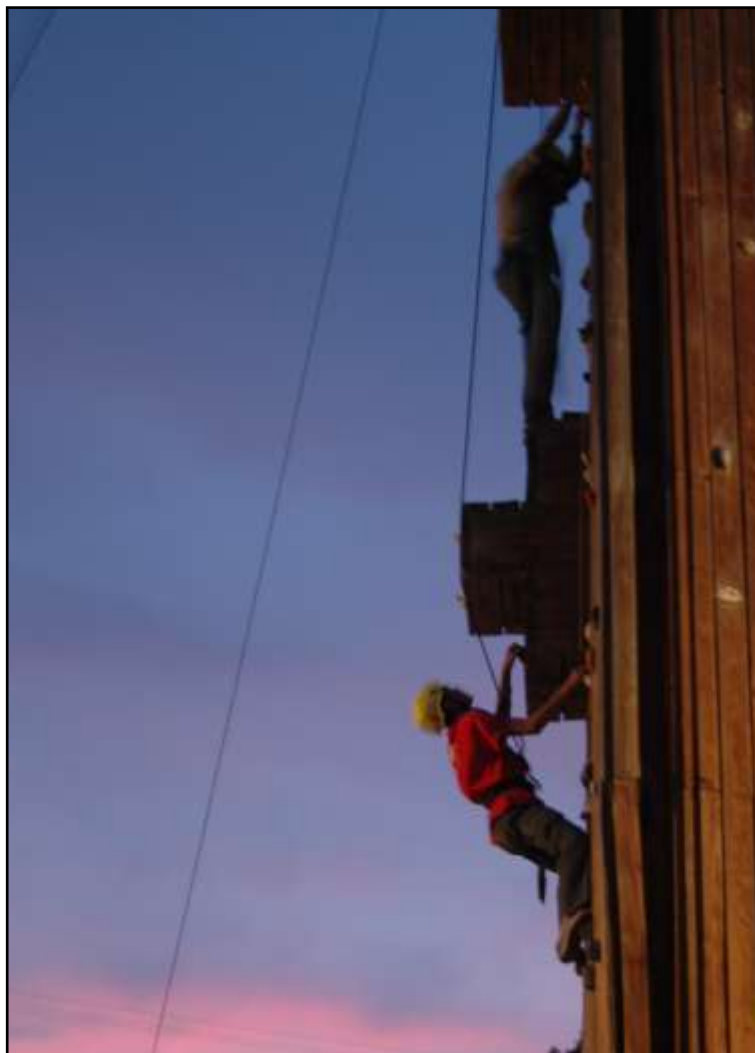


# ***2019 Scouts BSA Leader Guide***



***Ventura County Council***

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## Contacts for Camp Three Falls

### Ventura County Council Council Service Center

509 E. Daily Dr. Camarillo, CA 93010  
(805) 482-8938

### Camp Three Falls

12260 Boy Scout Camp Road  
Frazier Park, CA 93225

### Camp Office (661) 245-1206

(Camp office opens June 16)

### Camp Staff Email

(monitored by camp management  
team year-round)  
camp3fallsstaff@gmail.com

## Three Falls On the Internet

[www.vccbsa.org](http://www.vccbsa.org) is the official council web site, where you can download camp-related forms and other documents

[www.campthreefalls.blogspot.com](http://www.campthreefalls.blogspot.com) is our camp blog. We will post updates on camp preparations, and while camp is in session we will report on camp news and activities as time permits.

[www.facebook.com/campthreefalls](http://www.facebook.com/campthreefalls) is our Facebook page. We'll post pictures and comments every week from camp



# Welcome to Camp Three Falls

Since the beginning of Scouting, more than 100 years ago, summer camp has been the high point, the capstone, of the Scouting program year. When we recall the start of the Scouting movement, we don't think about the first Tuesday night troop meeting in a church basement somewhere. The event that we mark as the dawn of Scouting is Baden-Powell's first week-long Scout summer camp at Brownsea Island in England.

Summer camp is so much more than merit badges and campfires. It's a time for troops to build friendships and test teamwork, to practice living and working together over an extended period. For senior patrol leaders camp provides an opportunity for intensive practice in leadership skills; while adult leaders can socialize and share ideas with their counterparts in other troops. For many new Scouts, it can be a tremendous growth experience as they spend their first extended time away from home and family and learn to care for themselves. And for everyone, it's a reminder that as part of Scouting, we are part of a movement and a community bigger than ourselves.

All of us at Camp Three Falls are honored that you've chosen our camp for this year's summer Scouting adventure. Whether you're the leader of a brand-new troop coming to its very first summer camp, or a veteran of many years, we aim to do everything we can to make your week with us productive, fun, and memorable.

Whether you are joining us at Three Falls for the first time, returning after a few years away, or were just here last summer, please take the time to review this Leader Guide, because there have been a number of changes. You've probably already noticed that we are using a new software platform, Tenteroo, for reservations and payments. You'll also use Tenteroo to sign up for activities including merit badges and adult classes, and to order and pay for merit badge supplies, t-shirts and other souvenirs. We've added some new merit badges as well as expanded our adult training opportunities.

To help get you started, see "The Very Least You Need to Know," which is on the next page. It will give you a quick overview and answer many of the most frequently asked questions, before you delve into the details.

We look forward to seeing you at Three Falls in a few months!



Larry Tuck  
Camp Director  
Camp Three Falls

## Scoutmaster Pre-Camp Meeting

Plan to attend the pre-camp meeting the first Saturday in May. There you can meet with the Camp Director and Camp Program Director for up-to-date information, advice, and to ask questions about camp.

**1:00 PM**

**Saturday, May 4, 2019**

Ventura County Council Office  
509 E Daily Drive  
Camarillo, CA 93010

## The Least You Need To Know

We hope you'll take the time to read all the way through this Leader Guide. It contains a wealth of information that will help you to prepare to come to summer camp, and make better use of your time at camp. But until then, here are some key facts you really need to know:

### Paperwork

- **Every camper, youth and adult, needs a BSA Health History Form, Parts A, B, and C,** completely filled out with a medical professional's dated signature. This includes those who will be staying in camp for only one night. The form is good for exactly one year from that date of the doctor's signature. No exceptions. **You will find a copy of this form at the back of the Leader Guide. We have highlighted some of the most commonly overlooked points.**
- **Every adult camper needs to provide evidence of current Youth Protection Training.**
- Each youth camper who plans to participate in rifle, shotgun, or black powder shooting (merit badge or recreation) must also have a firearms permission form (found at the back of the Leader Guide)
- The unit should come to camp with two copies of a roster listing all adults and youth attending. A roster form is provided in the back of this Leader Guide.

### Provisional Scouts

- All scouts attending Three Falls must attend as part of a unit. See the box on the next page.

### Express Check-In

- Our Express Check-In option will cut down on the time needed to check in on the first day of camp, by sending us most of your paperwork in advance. See page 10 for details.

### Campsites

- You can request a specific campsite but campsite assignments are not guaranteed.
- Your campsite will include enough two-person tents for your group, one or more tables, a wash station, and one or more porta-potties.
- You will not be able to drive to your campsite at any time during your stay at camp. You will

need to carry all gear from the parking lot to your campsite.

- Fires are not allowed in campsites. This includes charcoal. No liquid-fuel stoves or lanterns are permitted. Propane or other bottled-gas stoves and lanterns **MAY** be permitted depending on Forest Service fire restrictions in effect at the time of camp.
- There is no electricity available in any of our campsites. Please plan accordingly.

### Advancement Work for Scouts

- Our schedule is designed to allow each scout to take four merit badges or other classes. Available classes are described starting on page 22.
- For younger scouts, our Pathfinders (Trail to First Class) program provides a great introduction to basic scout skills, and plenty of fun. Take a look at the description for details.
- Individual scouts can use the merit badge planning worksheet included in this guide to select merit badges, then give the sheet to their unit leader. Note that some activities have prerequisites or age restrictions.
- Unit leaders will receive information in April about how to use our on-line system to sign their scouts up for merit badges. We use Ten-teroo, an online program used by many other camps. Online Merit Badge signups will start on May 11.
- This year, we are still using Blue Cards to record merit badge work. Please be sure to bring enough Blue Cards for your scouts and make sure the scouts fill them out properly. Scouts should bring Blue Cards to the first day of class.
- Note that this year, all Handicraft merit badges will be full-week classes.



### Merit Badge and Activity Fees

- Some merit badges have fees to cover the cost of materials and supplies. Estimated costs are shown in the Program section of this Leader Guide. Exact prices will be shown in Tenteroo when you sign up for activities. Starting this year, those fees will automatically be charged to your troop account in Tenteroo so that you can pay for them in advance. The supplies will be waiting at the program area when scouts go to class the first day.

### Free-Time Activities

- We offer a tremendous selection of free time activities. Some are designed for individual scouts, but many of them are aimed at patrols or troop-size groups. See the descriptions in the Program section. You can sign up for most activities when you arrive at camp.

### Adults

- Two-deep leadership is required for Summer Camp (at least two adults per unit, regardless of the number of youth). We suggest at least one adult per 10 scouts.
- We offer a variety of activities for adults, including adult leader training, CPR classes, scheduled adult time at many of our program areas, and recreational activities like hikes and a Dutch oven cookoff. Some classes have a limit on the number of participants. Sign up for classes in advance in Tenteroo.

### Food

- Three Falls has great food! All meals are served in our Dining Hall at scheduled times. Your troop will be seated as a group at one or

more tables. Service is cafeteria style. Your troop will be expected to provide stewards to help set tables and clean up afterward, one steward per table (8 people).

- Individuals who have food allergies or other health-related special dietary needs, or religious dietary restrictions, should fill out the Special Needs Form (at the back of this Leader Guide) and send it to us at least two weeks before your arrival so that we have sufficient time to plan to meet your needs.

### Weather

- Three Falls is at about 5,400 feet, so weather is more variable than most Southern Californians are used to. During summer camp, daytime highs are usually in the 80s and 90s, lows in the 50s. We do get some colder nights, especially early in the summer. It's usually clear and dry during the summer, but we can get occasional thunderstorms.



## Provisional Campers

**We are no longer accepting individual “provisional” campers.** The socialization and teambuilding that takes place when a scout spends a week with his or her troop is one of the most important aspects of Scouts BSA Summer Camp. Younger scouts also are more likely to have an enjoyable and successful camp experience if they go to camp with adults and other youth they know, rather than strangers. If a scout can't attend with his or her own troop, a good strategy is to find a troop where a friend or relative is a member, and attend with that troop. If you can't find a troop from your area that is attending Three Falls, send us an email at [camp3fallsstaff@gmail.com](mailto:camp3fallsstaff@gmail.com) and we will attempt to put you in touch with troops attending that week, that you can reach out to on your own.

## Camp Fees and Reservations

### 2019 Camp Fees

The cost of Summer Camp for Scouts for the summer of 2019 is as follows:

<b>Scout Fees</b>	<b>On-Time Payment</b> (Due by April 30th)	<b>Early Bird Payment</b> (Paid-in-Full by March 31st)
In Council Scout	<b>\$415</b>	<b>\$405</b>
Out-of-Council Scout	<b>\$435</b>	<b>\$425</b>

**Discount:** Week 2 (June 30-July 6) is discounted \$40 per youth.

The cost of Summer Camp for Adults for the summer of 2019 is as follows:

<b>Adult Fees</b>	<b># of Free Adults</b>	<b>Cost for each additional</b>
10 or more youth	<b>1</b>	<b>\$260 each additional adult</b>  Or  <b>\$50 per night each additional adult</b>
20 or more youth	<b>2</b>	
30 or more youth	<b>3</b>	
40 or more youth	<b>4</b>	
50 or more youth	<b>5</b>	

**Note:** If an adult stays overnight, but not for the full week, the \$50 per night fee applies. Please let us know in advance if you expect partial-week adults so that we can plan accordingly.

**Guest Meals:** Guests are expected to pay for each of their meals as follows:

Breakfasts – **\$7.00**      Lunches – **\$8.00**      Dinners – **\$10.00**

Guests should pay for their meals at the Trading Post after they check in at the Camp Office.

### Making a Reservation:

To reserve space at camp, make a non-refundable deposit of \$350 per unit. After February 28<sup>th</sup> the deposit is 50% of the camp fee per boy and adult in accordance with the payment schedule. Deposits are credited to balance owed.

Additional optional-activity fees may apply at camp for certain activities (such as Merit Badge Fees, craft kits, etc.). These optional-activity fees are described in the Camp Leader Guide. These fees will be billed to your unit account and can be paid in advance in Tenteroo. Craft kits and shooting sports tickets can also be purchased at the Camp Trading Post, but ***Welding Merit Badge and Adventure Trek fees must be paid in advance by June 1, 2019 to maintain the Scout's reservation on the class roster.***

*Campership funds may be available for registered Ventura County Council Scouts who are attending a Ventura County Council camp. Campership applications must be submitted for approval no later than March 30, 2019.*

## Payment Schedule

Camp fee payments occur in three steps:

A deposit of \$350 per unit is paid to secure a reservation (until February 28<sup>th</sup>).

An additional deposit of **50% of the camp fee per boy and adult is due on or before March 1<sup>st</sup>** to continue to hold the reservation.

If taking advantage of the **Early Bird** discount, the balance is due by March 31<sup>st</sup>. If not taking advantage of the Early Bird discount, the balance is due by April 30<sup>th</sup>.

**All additional registrations after March 30<sup>st</sup> will pay the on-time payment price per individual.**

## Making Changes to a Reservation:

You can make changes to the size of your group through Tentaroo. If you increase the size of the group, you will be billed accordingly. If you decrease the size of your group, Tentaroo will show a credit that can be applied to class fees or other charges. Refunds, if any, will be issued per the council refund policy below. No refunds will be issued until after the close of camp in late July.

