all day)	TK	TK	TK	TK	TK	TK
Select	Biking (2 hour)	SP 1					
	Climbing (2 hour)	SP 2					

Program Registration Form

Troop # _____ Week # _____ Unit Leader _____

Registration for merit badge sessions will not be processed until the first \$65 payment for these Scouts is received. This form is due to council office no later than May 6. Please remember that you must put alternate class choices for each boy. Here are the merit badge schedules for the following Scouts:

	Scout	8:45 - 9:35	9:50 - 10:40	10:55 - 11:45	1:30 - 2:20	2:35 - 3:25	3:40 - 4:30	Alt 1	Alt 2
1									
2									
3									
4									
5									
6									
7									
8									
9									
10									
11									
12									
13									
14									
15									
16									
17									
18									
19									
20									

Ex Tom Tuscarora 201 206 401 401 312 310 Archery First Aid

Enter the session number in each column for each Scout and provide 2 possible alternates in case a class is full.