When Scouts cannot attend, leaders are encouraged to find replacement Scouts in their unit to prevent possible loss of fees paid.

## Refund Policy

Planning and purchasing for camp happens long before camp begins and is based on the expected number of campers. Consequently, refunds are made on a staggered schedule:

- **Cancellations on or before April 30<sup>th</sup>:**

No refunds are issued for individual Scout or adult cancellations. If you reduce the number of people in your group, fees already paid will be applied to the balance your unit owes. If the entire unit reservation is cancelled, you forfeit the \$350 per Unit deposit. The balance of fees will be refunded. *Refunds may take up to 90 days to process.*

- **Cancellations between April 30<sup>th</sup> and four weeks prior to your arrival at camp:**

A refund of only 50 percent MAY be granted for campers that are paid in full, but the refund will only be granted once the entire unit reservation is paid in full. If the entire unit cancels, you forfeit the \$350 per Unit deposit, plus 50 percent of the fees you would have owed for the number of spaces you reserved. We will refund the remaining balance of fees you paid. *Refunds may take up to 90 days to process.*

- **Cancellations within four weeks of your scheduled arrival at camp:**

No refunds are made unless the Scout in question finds himself in one of these circumstances: A) his family moves out of council. B) There is a death or serious illness in his immediate family requiring his attendance. C) He himself becomes ill and unable to attend camp. If a refund is granted, it will be 50 percent of the per-camper fee.

## Requesting a Refund

All refund requests must be submitted in writing using the **Refund Request Form** before the end of your camp session. Up to two weeks prior to camp, forms may be sent to the Council office. Please list the specific reason each Scout was unable to attend. All refund requests will be addressed according to the refund policy.

**All refunds are mailed to the currently registered Unit Committee Chair.** The council is unable to issue refunds to individual families. Camper refunds will be OFFSET by any outstanding unit debts to the Council and will be issued in the form of a check made out to the unit.

## Transportation

### Transportation

You must operate all vehicles transporting Scouts in accordance with local and state law, and the vehicle must be in good mechanical condition. Following the National BSA Health and Safety Guidelines:

- Drivers must be 21 years of age or older and licensed, or at least 18 with a 21 year old passenger.
- Preferably, travel during daylight hours.
- No one may ride in truck beds, under canopies, in campers, or with any non-standard seat or seat belt arrangement.
- All passengers must use a seat belt in accordance with state law.
- You will not be permitted to drive to your campsite. You must park in designated parking areas and carry all equipment and personal gear from there.

**The speed limit is 5 MPH in camp.  
Watch out for Scouts and bikes.**

### Directions to Camp

From most parts of California, take Interstate 5 to the Frazier Mountain Park Road exit, between Lebec and Gorman near the top of Tejon Pass. Take Frazier Mountain Park Road west about 8 miles to the Lockwood Valley turnoff. Follow Lockwood Valley Road southwest another 8 miles to Boy Scout Camp Road. Turn right and continue west to the camp gate at the end of the road, about 3 miles.

12260 Boy Scout Camp Road  
Frazier Park, CA 93225

GPS Coordinates: N 34.74909 W 199.1377

If you are low on gas, fill up at Gorman or Frazier Park. There are no gas stations on Lockwood Valley Road.

Most units stop for lunch in Gorman (Carl's Jr. or McDonald's) or in Frazier Park.

When you arrive at the parking lot, please back your vehicle in. Vehicles are not permitted to drive to the campsites. A camp staff member will meet you at the parking lot and provide directions for check-in.





## Arrivals

### Early Arrivals

The Camp is closed, and staff is off duty, from 11:00 AM on Saturday to 1:00 PM on Sunday. If you need to arrive on Saturday, notify the council office at least one week in advance. There will be an additional fee for early arrivals. No food service or other staff services will be available, and program areas will be closed. The first meal in camp will be Sunday dinner. You may bring your own food, propane stove and cooking utensils, and do your cooking on the barbeque grills in the corral area at the center of camp on the early arrival day.

### Sunday Arrival

Arrive as a unit at the parking lot between 1:00 PM and 2:00 PM on Sunday. If you arrive before 1:00 and find the gate locked, please park off the road and wait until a staff member arrives to open the gate for you. Remember that the land on both sides of the road is private property. Do not trespass.

Have your medical forms, adult Youth Protection Training cards, and other paperwork ready for review when you arrive. We'll do a quick paperwork review at the check-in table, then a staff member will show you the way to your campsite, then to the Dining Hall for your medical recheck, the swimming pool for a swim check, and the rifle range for a safety talk. Along the way, your guide will also tell you about our camp and point out areas and other facilities.

Using our Express Check-in option will save time on your arrival day. See page 10 for details.

### Monday Arrival

Monday morning arrival is by special arrangement only. Units should be prepared to arrive before 8:00 AM. If you plan to arrive on Monday, please notify the council office at least one week in advance. Be sure to do merit badge signups online before you come to camp and use Express Check-in.

#### **Be sure you have the following ready to show at check-in:**

**All youth and adults staying in camp (even for only one night) must have a current BSA Medical Form 680-001, Part A, B, and C, with physician signature and date.**

- If you are using Express Check-in, you will need the email advising of anomalies in the original package and a replacement page for each page that needed correction.

#### **Otherwise:**

- Two copies of unit roster of youth and adults who will be staying in camp (please use the form found at the back of this Guide). (Both Copies will be collected by Camp Staff).
- Out-of-council units must provide insurance information (policy number, carrier, and claim forms).
- BSA Medical Form 680-001, Part A, B, and C, with physician signature and date for each youth and adult. **Attach a copy of each person's insurance card.**
- California Firearms Permission form for each youth.
- **Youth Protection Training certificate or card for each adult attending camp.**

## Express Check-in Procedures

We encourage all units to use our Express Check-In process to save time on your arrival day. The process greatly reduces the time required for paperwork verification on arrival and medical form review at medical rechecks. It does, however, require a little more effort in advance and requires paperwork from your scouts earlier. You must deliver your “Paperwork Package” to the Ventura County Scout Store in advance, according to the schedule below.

Please send ONE package per unit. Individual forms are easily misplaced or misfiled.

### The “Paperwork Package” includes the following:

- 2 Copies of the Adult Roster
- 2 Copies of the Youth Roster
- A copy of one complete BSA Medical Form 680-001, Part A, B, and C, with signatures from adults/parents and a physician signature and date for each youth and adult
- Copy of Health Insurance card for each person
- California Firearms Permission form for each scout
- Evidence of current Youth Protection Training for each adult
- Copy of Insurance information for Out-of-Council units

Since you should carry a copy of your medical forms with you in the event medical attention is required by anyone enroute, **please provide only COPIES** of each form in your package and retain the originals in your possession.

**Please note** that the BSA Medical Form 680-001, Part A, B, and C, (2014 Printing) has incorporated all of the needed language to eliminate the Medical Consent forms, the Activity Authorization forms and the Liability Waiver for the climbing program. We will no longer require those forms...but **we will REQUIRE that you use the newest BSA Medical Form 680-001, Parts A, B and C (2014 Printing)** to attend. A copy of that form is included elsewhere in this leaders guide.

If you are missing only a couple of physical forms in the package, send it anyway to take advantage of the “Express” review of the remainder of your package. We will note the missing physical forms in the return email to you and check for them on arrival.

### Once your Paperwork Package is assembled:

1. Deliver your “Paperwork Package” to the Ventura County Council Scout Store, 509 East Daily Drive, Camarillo, CA 93010 by noon on the deadline date listed below. Be sure to verify your email address on file at the Scout Store. Out of council units may mail the package to the

Scout Store but be sure it arrives prior to **noon** on the deadline date.

### Deadlines:

Scouts BSA Week 1	June 23 – 29	<b>June 15</b>
Scouts BSA Week 2	July 30 – July 6	<b>June 22</b>
Scouts BSA Week 3	July 7 — 13	<b>June 29</b>
Scouts BSA Week 4	July 14 – 20	<b>July 3</b>
Webelos Session 1	July 21 - 24	<b>July 13</b>
Webelos Session 2	June 24 - 27	<b>July 13</b>

**YOUR PAPERWORK MUST BE AT THE SCOUT OFFICE IN CAMARILLO BY NOON ON THE DUE DATE. DO NOT SEND THE PACKAGE DIRECTLY TO CAMP.**

2. We will pick up your package that day and deliver it to Camp Three Falls for review during the following week.

We will:

- a. Check that the proper forms have been submitted.
- b. Verify that payment data matches the rosters.
- c. Verify that signatures have been obtained in three places on Parts A, B and C of the Health Form.
- d. Verify that the Part C of the Health form was SIGNED and DATED by the physician,
- e. Review the health forms to highlight allergies, special medications and special medical needs.
- f. Check for the date of the most recent Tetanus Shot

3. We will send you an email prior to the end of the week with the following information:

- a. Any issues on the various forms and the corrective action needed.
- b. The names of any youth or adults who the Camp Health Officer will want to speak to personally upon check-in.
- c. Any other special instructions prompted by review of the paperwork.

4. On arrival, we will need to verify headcount with the rosters, deal only with discrepancies noted in the email, and then you will be off with your Staff Guide to your campsite. Bring a replacement page that we can swap out for each page that needs correction.

5. Medical rechecks will be shortened as well as only the youth and adults noted in the email will need to speak to the Camp Medic.

## Campsites

Camp Three Falls offers various-size campsites, equipped with 9 to 16 two-person wall tents on wood platforms. Each tent measures 8 x 8 feet and is equipped with two cots.

Campsites will be assigned based on unit size. You may request a specific site, but we cannot guarantee that you will receive that site. Large units may be assigned two adjacent sites; smaller units may need to share a site. You will be informed of your site assignment upon arrival at camp.

**If your unit wants to share a site with a specific troop (for instance, if two “linked” troops want to share a site), please let us know by using the Group Special Needs Request field in Tenteroo, or by sending a email to [camp3fallsstaff@gmail.com](mailto:camp3fallsstaff@gmail.com).**

Sites are equipped with a wash basin with running water; one or more picnic tables; one or more portable toilets; and a flagpole. All sites have trees and/or shade structures to provide shade, though you are also welcome to bring your own shade structures. Your unit may want to bring an American flag to use in your campsite and your unit flag to fly on your unit’s flagpole in front of the dining hall. Fire safety materials and information boards are also provided at each site. Showers and flush toilets are located at the swimming pool area.

Your troop will be held responsible for the care of all camp equipment in your site and will be billed for any damage to equipment occurring during your stay.



*No vehicles will be allowed beyond the parking lot, so come prepared to carry your gear a few hundred yards from the parking lot to your site. Carts and wagons are available to help you transport your gear.*

There is no electricity in any of our campsites. As a courtesy to other campers, please do not bring a generator without prior approval from camp management.

Campers are not permitted to sleep in areas other than their assigned campsite.

### Comfort Tips:

Our cots are canvas-topped folding cots with no padding, so you are encouraged to bring a pad; a self-inflating backpacking sleeping pad or other compact pad no more than 24 inches wide works well.

Campers CAN bring their own tents, but please let us know ahead of time if you plan to do so, and how many tents you will be bringing. This will help us to assign you to a site that has room for you to set up your tents.





## Keeping in Touch

### Mail

We encourage all scouts to send at least one letter or post card home while in camp, and scouts also enjoy receiving mail. Letters should be mailed early to assure arrival while your scout is in camp. If you're sending more than one letter, you may want to put a date on the outside of the envelope telling us what day you would like each letter delivered.

### Address:

Scout's Name and Unit Number  
Camp Three Falls  
12260 Boy Scout Camp Road  
Frazier Park, CA 93225

### Telephone Calls

**There are no general use or business use telephones in camp for scouts or leaders. The office telephone will be made available for emergency calls only.**

AT&T and Verizon cell phone users will get fair reception in most areas at camp. **However, we strongly advise that scouts be told to leave cell phones home**, or lock them in the car while in camp. We urge leaders to set the example for their scouts by putting their phones away, or turning them off, during program and meal times. Cell phone use at inappropriate times is a significant problem in our schools and is becoming a problem at camp. Learning to live without a few modern “conveniences” is part of the camp experience.

We recognize that adults have responsibilities back home, and that parents may be anxious to stay in touch with their children, but we urge you to consider that part of the benefit of summer camp, for both scouts and adults, is taking a break from the pressures and distractions of home and focusing for a few days on Scouting. For adults, this can be a much-needed respite and opportunity for relaxation and personal renewal; for scouts, it is a chance to develop increased self-reliance and self-confidence.

### Internet

**We cannot provide Internet service for campers.** Due to our remote location, there is no cable or fiber optic service available. Verizon and AT&T users should be able to access the Internet through their cell phones or a data card, but it may not be at 4G speeds.





## Daily Meetings

### Flag Ceremonies

Flag ceremonies are mandatory for all units and begin promptly at 7:15 AM and 5:45 PM. We ask that you display proper etiquette to our flag. Once the camp has been brought to attention, please stop (no matter where you are in camp), come to attention, remove any head-cover that is not part of the uniform and salute the flag from where you stand. You may continue your movement after the camp has again been put “at ease”. It is never acceptable to enter the parade ground once the ceremony has commenced.

You will receive the day’s program schedule and any other noteworthy information at this time. During the week, troops are encouraged to volunteer for the flag ceremonies. Participation is not mandatory, but it is a time for your troop to stand out, true to our Scouting tradition. We look forward to hearing your troop’s Scout Spirit in the form of songs and yells at these times. Our assembly area has flagpoles where you can raise your troop flag if you wish to bring one.

### Leaders’ Meetings

There will be a daily meeting for Scoutmasters at 8:15 AM in the upstairs office (above the Trading Post – use outside stairs at south end of building). We ask that at least one adult troop leader attend, as this is the means we will use to keep you informed of any scheduling changes and to address other concerns that may arise.

### Senior Patrol Leader Meetings

SPLs will meet with the Program Director on the Dining Hall porch every morning at 8:15. This is the place to sign up for flag ceremonies, skits, and other activities, as well as receive information on daily camp activities.

## Saturday Schedule and Departure

### Saturday Departure

- |                |   |
|----------------|---|
| 7:15 AM:       | Morning Flag Ceremony (Unit flags not required)   |
| 7:30 AM:       | Breakfast   |
| 8:30-10:00 AM: | CLEAN UP CAMPSITE and load your vehicle with troop equipment. Your Camp Commissioner or camp tour guide from Sunday and SPL will check the unit out of the campsite. A staff member will guide you through final checkout using your check-in/out form ending at the Camp Office.   |
| 8:30-10:00 AM: | Scoutmaster Checkout at Camp Office<br>Retrieve any prescription medications that were stored at the Health Lodge.<br>Turn in your Check-in/out form. A Camp Commissioner/Camp Tour Guide must sign your form.<br>Pick up merit badge blue cards. (Review the cards before departure as it is easier to correct oversights at camp than it is after returning home.)<br>Sign up for the next camping season with a \$350 deposit while you are at camp, and we will give you 2019 pricing for 2020. |
| 10:00 AM:      | Departure (please be prompt)  |

### Early Departures

Scouts and adults who leave camp before Saturday morning need to check out through the Camp Office. If the Scout is not leaving with his unit and is being picked up by someone other than a parent or legal guardian, we need written permission from their parent to release them.

## What to bring to Camp—Troop List

Item
Scout Spirit
<b>Medical Forms (Parts A, B, C of BSA Form 680-001) *</b>
<b>Shooting Sports Permission Slip for each scout</b>
<b>2 copies of Unit Scout Camp Roster *</b>
<b>Balance of Fees *</b>
<b>Troop Flag</b>
Patrol Names, Patrol Flag, Patrol Yells
Camp Site Duty Roster
Dining Hall Steward Roster
Troop Library (MB pamphlets, etc.)
Paper, pens, 3-hole punch, stapler, staples, push pins (lots)
Camera and film or camera, batteries, charger & flash card
Blue cards
Troop record keeping (advancement, Order of Arrow, etc.)
Trail to First Class materials (ropes, poles, first aid stuff)
Totin' Chip materials (knife, axe, saw, sharpening stone, file, etc.)
Lawn chairs
Coffee cups
Lanterns and fuel (to be adult supervised – no liquid fuels)
Shade structure, if desired
Tools for service projects (work gloves, shovels, saws, etc.)
Hand soap and paper towels for hand-washing at campsite
Laundry detergent (biodegradable) for washing clothes (by hand—we will lend you a washtub)
Clothesline and clothespins
Broom for sweeping tents (we will supply one per campsite. Larger troops may want to bring an extra one)
\$350 check to reserve next year's campsite

\* **Boldface items are required at check-in**

## What to bring to Camp—Personal List

### Mandatory Items

Medical form Parts A, B and C  
Signed ***and dated*** by physician  
Shooting Sports Permission Form  
Notebook, paper, pens  
Scout Handbook (with name, unit number and address written inside)

### Clothing Items

Scout Uniform (Class A) including scout shirt, scout shorts or long pants, belt, neckerchief and slide. Worn for the ride to and from camp and for flag ceremonies.  
Pajamas, sweats or other sleepwear  
Hat or visor  
Sweatshirt or jacket (it can get cool)  
Jeans  
Shirts (at least 3)  
Shorts or pants as desired  
Swimsuit and beach towel  
Underwear for 7 days  
Hiking boots  
Tennis shoes  
Socks  
Laundry bag, old pillowcase or other bag for dirty clothes

**(NO OPEN-TOED SANDALS PERMITTED)**

### Camping Gear

Sleeping bag (nights can drop into the 40s)  
Duffel bag or pack (Note: Pack is required for Wilderness Survival MB and Frontier Survivor Overnight)  
Pillow

### Toilet Kit

Toothpaste & Toothbrush  
Soap & Shampoo  
Medication (if needed)  
Bath Towel/washcloth  
Emergency toilet paper  
Deodorant  
Sunscreen  
Chapstick  
Personal first aid kit  
Comb and small mirror  
Handkerchiefs  
Shaving gear (if needed)

### Camp Necessities

Flashlight/batteries  
Compass  
Pocketknife  
Canteen or water bottle  
Stationery, stamps

### Optional

Spending money (about \$40 in \$1 and \$5 bills)  
Camera/film  
Clock/watch  
Binoculars  
Folding Chair

Some merit badges and other optional activities may require specific clothing or equipment. See Program section for details.

### SCOUTS MAY NOT BRING

Firearms or ammunition  
Matches, lighters, or other fire starters  
Alcohol  
Illegal substances  
Pornography  
Sheath knives, switchblades, or any knife with a blade over 4 inches

### STRONGLY DISCOURAGED

Expensive jewelry  
Portable electronic devices including radios, tape players, CD players, MP3 players, Gameboys or other handheld games, PDAs  
Cell phones

**Label Everything  
with  
Name and Troop Number**

## Trading Post

### Trading Post

The Trading Post at Camp Three Falls provides many selections for a Scout's program needs as well as for comfort. Scouts typically spend about \$40-\$50 at the Trading Post during their stay. It is open at scheduled times in the morning, afternoon, and early evening for Scouts to purchase the items listed at right, and many more.

You will be able to pre-order t-shirts, knives, and belt buckles through Tenteroo starting in April. This will ensure that we will have what you need when you arrive, and also cuts down on the amount of money that campers need to bring with them.

2018 souvenir items. 2019 colors and logos will be different!



- Craft kits and supplies
- Knives
- Water bottles
- Walking sticks
- Compasses
- Flashlights and batteries
- Hats
- T-Shirts
- Souvenir Belt Buckles
- Merit Badge Pamphlets
- First Aid Supplies
- Personal Hygiene Supplies
- Snacks
- Beverages

	SUNDAY	MONDAY	TUESDAY	WEDNESDAY
<b>BREAKFAST</b>		Pancakes	Scrambled Eggs w/ Ham	French Toast Sticks
		Sausage	Hash Browns	Bacon or Sausage
		Scrambled Eggs	Bagels/ Cream Cheese	Hard Boiled eggs
<b>Hot and cold cereal, toast, fresh fruit, and milk and other beverages available at all breakfasts</b>				
<b>LUNCH</b>	No Lunch	Grilled Chicken Sand.	Beef Soft Tacos	Famous 3 Falls Chili
		Potato Chips	Refried Beans	Corn Bread
		Fresh Baked Cookies	Churros	Sorbet
<b>DINNER</b>	Roast Turkey	Baked Spaghetti	Fried Chicken Tenders	Baked Ham
	Mashed Potatoes	Garlic Bread	Buttermilk Biscuits	Mac and Cheese
	Turkey Gravy	Steamed Vegetable	Corn on Cob	Broccoli Salad
	Green Beans	Caesar Salad	Potato Salad	Kings Hawaiian Rolls
	Garlic Rolls	Italian Pasta Salad	Cole Slaw	
	Strawberry Shortcake	Brownies Ala Mode	Pudding w/Whip Cream	Cup Cakes
<b>Salad bar and assorted beverages available at all meals</b>				
<b>Peanut butter and jelly sandwiches, fresh fruit, ice tea, lemonade, and punch available all the time</b>				



# Dining Hall

## Meals

We pride ourselves on the quality of our food — it’s one of the things our campers say they like best about Three Falls. Our cooks prepare three well-balanced meals every day to meet the needs of growing youth in an active environment. The meals are nutritionally balanced, and we offer some alternatives, including hot and cold cereals at breakfast and a salad bar at lunch and dinner. There is a vegetarian option available for all meals.

## Dining Hall Procedures

You can help make summer camp a more pleasant experience by understanding and following the Dining Hall procedures for food service:

- Troops have pre-assigned tables in the Dining Hall.
- Each troop assigns one Table Steward per tables. Table Stewards are to report to the Dining Hall 30 minutes before each meal to set the troop’s tables.
- Campers assemble outside the Dining Hall 15 minutes before the meal and will be dismissed by troop.
- Second helpings are available when announced.
- Campers should clear their own dishes and trash, and rinse and stack their cups.
- Table Stewards remain in the Dining Hall after dismissal. Under the direction of the Head Dining Hall Steward, they will clear the tables, clean their areas, and complete additional clean-up assignments. They will be dismissed by the Head Dining Hall Steward when work is complete.

THURSDAY	FRIDAY	SATURDAY
Breakfast Burritos	Buttermilk Biscuits	Cinnamon Rolls
Country Potatoes	Sausage Gravy	Coffee Cake
Salsa/ Onions	Hard Boiled Eggs	Bagels/ Cream Cheese
No Lunch		
Hamburgers	Hot Dogs/ Chili Dogs	No Lunch
French Fries	Potato Chips	
Root Beer Floats	Fresh Baked Cookies	
Chicken Enchiladas	Deep Pit Beef	
Spanish Rice	BBQ Beans	
Refried Beans	Macaroni/ Potato Salad	
Tortilla Chips w/Salsa	Dinner Rolls w/Butter	
	Cookies	
Churros	Home Made Root Beer	

Our kitchen staff is happy to work with you to meet your dietary needs.

The sample menu at left is typical and some items may change from year to year. If you need more information, email us in early June.

If you have campers with special dietary needs (food allergies, religious preferences, vegetarianism, etc.), please submit a Special Needs form (available from the Council web site) at least two weeks before coming to camp. Because of the remote location of the camp, we cannot accommodate last-minute requests for special menu items.

## Camp Schedule

TIME	SUNDAY	MONDAY	TUESDAY	WEDNESDAY	THURSDAY	FRIDAY	SATURDAY
6.00 AM			Polar Bear Swim	5:00 AM Sunrise Hike to Pinnacles	Polar Bear Swim	6:00 –9:00 Pathfinder Hike	
6.30 AM		Reveille	Reveille	Reveille	Reveille	Reveille	Reveille
7.15 AM		Colors	Colors	Colors	Colors	Colors	Colors
7.30 AM		Breakfast	Breakfast	Breakfast	Breakfast	Breakfast	Breakfast
8:15 AM		SPL Meeting on porch SM Meeting upstairs office	SPL Meeting on porch SM Meeting upstairs office	SPL Meeting on porch SM Meeting upstairs office	SPL Meeting on porch SM Meeting upstairs office	SPL Meeting on porch SM Meeting upstairs office	
9:00 AM		Session 1 9:00-10:10	Session 1 9:00-10:10	Session 1 9:00-10:10	Session 1 9:00-10:10	Open Time. Complete Merit Badges by arrangement with area directors. See notes for details	Check-out begins
		Red Cross CPR 8:15-Noon					
10:20 AM		Session 2 10:20-11:30	Session 2 10:20-11:30	Session 2 10:20-11:30	Session 2 10:20-11:30		
12:00 Noon		Lunch	Lunch	Lunch	Lunch SM Lunch	Lunch	
12:45 PM	1:00 Check-in	Climb on Safely /Trek Safely		Safe Swim / Safety Afloat			
1:30 PM		Session 3 1:30-2:40	Session 3 1:30-2:40	Session 3 1:30-2:40	Session 3 1:30-2:40	Camp-wide Games 1:30 - 3:45	
2:50 PM		Session 4 2:50-4:00	Session 4 2:50-4:00	Session 4 2:50-4:00	Session 4 2:50-4:00		
4:00 PM To 5:00 PM	SM/SPL Meeting	TROOP TIME AREAS OPEN Totin' Chip <sup>(1)</sup> Pathfinders	TROOP TIME AREAS OPEN Cyber Chip STEM	TROOP TIME AREAS OPEN Firem'n Chit Corral	TROOP TIME AREAS OPEN CPR Awareness <sup>(2)</sup>	Seneca Run	

TIME	SUNDAY	MONDAY	TUESDAY	WEDNESDAY	THURSDAY	FRIDAY	SATURDAY
5:45 PM	Colors	Colors	Colors	Colors	Colors		
6:00 PM	Dinner	Dinner	Dinner	Dinner	Dinner		
6:30 PM						Barbeque Dinner at the Fort	
7:30 PM	MB Sign-Up 7:15  7:45 Pre-Campfire	Middle Falls Hike <b>7:00 – 9:30</b> SM Shoot 7:30 Open Climbing 7:30-9:00	Scoutmaster Splash 7:30  Lee Falls Hike 7:30-8:30  Cantina 7:30-9:00	Fire Quest 7:15	OA Activity 7:30  Open Climbing 7:30-9:00		
8:00 PM	Opening Campfire at the Bowl			Camper Campfire 8:15			Closing Campfire at the Fort
9:00 PM			Astronomy 9:00-10:00	Wilderness Survival Overnight	Frontier Survivor North Falls Overnight <sup>(3)</sup>  Pathfinder Overnight at Tepees		
10:00 PM	Taps	Taps	Taps	Taps	Taps	Taps	

**NOTES:**

- (1) Pathfinders will work on Totin' Chip during their regular class time. Monday afternoon Totin Chip class is for scouts who are not in the Pathfinder program.
- (2) CPR Awareness is NOT Red Cross certification. It fulfills the CPR requirement for merit badges.
- (3) Frontier Survivor Overnight (Thursday) is limited to those who have completed all previous Frontier Survivor activities.

**FRIDAY ACTIVITIES**

See note on [page 44](#) for details

Pathfinder Swimming 9 a.m.

Space Exploration Merit Badge: Rocket Shoot, 9 a.m.-10:30 a.m.

Rifle Shooting Merit Badge: Clean rifles. Allow 45 minutes, any time between 9 a.m. and noon

## Camp Program and Advancement

At Three Falls, our program is designed to provide a balanced mix of advancement work, challenge that build skills, independence, self confidence, and group activities that promote troop and patrol spirit and teamwork.

**Mornings and early afternoons** we provide four periods each day for merit badges and other advancement work, but that does not mean that every Scout must take four merit badges. *Summer camp is not a merit badge mill.*

**Afternoons from 4:00 to 5:00** are set aside as Troop Time. Most of our program areas will be open during this period for either troop-scheduled or individual activities This is a great opportunity for your Senior Patrol Leader and youth leadership corps to practice their decision-making skills by planning a selection of activities for your group. They may decide to include a troop swim, recreational shooting, visit the Low COPE course, try geocaching, or learn Frontier Living skills. You can sign up for activities at the leader meeting your first day in camp.

You can also use this time to review the day's work with your Scouts, recording their progress and signing off requirements for New Scouts. It can also be used as a study period for Scouts who need to work on merit badge assignments, but remember to allow them time to have fun, too.

**Evenings** offer a variety of program opportunities, including campfires on Sunday, Wednesday and Friday nights; open time at the climbing tower, rifle range and pool; stargazing; inter-patrol competitions like FireQuest; and refreshments and games at Louella's Cantina. See the Program Area descriptions and the Other Activities section later in this Guide for more information.



### Advancement

Working toward advancement is ONE reason for going to camp, but not the only reason. Your Scouts' time in camp should include a balanced schedule that includes time for troop and patrol activities, individual fun, recreation, and relaxation, a reasonable amount of advancement work.

Feel free to discuss progress with the counselors – schedule an appointment or seek them out during free time. Scoutmasters will also have a chance to meet with Area Directors during the Thursday Scoutmaster Lunch.

Here are some suggestions for a successful advancement program:

- Show each Scout how the daily and evening program schedules work. Help them to create a realistic plan to manage their time at camp.
- Counsel each Scout in advance and help him decide which merit badges to take at camp. Don't let Scouts take too many merit badges, or attempt badges that are too far beyond their skill or maturity level.
- Issue Merit Badge Applications ("blue cards") and instruct Scouts on how to fill them out correctly. We need complete, legible, and accurate information on the blue card to ensure that they are processed correctly and returned to you in a timely manner.
- Encourage Scouts to read the merit badge pamphlet before coming to camp, and make sure they complete any prerequisites.

### Pathfinders (Trail to First Class)

The Pathfinders (Trail to First Class) program is for our first-year campers and younger Scouts





who are just beginning their journey to Eagle. This exciting program will teach many of the basic Scout skills required for the Tenderfoot, Second Class, and First Class ranks. It balances learning with the fun and adventure of being at summer camp. See page 26 for a detailed description.

### Merit Badges

Camp Three Falls offers more than 30 merit badges. We try to focus on badges that are outdoors oriented rather than primarily classroom work, that lend themselves to teaching in a group setting, and that most Scouts stand a reasonable chance of completing at camp.

Our schedule has two morning instructional periods: 9:00-10:10 and 10:20-11:30, and two afternoon sessions, 1:30-2:40 and 2:50-4:00. Most merit badges will meet Monday through Thursday at the scheduled time. Most merit badges will not meet on Friday. Exceptions are listed in the merit badge descriptions or will be announced by instructors. Scouts should attend every day unless their counselor gives them other instructions.

Scouts who complete only part of the merit badge requirements will receive partial credit. Emphasize to your Scouts (and their parents) that a partial completion is not failure. The partial credit is valid until the Scout turns 18 years old, but Scouts should be strongly encouraged to seek out a counselor soon after returning home to complete these requirements.

**As always, partial blue cards are subject to acceptance by the new Merit Badge Counselor. Scouts may be quizzed or re-tested on requirements at the discretion of the counselor. We will use the current requirements as listed in the current edition of the BSA Requirements Book. If requirements have changed since the Scout started the merit badge, he may need to do additional work to meet the new requirements.**

***Older Scouts should be encouraged to work on no more than three or four merit badges.***

This number results in quality learning and future retention of the skills and knowledge. Many merit badges require time outside the scheduled classes to complete all the work. For example, Shooting Sports and Aquatics merit badges require practice time. Nature merit badges require field study, reports, and project time. Attempting too many merit badges usually leads to incomplete badges and disappointed Scouts.

Scoutmasters will be able to sign up their Scouts for merit badges and activities online through Tentaroo. The website will be opened for troop signups on May 11. Use the chart of merit badges included in this guide as a planning tool to work with each



### Merit Badge Class Size

**To help maintain the highest possible quality of instruction, and because of space, equipment, safety, or other concerns, we limit the size of many merit badge classes. Like many camps, we use age and/or rank as criteria to determine who can participate in to some high-demand classes. This is permitted under BSA policy for summer camps and is not considered “adding requirements.”**

**Consider, too, that when you allow a scout to take a merit badge for which he does not have needed foundation skills — for instance, putting a scout who can’t swim in Swimming Merit Badge, or one who can’t tie basic knots in Pioneering — you are taking the space away from another scout who may be more qualified, and therefore more likely to complete the badge.**

Scout in developing his schedule. The Scoutmaster can then use this information to sign up the Scouts for merit badges and activities.

The chart of available merit badges is subject to change. We will announce changes at the May leader meeting. Please check the Camp Three Falls blog and the online merit badge and activity signup page on Tentaroo for the latest information.

We encourage Scoutmasters to check with Area Directors to monitor their Scouts' advancement progress, and give Scouts a gentle nudge when needed. Scouts should be able to complete all merit badge work before lunch on Friday. **Area directors will turn in completed blue cards to the camp office on Friday afternoon for sorting and recording, so it is not possible for counselors to sign off on any additional requirements after mid-day on Friday.**



You can pick up your Troop's package of completed blue cards and other advancement records on Saturday morning. We need time to sort, count, and record the information, so please do not expect to receive blue cards on Friday night. We recommend that you check through these records before leaving camp. If you find any problems, we can usually correct them immediately by checking our records and consulting with counselors.

### Merit Badge Pre-Requisites

Many of our merit badges have pre-requisites, which are listed on the merit badge worksheet on pages 54-55 and the pre-requisite sheet on page 56. These requirements need to be done ahead of time because they are difficult or impossible for scouts to complete at camp. Some of these requirements take more time than we have at camp (where a scout has to do something for a month, for example) or they may require research or reference resources (like libraries and the Internet) that are not available at camp. In other cases, the merit badge requirements specify that a scout must demonstrate prior knowledge or ability before starting the merit badge (like passing the BSA Swimmer Test for Swimming Merit Badge).

**Scouts who do not complete the pre-requisites will not be able to finish the merit badge at camp! At the discretion of the area director, scouts who do not meet the pre-requisites may be asked to change to a different merit badge.**

Scouts should bring written evidence of previously completed requirements, such as a signed pre-requisite sheet, a note from their Scoutmaster or a properly filled out Blue Card identifying the assigned Merit Badge Counselor and showing completed requirements.

### Fridays

Most Merit Badge classes are finished on Thursday. Merit Badge instructors are available on Friday morning for makeup work. A few classes do meet on Friday morning. We do our best to coordinate to avoid conflicts:

**Rifle Shooting:** Both morning and afternoon classes must go to the range for 45-60 minutes any time Friday morning to complete a few last requirements.

**Space Exploration:** Rocket launching takes place 9:00 am Friday.

**Pathfinders:** For Scouts who are signed up for Pathfinder classes during the week, a five mile hike is offered, leaving 6:00 am and returning around 9:00 am Friday (breakfast is provided). Aquatics requirements are offered between 10 am and noon.

**Fort:** The Fort is open Friday mornings for tomahawk throwing, branding, Black Powder Shooting and more.

**Conservation Projects:** Friday morning is a good time to do a troop conservation project.

## Program Areas

There are nine Program Areas at Camp Three Falls, each with an Area Director to supervise instruction, ensure safety and ensure that a quality experience is provided to each Scout in attendance. The names of area directors will be provided to the troop leaders as the opening Leader's Meeting on Sunday. The program areas include:

<b>Aquatics</b>	<b>Shooting Sports</b>	<b>Frontier Living (Fort Lockwood)</b>	<b>Handicrafts</b>
<b>Nature</b>	<b>High Adventure</b>	<b>Pathfinders (Trail to First Class)</b>	<b>Outdoor Skills</b>
		<b>Science &amp; Technology (STEM)</b>	

Each of the program areas is responsible for teaching specific merit badges as outlined in the following pages describing the program areas in more detail. You are encouraged to discuss the progress of your Scouts who are working on various merit badges with the area directors during the week.

## Certification Programs

In addition to Merit Badges, the program areas also offer various certification training programs for both youth and adults.

- In the Aquatics Program Area, Scouts can complete their swimmer certifications, Snorkeling BSA and BSA Lifeguard. Adults can complete both the Safe Swim Defense and Safety Afloat certifications.
- Scouts can complete their Totin Chip, Firem'n Chit and Cyber Chip certifications.
- Sharp-eyed shooters, both youth and adult, can earn the NRA Marksmanship awards.
- The High Adventure staff will provide training to Climb on Safely and Trek Safely for adults.

## Just Plain Fun Stuff...

Finally we encourage you to simply visit the program areas to participate in the FUN STUFF that is available at various times throughout the week to Scouts and Scouters alike.

- In Aquatics there is open swim, the Mile Swim, Polar Bear Swim and the Scoutmaster Splash.
- Outdoor Skills will sponsor an Orienteering Course and Cantina Night.
- There is no end of fun practicing your Frontier Skills for the Seneca Run and shooting Black Powder rifles.
- Enjoy the Scoutmaster/SPL shoot or the Archery Field Range in Shooting Sports
- Hike the Nature Trail, to the Pinnacles, to North or Middle Falls or go Mountain Biking, or participate in our week-long Frontier Survivor program.
- See the Night sky like never before on Astronomy Night or go Geocaching in the afternoon.

Climb the tower, make a belt, play horseshoes, enjoy the campfires, cheer your team in Firequest. There is much to enjoy in the program areas throughout camp.

## Outdoor Skills

Outdoor Skills activities are offered near Louella’s Cantina between the swimming pool and the rifle range. The Outdoor Skills area includes instruction for five merit badges, an opportunity for several certifications and challenging orienteering activities.

### Certifications

#### Totin’ Chip

Covers the proper use of woods tools including Knife, Saw and Hatchet. Scouts will earn their Totin’ Chip at the end of the training. Available during free time on Monday at 4 p.m.



#### Firem’n Chit

Covers the proper procedures for starting, maintaining and extinguishing cooking fires, camp fires and lighting and cooking equipment. Available during free time on Wednesday at 4 p.m.



#### CPR Awareness Class

Our camp medic or designated assistant will teach a CPR awareness class during free time (schedule to be announced at camp), in the Dining Hall. This class will fulfill the CPR requirement for merit badges such as Swimming, Lifesaving, and First Aid, as well as the CPR portion of the First Class first aid requirements. **It is not a Red Cross CPR certification class and does not meet the requirement for BSA Lifeguard.** Class size is limited. Priority will be given to Scouts who are taking merit badges that require CPR, and those signed up for our Pathfinders program.



### Fun Activities

#### Orienteering

Our Orienteering course meets the First Class orienteering requirement and is also a great practice exercise. Check with the Outdoor Skills staff or the Camp Office for a copy of the course directions.

#### Knot Challenge

Visit the Outdoor Skills Area during free time to see how fast you can tie the seven basic Scout knots. Awards at the end of the week for the fastest youth and adult!

#### Louella’s Cantina

Join us at the Cantina on Tuesday night from 7:30 to 9:00 for refreshments, old-time music, and relaxing card and board games. The name “Louella’s” honors Louella Plush Lee, daughter of Lewis Plush, who homesteaded the land where our camp is located 100 years ago. Louella married Bert Lee, an early-day camp staff member, and their son Gary served for many years as our camp ranger.







### Merit Badges

Outdoor Skills merit badges can be challenging, so check the prerequisites and practice basic skills before coming to camp. Camping Merit Badge includes several requirements that are difficult or impossible to do at camp. Other Merit Badges have prerequisites. Scouts must have First Class skills competence for Orienteering and Pioneering and will be tested on the first day of class.



#### Camping

Req. 4b, 5e, 7b, 8d, 9a&b



#### Cooking

Req. 4. See note at the right. 1st Class or above. \$20 fee



#### Fire Safety

Requirement 6a, 12. Do Home Safety Survey



#### Orienteering

2nd & 1st Class Map & Compass



#### Pioneering

2nd & 1st Class Knots & Lashings

### Cooking Merit Badge

This year we will offer Cooking Merit Badge for first time in many years.

Because each scout must cook several meals, in addition to learning about nutrition, food safety, and cooking techniques, this merit badge will take some extra time. The class will start during 4th period (2:50-4:00) Monday through Thursday, and will continue through afternoon free time (4:00-5:00), Scouts should plan to stay for the entire class time every day.

Scouts should have a copy of the Cooking Merit Badge book, read it before camp, and bring it to class with them, since they will be using the merit badge book as a resource during the class.

**In addition, in order to complete the merit badge, scouts must complete all of requirement 4 (Cooking at home) before coming to camp, and bring written evidence to camp, including menus, shopping lists, and a note from a parent or guardian confirming that the scout completed the cooking portion of the requirement (Req. 4d) and an evaluation of the meals prepared (Req. 4e) Use the Merit-badge.com Cooking Merit Badge worksheet to record your work.**

This class will be limited to scouts who are at least First Class rank. There will be a \$20 charge to cover the cost of food and other supplies.

## Pathfinder Program (Trail to First Class)

### Program Format

Pathfinders will work on Tenderfoot skills during first period (9:00 to 10:10), Second Class skills second period (10:20 to 11:30), and First Class skills third period (1:30 to 2:40). Scouts can sign up for just one period to work on their next rank level, or come to all three periods.

In addition, the Pathfinder staff will offer several optional programs during afternoon and evening free time for scouts who want to participate in them. See the list on the next page.

The high point of the Pathfinder program is an overnight outpost camping experience on Thursday night at our Frontier area, open exclusively to Pathfinder participants.



**FIRST YEAR  
CAMPERS**

### Topics Covered

*This list is tentative. Requirements covered may vary from week to week depending on time available and the needs of the scouts in the class.*

#### Scout/Tenderfoot (Mon.-Thurs, 9:a.m.—10:10 a.m.)

- T1a. Camping Gear
- T1b. Pitching a Tent
- T1c. Outdoor Code
- T3a. Square Knot
- T3b. Two half hitches
- T3c. Taut line hitch
- T3d. Knife, axe, saw
- T4a. Basic First Aid
- T4b. Poisonous Plants
- T5a. Buddy System
- T5b. Lost in the woods
- T5c. Rules of Safe hiking
- T7a. Flag Etiquette

#### Second Class (Mon.-Thurs.,10:20 a.m.-11:30 a.m.)

- 2nd1b. Leave No Trace
- 2nd1c. Selecting a Campsite
- 2nd2f. Sheet Bend
- 2nd2g. Bowline
- 2nd3a. Map and Compass basics
- 2nd3d. Directions without a compass
- 2nd4. Wild Animals
- 2nd6a First Aid
- 2nd6b Hurry cases

#### First Class (Mon.-Thurs. 1:30 p.m.-2:40 p.m.)

- 1st1b. Tread Lightly
- 1st3a. When to use lashings
- 1st3b. Timber hitch, clove hitch
- 1st3c. Lashings
- 1st3d. Camp Gadget
- 1st4a. Orienteering Course
- 1st4b. GPS
- 1st5a. Identifying Plants
- 1st 5b,c,d. Hazardous weather
- 1st7a First Aid—sprains and other injuries
- 1st7b. Transporting victim
- 1st7c. Signs of a heart attack, CPR basics
- 1st7f. Water purification

Other requirements and activities will be offered outside of class time. See "Supplemental Activities" list.

## Supplemental Activities

These activities take place outside normal class time. Due to space limitations, they are open **ONLY** to scouts who have signed up for at least one Pathfinder class.

### Trail to First Class Cooking

Cooking is a separate class taught during 4th period. **Scouts must sign up in advance through our online merit badge signup system.**

About half of the class will be devoted to nutrition, menu planning, food safety and sanitation requirements; the rest of the time will be hands-on cooking. At unit leader discretion, the cooking done during the class **MAY** be sufficient to fulfill Tenderfoot and Second Class; the cooking done in the class will **NOT** fulfill First Class Requirement 4e, though participants will learn some new dishes that they can prepare for their patrols on their next campout!

### Tepee Overnight

All Pathfinders are welcome to spend Thursday night sleeping in our authentic Plains Indian Tepees near the Fort. **ONLY** Pathfinders, please.

### Five Mile Hike

A special Friday morning hike up North Fork Canyon will give scouts a chance to practice map and compass skills as well as learning about local plants, animals, and geology.

### Aquatics

Time will be announced at camp. This session will **NOT** provide basic swimming instruction—make arrangements with the Aquatics Director if a scout needs help with swimming. This session will cover water safety and rescues (2nd Class 5a, 5c, and 5d; 1st Class 6e) and watercraft safety and fundamentals (1st Class 6b, 6c, 6d)

### Citizenship Talk

First Class Requirement 9A. Day and time will be announced.



## Important Note

The Pathfinder team provides instruction in the Scout skills necessary for rank advancement, but will not actually sign off the requirements in the Scout's handbook. Each Scout in the Pathfinder program will be issued a "Passport" that will be used to record the skills he has worked on. It is the responsibility of the Scout to return to his Troop leadership to review what he has learned. When the unit leader is satisfied that a Scout has satisfied all elements of a requirement, then that leader may sign the Scout's Handbook. We recommend that unit leaders in camp set aside time each day, during afternoon Troop Time or in the evening for instance, to review their Scouts' work from that day.

Some leaders prefer to personally work with their own scouts on Tenderfoot, Second Class and First Class requirements, and you are welcome to use our facilities for that purpose – please talk to the Pathfinder Director to coordinate schedules.





## Aquatics

Aquatics activities are offered at the swimming pool. All Scouts participating in aquatics merit badges must pass the BSA swim test as a qualified swimmer *before* they will be allowed to work on the merit badge. Keep in mind that because of the elevation, individuals who “just barely” pass the swim test at home probably won’t pass it at camp. **Note: Due to the ongoing drought, our lake has been dry the last few years.** We hope that we receive more rain this year, but it’s impossible to predict that. Canoeing and Rowing are listed here with the understanding that those merit badges may be cancelled if there is insufficient water in the lake. Swimming and Lifesaving merit badges are taught at the pool and will not be impacted.

### Certifications

#### Swim Testing

All scouts and adults will have the opportunity to pass the BSA Swim Test on Sunday afternoon and will be ranked in three ability groups:

**Non-Swimmer:** Anyone that cannot achieve at least a Beginner classification, or who chooses not to take the test.

**Beginner:** Jump feet-first into water over your head and swim 25 yards, turn and return to the starting point. If you pass this test, you will be permitted to swim in water four to five feet in depth.

**Swimmer:** Jump feet-first into water over your head, come up and began your swim. Swim 75 yards or three lengths of our pool using crawl, breast, or side-stroke. Then turn onto your back and swim 25 yards using the elementary backstroke. All of the above must be done in a strong manner. No swimming underwater or dog paddling. If you pass this test, you will be permitted to swim in five to nine feet of water.

Because of the altitude, some campers have difficulty passing the Swimmer test the first day. Those who do not pass the Swim Test on Sunday can retest during open sessions at the pool.

#### BSA Lifeguard

BSA Lifeguard certification is an intensive week-long course, requiring two scheduled periods each day. **Scouts must be age 15 or older. Red Cross CPR For the Professional Rescuer certification is required and must be completed before camp.**

#### Safe Swim Defense & Safety Afloat

Leaders can learn the rules of the Safe Swim Defense and Safety Afloat programs. This certification can be used for troop outings throughout the year and is required for camp troop boating or swimming. Class time will be announced.



### Merit Badges:

All aquatics merit badges require that Scouts pass the BSA Swim Test **before** starting work on the merit badge. It is recommended that Scouts earn Swimming merit badge before attempting any of the other aquatics badges.



**Canoeing** Lake



**Lifesaving** Pool



**Rowing** Lake



**Swimming** Pool

### Fun Activities

#### BSA Mile Swim

This is a fitness program available for all interested Scouts and leaders. Classes are Monday-Thursday during 4<sup>th</sup> period. Participants will do a series of increasingly challenging distance swims Monday through Wednesday, before attempting the mile on Thursday. More instructions will be given at the first class on Monday.

#### Polar Bear Swim

Open to all ability levels, the Polar Bear swim involves an early-morning dip in our pool, along with some appropriate bearish antics. Tuesday and Thursday at 6:00 AM.

#### Open Swim

Open swim time is available each afternoon Monday through Thursday at 4 p.m. Basic swim instruction is available for all skill levels during these periods, subject to staff availability.



#### Will There Be Water In the Lake?

Water for our lake comes exclusively from local rain and snow, flowing down the North Fork of Lockwood Creek. As this is written, we've had a fairly wet winter, but it is too soon to be able to predict whether there will be enough water to support a lake program this summer. We will keep you informed throughout the spring. The pool, which is filled with well water, will be available.



## Rendezvous at Fort Lockwood

Fort Lockwood and two full-sized tepees provide the backdrop for an authentic frontier living experience. Scouts will enjoy letting their imagination run wild as they climb through the four towers and across the palisades of Fort Lockwood or spend a night in the tepees. A rendezvous is in full swing all day long and you can try your hand at throwing hawks, shooting black powder, starting a fire with flint and steel, setting animal traps and much more. A deep pit barbecue, complete with all the expected trimmings and a tankard of home-made root beer will be served just prior to the Friday night campfire outside the palisades of Fort Lockwood.



### Fun Activities

#### Free Time Activities

The Frontier Living area east of the Fort is a great place to go during Troop/Open Time. Our Frontier Living staff will demonstrate and let you try your hand at many different old-time skills and activities:

- Tomahawk Throwing
- Flint and Steel Fire making
- Gold Panning
- Bullwhips
- Roping
- Trap Setting
- Branding

The Fort will also be open for these activities on Friday morning.

#### Black Powder Shooting

The black powder range will be open on Thursday afternoon and Friday Morning and will provide an opportunity to shoot a .50 caliber black powder Hawken rifle. You'll load your own rifle and sharpen your shooting eye on steel silhouettes and other challenging targets. Tickets may be purchased in the trading post.

#### Seneca Run

Friday afternoon, both scouts and adults can participate in our mountain-man themed pentathlon, which includes black powder shooting, archery, trap setting, tomahawk throwing, and bullwhip cracking. You need to visit the Fort and the black powder and archery ranges ahead of time to qualify.





## Merit Badges

The Frontier Living area offers three merit badges, Wilderness Survival, Indian Lore, and Metalwork,

**Wilderness Survival** requires Scouts to make a survival kit. This should be assembled at home and brought to camp, since the needed materials will not be available in camp. See the Wilderness Survival merit badge book for a list. Scouts also need to bring a tarp with grommets and 50 feet of lightweight rope (3/16" braided nylon or poly). They will be building a survival shelter in a remote area of camp and must sleep in it overnight. Scouts should have a backpack to transport necessary gear to the outpost location.

**Metalwork** requires good eye-hand coordination and has an age restriction. Older Scouts will earn the merit badge using the Blacksmithing requirements at our bellows powered forge. Requires a cotton, long sleeve shirt and long pants (jeans are okay)

**Indian Lore** is a fun and educational merit badge for Scouts of any age. Scouts will be making a craft project and there will be a small charge for the craft kit.



**Wilderness Survival**

**Make Survival Kit at home  
Bring tarp & 50 feet of rope**



**Indian Lore**

**Materials cost of \$20 added  
through Tenteroo**



**Metalwork**

**13 years old. Materials cost  
\$10 paid through Tenteroo**

## Shooting Sports

Camp Thee Falls has three well-equipped shooting ranges. The rifle shooting merit badge is offered on the covered rifle range using very accurate and well maintained target rifles fired from the bench—rest position on individual shooting tables. The archery range has bales set at various ranges and will provide plenty of challenge even to experienced shooters. The shotgun program and black powder shooting are conducted on the third range. Clay pigeons offer challenge to the shotgun shooters...while there is no telling what the fun “target of choice” will be for black powder shooters! All ranges are run with safety in mind by certified NRA



### Merit Badges:

Qualifying for Shooting Sports Merit Badges is quite challenging. **Scouts under the age of 12 are strongly encouraged to participate in recreational shooting sports programs during open program rather than signing up for the merit badge.** This will allow scouts to improve their skills and build self-confidence without the pressure of meeting the qualification requirements.

Scouts taking these merit badges may need to spend extra time at the range to meet qualifications; see the Shooting Sports Director for schedules of available times.

Scouts taking Rifle Shooting Merit Badge or Shotgun Merit Badge will need to go to the Rifle Range Friday morning to complete a few requirements (including those who take these merit badges during afternoon sessions).



**Archery**

Cost for arrow kit \$4



**Rifle Shooting** \$20 for ammunition



**Shotgun Shooting**

\$25 for ammunition  
Minimum age is 13





## Fun Activities

### Open Shooting

The rifle range is open most afternoons between 4:00 and 5:00. Tickets for rifle must be purchased in advance at the Trading Post. **Rifle tickets are \$2.00 for 10 rounds.**

### Black Powder Shooting

Black Powder Rifle shooting is offered at the Black Powder range behind the fort on Thursday afternoon and Friday morning. Come when the range opens and hear an interesting talk on the Rendezvous period and the rifles they used. Recommended minimum age is 13. Younger scouts can be accommodated if they have sufficient upper body strength to hold the rifle on target. **Tickets cost \$1 a round.**

### Scoutmaster vs. SPL Shoot

Come test the skills of your SPLs and Scout Leaders. The Rifle Range is open after dinner on Monday to settle who is best.

### Field Archery

When you tire of shooting at a bulls-eye, test your archery prowess on the Field Archery range. See the Archery Director to sign up.

### N.R.A. Marksmanship Awards

Camp Three Falls is one of the few camps in the state of California to offer NRA marksmanship awards. Both youth and adults can qualify in the following areas:

<i>Pro-Marksman</i>	<i>Marksman</i>	<i>Marksman 1st Class</i>
<i>Sharpshooter</i>	<i>Expert</i>	<i>Distinguished Expert</i>

Patches and medals are available for purchase at the Trading Post. The price of these items runs between \$5 and \$30 .



## Nature

Our Nature Lodge is the oldest building at Three Falls, dating to 1933. It houses a fascinating collection of live and mounted plants and animals, rocks and fossils, animal print castings, and many other useful resources for scouts working on nature merit badges, Second Class and First Class nature requirements, or those who just want to learn more about our local environment.

### About Nature Merit Badges

This year we are combining Geology and Forestry Merit Badges into a single class. These are two great merit badges to earn at Three Falls! We're also adding a new merit badge, Weather.

Because most of these merit badges include a lot of "book work," we strongly encourage Scouts to read the merit badge book and do the merit badge worksheet available on [www.meritbadge.com](http://www.meritbadge.com) BEFORE coming to camp. See the merit badge worksheet at the back of this guide for details on the prerequisites for these merit badges.

Scouts should bring paper and pencil to all nature merit badges. Most nature merit badges require scouts to do observations and write reports on their own, so be sure to allow plenty of time for "homework" in the campsite for these badges.



### Fun Activities

#### Nature Hikes

Our nature trail offers marked specimens of 20 to 25 different local plants. Scouts participating in Pathfinders and some nature merit badges will participate in staff-led nature hikes. For self-guided nature hikes, an interpretive trail guide is available at the Nature Lodge.

#### Nature Lodge Exhibits

The nature lodge houses a collection of taxidermy animals, local rocks and minerals, and occasionally live reptiles that we keep in terrariums for a short time before releasing them into the wild. Come by whenever the staff is present and see what's there today.





### Merit Badges:



**Environmental Science**

*Hard (Not recommended for 1st year Scouts). Do Req. 3b & 6 in writing*



**Fish and Wildlife Management**

*Hard*



**Forestry Geology** Combined class.  
Bring TWO Blue Cards



**Mammal Study**

*Easy – Good for first year Scouts*



**Nature**

*Requires lots of observation time*



**Weather**

*Prerequisite: Do Req. 9 (a or b)*



## Science and Technology (STEM)

Our Science and Technology (STEM) program has become one of the most popular program areas at Three Falls. Our aim is to stimulate Scouts' interest in science, technology, engineering and mathematics — but without losing our focus on the outdoors.

**Photography:** Participants will learn the basics of composition, lighting, and incorporating action using digital photography — then practice their photography skills by taking pictures of activities around camp. Toward the end of the week they'll select and edit pictures to create a slide show to share with the rest of the camp on Friday night. We will have a limited number of digital cameras available to borrow. Scouts can also bring their own digital cameras (not cell phones, please) but must also bring a cable to transfer photos to our computer for editing.

**Space Exploration:** Scouts will learn about the history and aims of the space program, and then built and launch their own rockets! (Launches may be curtailed if the fire department determines that fire danger is too high)

**Astronomy:** An 8-inch telescope will enable participants in this program to gaze at planets, stars and distant galaxies through the crystal-clear mountain air.

**Geocaching:** Learn to use the latest satellite -assisted navigational technology to explore the area around camp looking for hidden caches.

**Mining in Society:** Scouts will learn about the mining history of Lockwood Valley and the role of mineral extraction in American industry.

**Electricity:** Scouts will learn valuable practical skills, with an emphasis on keeping themselves and their homes safe.



Borax mine near Three Falls, about 1900.

### Cyber Chip

Several STEM Merit Badges require scouts to complete the Cyber Chip before taking the merit badge. Starting this year, we will offer a Cyber Chip class at camp. This will be a free time activity, so it won't interfere with merit badge classes. Days and times will be announced at camp.

The Cyber Chip requires Scouts to write and sign a contract with their parents with rules for use of computers and other digital technology. A sample contract is available at the back of this Leader Guide or on our blog,

<http://campthreefalls.blogspot.com>





### Merit Badges:



**Photography**



**Space Exploration**

Materials Cost \$15



**Astronomy**

Prereq. #6, PLUS, requires a Thursday-night observation session



**Geocaching**

Do Req. 7 at home but you do not need to find the cache.



**Mining In Society**



**Electricity**

Do Req. 2, 8, and 9a at home

### Fun Activities

#### Astronomy Night

Observe the night sky on the staff-guided star watching nights, offered Thursday night at 8:30 p.m., weather permitting. Learn the names of stars and constellations, and the myths behind them. Younger scouts can also learn to find their way by the stars for First Class Requirement 1. Dress warmly for the evening.

#### Geocaching

There are many geocaches in camp and on the trails surrounding camp. Check out a GPS from the STEM area director, receive necessary instruction and enjoy the thrill of locating the carefully hidden caches using the latest in modern technology.

## High Adventure

Our High Adventure area is marked by one of the most visible structures in camp – our 57-foot climbing tower. The tower is used primarily for climbing instruction but will be available for Troop climbing sessions and it will open to all on two evenings for night climbing. Both scouts and adults are welcome to climb. The High Adventure area is also the home to the Low C.O.P.E. challenge course and Mountain Biking

### Fun Activities

#### Low C.O.P.E.

Our Low C.O.P.E. course is a series of teambuilding challenges for troops or patrols. There are seven events, including The Wall, Whale Watcher, Portal, and the Wild Woozie. The Low C.O.P.E course is available during Troop Time in the afternoon by advance reservation. ***For safety reasons, BSA requires supervision by a C.O.P.E.-certified instructor.***

#### Climbing Tower

The tower will open to all on Monday and Thursday evenings for night climbing. Both scouts and adults are welcome to climb.

#### Hiking

Staff members will lead a Wednesday-morning sunrise hike to the Pinnacles (about three miles, returning before breakfast). There are several other great hikes in the area that you can do as a troop, including North Falls (easy) and Middle Falls (moderate). Check with the High Adventure director or at the Camp Office for details. ***You must check out at the office before leaving on a hike .***

#### Mountain Biking

Mountain biking is available as a troop activity. We have about 10 mountain bikes available to check out. Troops must supply their own leaders – two-deep leadership is required. All riders must wear helmets. Our staff will provide maps and suggestions on riding routes – bike the fire road to North Falls, or ride/hike to Middle Falls. Scouts may bring their own mountain bikes, provided that they are checked into the bike area on Sunday and ridden only while participating in a scheduled group ride. Camp Three Falls is not responsible for any damage, repair, or loss of personal bikes at camp. Bikes must be in safe operating condition, and riders bringing personal bikes must also bring a helmet.

#### Climb On Safely Introduction

Adult Leaders meet at the climbing tower and learn the basic rules and requirements for conducting a safe troop-climbing program. Time to be announced .





### Merit Badges



Climbing

Min. age 12



Cycling

Min. age 13



## Handicrafts

The fully equipped handicrafts center in the Handicrafts Corral offers plenty of opportunity to make a souvenir while completing a merit badge for advancement. Not working on one of the merit badges? Scouts and adults can stop in during free time even if one of the handicrafts merit badges is not on the agenda. **NOTE:** This year, all Handicraft Merit Badges will be offered as four-day classes. We believe this will enable higher quality instruction and relieve scouts of the stress of trying to find time to complete the project on their own — and also ensure that everyone goes home with a craft project they can be proud of.

### Merit Badges:

Handicraft badges are excellent choices for first-year scouts because they are fun and easy to complete.

Note that all Handicraft merit badges this year are four-day classes. This will give our staff plenty of time to provide thorough instruction in the skills involved and make it possible for scouts to complete all the necessary work during class time with staff supervision and coaching.

The Handicraft area will also be open during Troop/Open Time for Scouts to work on merit badge projects or make a project just for fun. A variety of kits and supplies are available for sale at the Trading Post.

Materials fees will be charged to your troop account in Tenteroo for pre-payment, and kits will be issued at the Handicraft area on the first day of class.



**Pottery**



**Basketry**

Materials Cost \$15



**Leatherwork**

Materials Cost \$15



**Wood Carving**

Materials Cost \$5





## Other Merit Badges

The merit badges listed here are best reserved for older scouts; we do not recommend them for first-year campers. First Aid Merit Badge assumes strong prior knowledge of Trail to First Class First Aid (see Requirement 2b). Citizenship in the Nation and Citizenship in the World are open to scouts who are First Class rank or above; these are classroom-style merit badges that require concentration and study skills while in camp and also have extensive prerequisites. For safety reasons, Welding is only open to scouts 14 or older.

### Merit Badges:

These four merit badges require substantial one-on-one interaction with the instructor to ensure quality instruction. The presentations and requirements are aimed at the older scout who already has mastered introductory skills, has completed substantial pre-requisites or has the necessary eye-hand coordination to complete the requirements. Enrollment of first-year campers is strongly discouraged.



#### First Aid

Do Req. 5. Also, know all Tenderfoot, 2nd Class and 1st Class First Aid



#### Citizenship in the Nation

First Class and above. Complete Req. 2, 3, 6 & 8 in writing prior to camp



#### Citizenship in the World

First Class and above. Complete Req. 3 & 7 in writing prior to camp



#### Welding

14 years old & above.  
\$30 materials fee



First Aid merit badge will be offered during the first three sessions of the day. Campers will be required to attend and participate actively every day.

This merit badge requires thorough knowledge of 2<sup>nd</sup> and 1<sup>st</sup> Class First Aid requirement prior to starting the merit badge. Scouts enrolled in this course will be tested on the first day of class to ensure they meet this requirement. Scouts who cannot demonstrate sufficient knowledge will be excused from further participation. There is insufficient time in the merit badge sessions to teach First Class first aid requirements and still complete the substantial requirements of the First Aid Merit Badge in a quality manner.



Citizenship in the Nation and Citizenship in the World will again be offered at camp. The requirements for these merit badge are substantial and there are significant prerequisites necessary to complete these merit badges in camp. Scouts must complete the prerequisites, in writing, prior to arrival in camp. Completion of these requirements will be reviewed on the first day; Scouts who cannot show completion to the satisfaction of the merit badge instructor will be excused from further participation in these Merit Badges.



Welding will be offered only to scouts at least 14 years old. Substantial eye-hand coordination is necessary to successfully complete the merit badge safely. Class sizes are very limited to ensure everyone has sufficient time to complete all welding requirements.



**LEADERS PLEASE NOTE:** While the eligibility requirements for these merit badges may seem strict, it is for good reason. All of these merit badges require extensive one-on-one interaction between the counselor and the Scout if the Scout is to accomplish the requirements in a quality manner. We will accommodate motivated Scouts who complete the prerequisites prior to arrival at camp and assist them in completing these merit badges while at Camp Three Falls. The strict requirements will ensure that partial merit badges are rare.



## Three Falls Adventure Trek

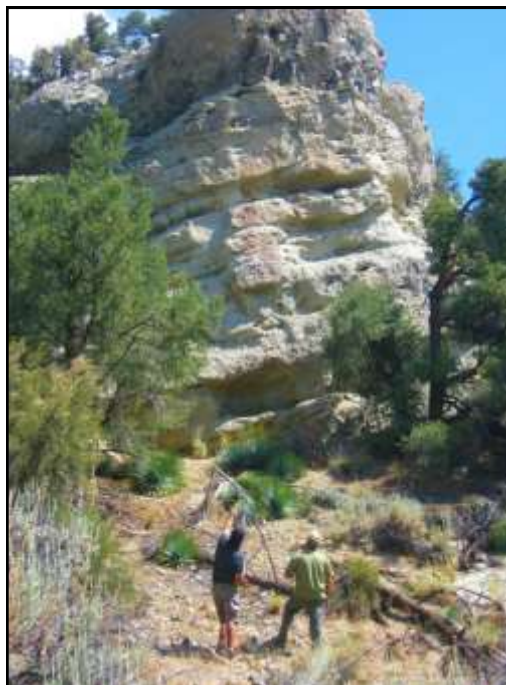
Camp Three Falls is proud to offer the Three Falls Adventure Trek Program. Designed especially for older scouts looking for a higher level of excitement and challenge, the Adventure Trek takes advantage of the best that Camp Three Falls and the Los Padres National Forest have to offer. Rather than participate in the traditional merit badge program, “trekkers” will:

- Assemble into crews of 6-8 Scouts
- Build teamwork on the COPE course
- Receive mountain bike training and face a challenging ride down Mount Pinos
- Receive climbing instruction and climb the 57-foot tower with fellow trekkers
- Develop primitive living skills, including black powder rifle shooting, survival skills and more
- Receive leadership skills training while addressing daily leadership challenges.
- Leave camp for two days of backpacking, including camping at remote trail camps in the Chumash Wilderness, while using Philmont-style backpacking techniques.
- Practice the principles of Leave No Trace

This exclusive program is available only for Scouts who are at least 13 years old at the beginning of camp, and have completed 8th grade.

Treks will be led in camp and in the field by specially trained staff members. The program is designed for individual scouts, not as a troop or patrol activity.

Due to the added cost of running this program, there will be a \$35 per scout surcharge in addition to the regular camp fee. This will be added to your unit bill when you sign up for Trek, and must be paid before you



**FOR EXPERIENCED  
CAMPERS**



**Leaders Please Note:**

Maximum enrollment will be 16 campers each week.

Scoutmasters should use Tenteroo to sign scouts up for the program. The fee must be paid by May 31st to hold the Scouts' reservation for this exciting program,.

Key	
	Scout with Troop
	Scout with Crew—In camp
	With Crew—On the trail

**TENTATIVE SCHEDULE**

SUNDAY	MONDAY	TUESDAY	WEDNESDAY	THURSDAY	FRIDAY
Daily Leadership Challenge	Team Development	Effective Communication	Inclusiveness	Making Ethical Decisions	Servant Leadership
Check in with Troop	Low COPE Team building	GPS training/ Geocaching MB	Trail Boss Training	GPS Course Geocaching	Hike to top of Mount Pinos
Medical Recheck	Camping Merit Badge	Mountain Bike Training	Hike to Lily Meadows	Tracking and Stalking	Ride mountain bikes down or on Local Trails
Opening Campfire	Philmont Backpack skills	Rendezvous skills and black powder	Archery Field Course Ultimate Frisbee	Hike to Sheep Camp	Campwide Games & Seneca Run
	Night Climb Camp with Troop	Pack Shakedown Camp with Troop	Camp at Lily Meadows	Camp at Sheep Camp	Closing Campfire



## Frontier Survivor



Our unique Frontier Survivor program consists of a challenging series of hikes and activities that will test your endurance, while introducing you to some of the most scenic spots on the Mt. Pinos Ranger District, the Chumash Wilderness, and the 3,500-acre U.S. Borax property. You'll see ancient Chumash rock paintings; relics of the borax mining days a century ago; three waterfalls; a wonderland of nature; and awe-inspiring views.

This is a strenuous program intended for older scouts. Participants must have attended at least one previous summer camp, be in good physical condition, and have completed several previous 5-mile hikes. No one hike in this series is overly difficult for a first-time camper -- in fact, we encourage first-year scouts to join us on the Pinnacles Hike -- but taken together, we find these hikes will tax younger Scouts.

**Middle Fork Canyon:** Tour one of the most beautiful canyons in the San Emigdio Mountains, leading through the center of the Borax property to a hidden waterfall in the Chumash Wilderness. This 6-mile twilight hike leaves camp after dinner, arrives at the falls just before dark, and returns between 9:00 and 9:30 p.m. Bring plenty of water

**Lee Falls:** You'll see amazing rock formations, learn about the ranching and mining history of our area, and observe sagebrush, pine forest, and riparian habitats on the way to a small waterfall tucked away in a small canyon north of camp. This hike takes place near sunset, a great time to catch a glimpse of the local wildlife.

**Pinnacles:** You'll need to get up really early for this one. Leave while it's still dark out and hike up the ridge on the south side of North Fork Canyon. You'll watch the sunrise from the top, then enjoy the fantastic view of eroded rock formations, the Cuyama Badlands to the west, the Lockwood Valley to the North and East, and mountains and forests all around. Bring a flashlight and water bottle.

**Outpost Camp:** Sleep under the stars away from camp in North Fork Canyon. In the morning, you'll visit North Falls and stop on your return trip to check out the Chumash petroglyphs and Whispering Rock. Dress warmly and bring a sleeping bag, tarp, flashlight, water bottle, and a small pack to carry your gear.



**SECOND-THIRD  
YEAR CAMPERS**

## Other Programs

### CAMPFIRES

The staff will entertain you at an opening campfire on Sunday night and our patriotic-theme closing campfire on Friday night. Wednesday's campfire features songs and skits provided by the campers themselves. Senior Patrol Leaders must sign up, with the name of your skit, at the Wednesday SPL Meeting.

### FIRE QUEST

Patrols race against the clock during this unique relay race on Wednesday evening. This race involves cycling, running, bouldering and swimming. The race requires five participants – you may combine patrols or recruit extra participants for smaller patrols. Sign up by patrol by Wednesday lunch.

### SERVICE PROJECTS

Some Scouts need to do service projects for advancement, and a service project is also required to qualify for the Tribe of Matilija. If you are interested in doing a camp service project as a troop, your commissioner can tell you what projects are available and arrange for tools and materials.



### CAMPWIDE GAMES

Scouts work together as they compete in our Friday afternoon camp wide games, a mix of frontier-themed activities, teamwork challenges, and Scout skills. Fun for all, and awards for the highest-scoring patrols.

### SENECA RUN

No one who enjoys a challenge will pass up the Seneca Run, which takes place immediately after Campwide Games. Employing the skills of black powder shooting, archery, bull whips, tomahawk throwing and trap setting, the Seneca runner will test his mettle against other frontiersmen out to prove themselves as Mountain Men. In order to participate, you must prepare by visiting our Frontier Skills area, the archery range, and the black powder range during the week to receive instruction and be signed off for each activity. Every Seneca runner is rewarded with a pewter collector tomahawk that can be worn on a chain around the neck. This activity is open to adults and to campers 13 and older.

### LOUELLA'S CANTINA

Join us at the Cantina on Tuesday night from 7:30 to 9:00 for refreshments, old-time music, and relaxing card and board games. The name "Louella's" honors Louella Plush Lee, daughter of Lewis Plush, who homesteaded the land where our camp is located 100 years ago. Louella married Bert Lee, an early-day camp staff member, and their son Gary served for many years as our camp ranger.

## Tribe of Matilija

Many years ago, the Chumash Indians roamed the forests and hunted game in the bountiful Ojai Valley. When a bad omen came to the tribe, the Great Spirit sent two white gophers to Chief Matilija. The gophers instructed the chief and his people to perform acts of unselfish service and sacrifice. Chief Matilija perished in a great calamity, but because of the acts of service and devotion performed by his people, the Great Spirit sent another wise leader, Chief Topa Topa, to the Chumash, to save the worthy people from their enemies.

In the 1920s the spirit of unselfish service was rekindled at Ventura County Council's Camp Grey, located on Matilija Creek near Ojai. There, the **Tribe of Matilija** was founded as the honor camping organization of the Council. The tribe had as its purpose to promote camping at Camp Grey. When Three Falls replaced Camp Grey as the Council's summer camp location in 1933, the Tribe relocated here.

When the Order of the Arrow was established in Ventura County in 1944, the **Tribe of Matilija** was merged into OA. The new lodge took its name from the legendary Chief Topa Topa.



The **Tribe of Matilija** was reactivated in 2008 as an exclusive honor camping organization for Scouts and leaders who attend and perform service for Camp Three Falls. Membership is earned through active participation in the camp's program, and by giving one hour of camp service.

Members will be presented with a certificate. Tribe members may purchase the Tribal Medallion for \$5. Unit leaders will receive an application form at the leader meeting the first day of camp.





### TRIBE OF MATILIJA – HONOR TROOP AWARD

The Tribe of Matilija is intended to increase camper participation in free time and evening activities AND promote troop spirit and teamwork. Choose the activities you want to do. Points are awarded based on percentage of troop members participating (number of scouts participating divided by number of youth in camp times maximum points). You don't have to do the math – just record the number of youth who take part, have a staff member initial to confirm, and we'll total it up.

If your troop achieves a total of 100 points, all troop members can become members of The Tribe.

TROOP NUMBER: \_\_\_\_\_ Number of people from unit in camp: \_\_\_\_\_

Activity	Number participating	Staff confirmation
Group One – Required – 40 points maximum		
Perform one hour of authorized service for the Camp		
Group Two – 25 points maximum per activity		
Perform a second hour of authorized service for the Camp		
Participate with your troop or patrol in Low COPE		
Participate with your troop or patrol in Field Archery		
Take the Wednesday morning Pinnacles Sunrise Hike		
Participate with your troop or patrol in FireQuest		
Earn the Polar Bear patch		
Group Three - 10 points maximum per activity		
Organize a troop horseshoe tournament		
Attend Scouts Own		
Perform a song or skit for the Campers' Campfire		
Participate in Night Climb		
Participate in knot competition		
Shoot Black Powder Rifles		
Dutch oven cooking		
Additional Points as Noted – number of participants is not a factor		
Participate in raising or lowering the American flag (5 points)		
One adult participates in Scoutmaster Splash (5 points)		
At least one person participates in Seneca Run (5 points)		
SPL (or other scout) plus one leader participate in Scoutmaster/SPL Shoot (5 points)		
SM attends daily morning SM meeting (1 point each day)		
SPL attends daily morning SPL meeting (1 point each day)		
Campsite Inspection: Percentage score times five points daily		

TURN IN FRIDAY EVENING AFTER SENECA RUN

## Just For Adults

We appreciate the time and effort your adult leaders volunteer to make it possible for their scouts to come to summer camp. While the leaders' primary focus should, of course, be on their scouts, we want you to go home feeling like you got something out of camp, too.

### Leader Lounge

We've set aside a shady spot on the front porch of the Dining Hall for adults to hang out. There's comfortable seating, outlets to recharge your devices, and the coffee is always on! Check the whiteboard for messages about the day's activities. It's a comfortable place...so please discourage your Scouts from lounging in this area.



### Leader Activities

#### Scoutmaster Splash

Points for biggest splash, and for style

#### North Fork Tour

Learn about the geography, history, and nature of our recent property acquisition and hear about some of our plans for the property.

#### Dutch Oven Cookoff

We'll provide a surprise package of ingredients, Iron Chef style; or bring your own supplies and enter in the Unlimited Bracket.

#### Scoutmaster/SPL Shoot

Bring your SPL to the rifle range and compete against leaders from other troops.

#### Leader Lunch

All adults in camp are welcome to join us at lunch time on Thursday in the Big Corral for a special lunch.

**Leaders can also participate in Tribe of Matilija, Frontier Survivor, and Seneca Run.**

### Leader Training

#### Scoutmaster/ASM Training

We will offer Scoutmaster and Assistant Scoutmaster Leader Specific Training one day each week during all Camp sessions. Introduction to Outdoor Leader Skills will also be available, with sessions spread through the week. Sign up in advance through Tenteroo.

#### Safe Swim Defense/Safety Afloat

Offered at the pool. See schedule for time

#### Climb on Safely

Offered at the Climbing wall. See schedule for time.

#### Trek Safely

Offered at the High Adventure Shed. See schedule for time.

#### Red Cross CPR

We offer a weekly Red Cross CPR certification class one day each week. There is a charge of \$40 to cover materials and Red Cross fees. Space is limited, so sign up in advance through Tenteroo. Participants can also take an optional Red Cross Community First Aid class for an additional \$5. The First Aid class is not offered separately.

## Leadership in Camp

### Troop Scoutmasters

**Each troop must be under the leadership of two unit-provided adults during the entire week.** We strongly recommend that the registered Scoutmaster of the troop lead the troop at camp. If the Scoutmaster is unable to attend full time, the troop committee should name an interim Scoutmaster. Under BSA policy, each unit must provide two-deep leadership. Prior to your arrival in camp, the Council Service Center staff will attempt to assist small units that are unable to procure sufficient leadership by providing contacts with other units. Small units that anticipate these kinds of problems may also try contacting their commissioner or their district camping chair *in advance* to learn about the possibilities of sharing leadership with other units in camp. This, however, remains the unit's responsibility and should be handled as early as possible.

The camp Scoutmaster works with the camp SPL and together they develop and implement the troop's program. The camp Scoutmaster needs to participate in Adult Leader Meetings while at camp.

If your troop needs to rotate leaders, all rotating leaders must check in and out at the Camp Office and Health Lodge. They must have their medical forms and medications with them upon check in or they will not be allowed to remain overnight in camp.

### Guidelines for Adult Leadership

- All leaders must either be registered members of the Boy Scouts of America or the parent or legal guardian of a youth in camp.
- At least one leader must be 21 or older.
- All leaders must be 18 or older.
- All adults in camp must deliver the appropriate completed and signed medical form BSA 680-001, Parts A, B, and C) to the camp health officer upon arrival.
- All adults in camp must have taken Youth Protection Training (YPT) Training within the last two years.
- Part-time leaders and visitors must check in at the camp office upon arrival in camp and check out as they depart.

- One adult in camp must have taken Hazardous Weather Training within the last two years.

### Senior Patrol Leader (SPL)

We expect the SPL to lead his troop during its week at camp. If the troop's regular SPL is unable to attend camp, you should appoint an acting Camp SPL. Each troop's SPL is a part of the Camp SPL Council that meets daily with the Program Director and Camp Commissioner. At these meetings, the SPLs will be updates on camp events and sign up for Troop and Patrol activities. If the troop's SPL is unable to attend, the Assistant SPL should fill in.

### Patrol Leaders Council (PLC) and the Patrol Method

Your PLC is responsible for planning troop activities at camp. It meets daily in your troop's campsite to discuss the troop's part in camp-wide events. The PLC, run by the SPL, includes your Patrol Leaders at camp. The experience, fun, and responsibility of working as a patrol develops character, citizenship, and teamwork in the Scouts. The PLC posts Troop and patrol duty rosters in the troop site.

### The Camp Staff

The young men and women on the staff are there to help your troop meet the goals that you and your youth leaders have established. It is not the staff's intent or role to take over the operation of your troop. Their support should give leaders more time to devote to the real task at camp – Scout development.

### Camp Commissioners

Your Camp Commissioners are your first point of contact for camp service and support. Like you, they are dedicated volunteers who are taking a week off from home to make your unit's stay enjoyable and productive. They are especially committed to aiding your troop with activities at your troop campsite.



## Safety and Emergencies

We take every precaution to ensure a healthy and safe camping experience for all Scouts. However, accidents and medical problems do occur. Camp Three Falls operates a well-equipped Health Lodge, administered by a qualified Health Officer. The medical staff is available 24 hours a day.

In the unlikely event of a very serious injury or illness requiring immediate specialized medical attention, we will turn over the care of your Scout to the local emergency medical service. At their discretion, the use of ground or air ambulance service may be required. All expenses associated with this additional treatment become the responsibility of the injured party, Scout's parent(s) or guardian(s), preferably handled through their personal health insurance or supplemental accident insurance. A copy of the health insurance card should accompany the medical forms for each Scout.

### Health and Medical Examination

All campers (youth and adults) must complete the Annual Health and Medical Record, Parts A, B, and C (BSA Form 680-001 2014 Printing). It is important that this form is filled out completely including Immunizations and Tetanus dated within the past 10 years. **Anyone who is staying in camp overnight must have a doctor's signature and date on part C.** Admission to camp is contingent upon a satisfactory medical record and current Scout membership. The camp is not prepared to conduct medical examinations.

### Medications Brought to Camp

All *prescription* medications brought to camp need to meet the following requirements:

1. Prescriptions must be in their original container with the prescription label present. (Do not send in old bottles)
2. The prescription label must include the Scout's name. (In the case of inhalers, this label must be on the medicine itself.)
3. The prescription cannot be expired.
4. All medications will be administered at meal times and bedtime.
5. Emergency prescription medication (inhalers, auto-injectors, etc.) will remain with Scout while at camp.
6. The prescription will be administered as stated on the label. If the dosage of medication has changed, a new set of prescription directions from the doctor must accompany the prescription to camp.

All *over-the-counter* medications brought to camp need to meet the following requirements:

1. They must be in the original container.
2. They cannot be expired.
3. They will be administered according to label on the bottle. If an off label use is requested, a doctor's written directions must accompany the prescription to camp.

***If you are sick, STAY HOME!*** Parents, if your child is sick, **KEEP THEM HOME** for at least seven days after symptoms began or 24 hours after symptoms resolve, whichever is longer. Camp is not the place to recuperate from an illness.

On their first day in camp, Troop leaders and Scouts will receive an explanation of the standard emergency procedures. In the event of an emergency, notify a member of the camp staff immediately. If you feel that you are able to deal effectively with the situation, do so after sending word to the camp medic or Camp Director. If the situation seems at all dangerous, the priority is to evacuate all Scouts and leaders from the area.

### Emergency Care Procedures

The following procedures will apply if emergency care is necessary:

If a Scout has a serious illness or injury, the attending medical staff will notify the Parent(s) or guardian(s) as soon as possible. If the parents will not be home during the week of camp, the camp needs to know where to reach them. In the case of a severe accident, the medical staff will contact the parent(s) as soon as possible after administering proper care.

In the event that the parent(s) or guardian(s) are unavailable, the unit leader will need to make decisions in their place. It is the responsibility of the unit leadership to provide transportation for unit member(s) requiring non-emergency medical services off camp property.

Two adult leaders must accompany a Scout requiring non-emergency medical services. The leaders must obtain the Scout's medical form and insurance information from the Health Lodge before leaving the camp. Two adults must also stay with the troop; the Camp Director will assist with leadership when needed.

The nearest full-service hospital is Henry Mayo Hospital in Valencia. The camp medical staff will provide directions to the medical facility.

The camp medical staff must clear all cases requiring outside medical care. In the event of serious medical emergency, professionally trained local emergency medical services will assume care of the patient.

If a Scout or adult develops a 100 degree fever and shows any other signs of the flu, they will be sent home immediately. A partial refund can be requested for this situation.

## Missing Persons

In the event a camper is missing, first check the camper's tent. If the camper is still missing, the unit leader should immediately notify the Camp Director or Camp Program Director. Do not attempt a troop search of camp. Ascertain who last saw the missing person and get details of the circumstances.

## Weather

Our weather is usually pleasant, but campers should be prepared for a variety of conditions. You will be visiting camp in the summer, but we are located at an elevation of 5,400 feet. This means we can experience a wide variety of weather conditions, including heat, wind, and rain. Daytime temperatures during the camp season usually range from the 70s to the 90s. Nighttime temperatures occasionally drop into the 30s.

In our warm, dry climate, dehydration is a common problem. Encourage your Scouts to drink plenty of water. Soft drinks, coffee, and other beverages contribute to dehydration – so do not use them as substitutes for water.

## Lightning Storms

In the event of a lightning storm, we will close the Waterfront, Shooting Spots areas and the Climbing Tower immediately. Campers should stay away from tall trees, electrical poles, flagpoles, wire fences, and other structures or objects that might attract lightning. Campers should stay out of open areas. The Camp Director will give specific instructions if deemed necessary.

## Altitude

Our Camp elevation is approximately 5,400 feet. Some people have difficulties in adjusting to this altitude. All campers should observe limited activity for the first day. Asthmatics may want to increase preventive doses of medications. Adequate fluid and food intake and plenty of rest is the key to comfort at any elevation.

## Earthquakes

Clear all buildings in a quiet and orderly fashion and group in a clearing area. For those who cannot get out of a building, protect yourself under a table or a door-frame.

## Fire Prevention

Fire is always a threat to our wilderness. You must take

certain precautions to prevent and control fires:

- Smoking is allowed only in the designated smoking area, on the north side of the parking lot near the restroom.
- Though open fires are prohibited in campsites, each troop site has fire control tools. These tools should never leave the campsite.
- Fires are only permitted under staff supervision at the main campfire bowl, at the Fort and in the barbeque grills in the main corral.
- Make use of the fireguard chart.
- Never leave a fire unattended.
- Review fire emergency plan with Scouts.
- The entire camp will hold a fire drill each week on Monday. (Scoutmasters will be given instructions for their troop at the Sunday afternoon Scoutmaster Meeting.)

## Fireguard

In order to maintain a vigilant watch for fire, the national camping department has implemented the fireguard plan. Your Senior Patrol Leader will be receiving instruction on the plan on the first day and how to use it in your site. It is the responsibility of the troop to maintain the fireguard plan.

## Fire Drill

In case of fire, we sound fire alarms located at the Trading Post and Fremlin Hall. All campers must assemble in the parking lot. Follow directions of camp staff. Each Scoutmaster is to take a roll call to determine if their Scouts and adults are all present and accounted for and report any missing persons to the Camp Director. At the parking lot, the Camp Director or Camp Program Director will maintain control of the camp, and, if necessary, they will initiate plans for evacuation.



## Behavior and Dress

### General Behavior

- The Scout Oath, Scout Law, and Outdoor Code are the rules of camp. Scoutmasters have the primary responsibility for troop discipline.
- We will not tolerate the use of profane language by Scouts, adult leaders, or staff. If we hear of an individual using this language, he or she will be reminded of the Scout Law: **A Scout is Clean in mind and body.** They can also be removed from camp at the discretion of the unit leader and/or camp director.
- Troop Campsites should be treated better than your home. Scouts and leaders should not go into other campsites without permission from the troop leaders. This includes partially walking through to your campsite or just using the latrine for a brief stop because it is the closest.
- Problems with other units should be resolved through your Camp Commissioner

### Clothing

Scouts and leaders should arrive in camp wearing the Scout field uniform (sometimes referred to as “Class A”). We recommend that Scouts wear the uniform for travel to and from camp. The field uniform is also required for morning and evening flag ceremonies, breakfast and dinner.

At other times, casual outdoor clothing is recommended. A troop t-shirt or camp t-shirt is preferred.

All clothing must be Scout-appropriate – no t-shirts featuring inappropriate pictures, logos or slogans, and no gang-type clothing. Scouts should wear hats for protection from the sun. Sturdy shoes with socks are a must, since you will be doing a lot of walking!

### Footwear

You must wear shoes that fully cover soles and toes at all times. Sandals, flip-flops, slippers, etc. are inappropriate and perilous for a camping experience. You may wear open-toed shoes in the shower or at the waterfront, but not for travel in-between.

## Other Rules and Regulations

### Damage

Damage to your campsite or other camp facilities through negligence or abuse committed by members of your unit will result in a fee assessment. Your Commissioner will maintain an inventory of the condition of your campsite and its contents. Please report damage to your Commissioner as soon as possible as it is the responsibility of each unit to care for property and equipment assigned to its use. Units are responsible for repairs or replacements. The charge for tent rips, tears, or holes is \$25 per inch of damage. Tent total replacement is at current market price, which is approximately \$450. Replacement cost for broken cots is \$50. Discharging of fire extinguishers in a non-emergency situation, such as horseplay, will cost \$50 for to recharge or replace. We will assess damage to latrines, picnic tables, and other property damage according to the projected cost of labor and material needed for repair.

### Parking

Vehicles must be backed into parking spaces for easier evacuation if needed. All vehicles must be parked in the camp parking lot. No vehicles are allowed at the campsites. You may not drive to your campsite to drop off any equipment. While the camp will provide adequate parking areas for all personal vehicles, we will not accept any responsibility for vehicles parked on camp property or damaged by driving over camp roads.

PLEASE do not turn on your car alarms when parking in the camp parking lot. Drivers should keep the keys to their vehicles on their person while out and about camp. In the event of an emergency you may not be able to return to your camp to retrieve your keys.

### Visitors

Parents of campers are always welcome at camp. All visitors must check in at the Camp Office for a temporary visitor wristband. All overnight visitors need a current Annual Health and Medical Record, Parts A, B, and C (BSA Form 680-001 Rev. 6/2014). The Sunday night opening campfire presented by camp staff, mid-week unit campfires presented, in part, by campers, and the Friday night closing campfire create memorable moments for everyone at camp, including parents and visitors.

### Pets

**Do not bring pets to camp.** Please tell parents and visiting Scouts to leave their dogs, cats, hamsters, snakes, llamas, etc., at home when visiting camp.



## Vehicles in Camp

Cars, trucks, trailers, and motorized vehicles of any kind are not permitted past the parking lot (with the exception of camp service vehicles). You will not be permitted to drive to your campsite to drop off gear. ATVs, motorcycles, scooters, etc. are not permitted.



### Bicycles

Upon arrival, notify a staff member if you have brought a bicycle to camp and they will arrange for you to check it in at the High Adventure building. Bikes may not be ridden in camp. You may ride your bike on the fire

road that leads west from the parking lot into the National Forest, and on designated trails in the National Forest. Ask the High Adventure staff for more information. Helmets are required at all times. The bicycle is the owner's responsibility while in camp.

### Rest

Growing youths need adequate sleep whether they know it or not, and the Scoutmaster should see that his or her campsite is quiet from **10:00 PM to 6:00 AM**. This will permit everyone to get the rest they need.

### Hazing

Scouts sometimes feel that the new Scouts should be "initiated" into the troop with a hazing activity. You should be alert to this desire of adolescents and teenagers and direct their efforts into more meaningful programs. Hazing has no place in Scouting, and as part of our Youth Protection Guidelines, there is zero tolerance for hazing in camp. Scouts who are found hazing others may be removed from camp at the camp director's discretion.

## Wild Animals in Camp

Our camp is surrounded by thousands of acres of National Forest, which are home to bears, mountain lions, coyotes, deer, squirrels, mice, snakes, spiders, yellow jackets and other creatures. This is their home; we are just guests here.

Trash and food left around your campsite or in tents or packs will attract animals into camp. Warn your Scouts not to take food to their tents. All edibles must be stored at the Dining Hall and not left unattended in your campsite.

In addition, everyone needs to work to keep the entire camp trash free. Pick up and properly dispose of litter.

Notify the Camp Director or your Camp Commissioner immediately of sightings of dangerous wild animals.

## Alcohol and Drugs

It is the policy of the Boy Scouts of America that the use of alcoholic beverages and controlled substances is not permitted at encampments or activities on property owned and/or operated by the Boy Scouts of America or at any activity involving participation of youth members. This policy will be strictly enforced for all those that use our facilities.

## Smoking/Tobacco

The legal age in the State of California for the use of tobacco is 21 years old. You, as a leader, can prevent tobacco use among youth by informing your Scouts that we will not permit the use of tobacco products by anyone under the age of 21 at camp.

For those adults who must smoke or use tobacco products, please do so only in the designated areas. The only place where smoking is permitted in camp is on the north side of the parking lot, next to the rest room building. We strictly prohibit smoking in tents, campsites, or anywhere else where youth are present.

## Firearms, Ammunition, and Fireworks

We do not allow camper or leader-owned firearms, ammunition, or fireworks in camp. This includes B.B. guns, pellet guns, air guns, bows and arrows, and slingshots. Firearms are not allowed to be in camp whether or not you hold a concealed weapons permit.

## Troop Campfires

Due to extreme summer fire danger in the Los Padres National Forest, campfires are not allowed in campsites. Note that most of our campsites are on leased Forest Service land and are subject to all Forest Service rules and regulations. If your troop wants to hold its own campfire, it may be possible for you to arrange to use one of our designated campfire areas (subject to availability). See the Camp Director for scheduling.

## Chemical Fuels

You may NOT use kerosene or other liquid-fueled lanterns or stoves at camp. Propane or butane (bottled gas) stoves and lanterns are permitted. You may not use liquid fuels for starting any type of fire.

## Merit Badge Planning Worksheet

Name: \_\_\_\_\_ Current Rank: \_\_\_\_\_ Birthdate (month, day, year) \_\_\_\_\_

*Duplicate this sheet and have each Scout fill it out before camp. It's good to have some alternate choices in case their preferred badges fill up. Shading indicates periods when the merit badge is NOT available..*

	Location	9:00-10:10	10:20-11:30	1:30-2:40	2:50-4:00	Do before camp (see merit badge book for details)
<b>Aquatics (Pool, Lake)</b>						
<b>SWIMMING</b>	Pool	Not Offered	Offered	Not Offered	Offered	Pass BSA Swimmer test and all 1st Class Swimming reqs.
<b>LIFESAVING</b>	Pool	Offered	Not Offered	Offered	Not Offered	Pass BSA Swimmer test and swim 400 yards (at camp)
<b>BSA LIFEGUARD</b>	Pool					Must be 15 years old. See description.
<b>Handicrafts (Corral near Trading Post)</b>						
<b>POTTERY</b>	Handicraft					
<b>BASKETRY</b>	Handicraft					Cost for materials \$15
<b>LEATHERWORK</b>	Handicraft					Cost for materials \$15
<b>WOODCARVING</b>	Handicraft					Cost for materials \$5. Totin Chip required
<b>High Adventure (Climbing Tower)</b>						
<b>CLIMBING</b>	High Adventure					12 years old
<b>CYCLING</b>	High Adventure					13 years and older. Half-day class, all five days
<b>Fort Lockwood (Rendezvous)</b>						
<b>INDIAN LORE</b>	Fort					Cost for materials \$20
<b>WILDERNESS SURVIVAL</b>	Fort					Make survival kit (Req. 5) AND bring tarp and 50 feet of 1/8 to 1/4-inch rope
<b>METALWORK</b>	Fort					Minimum age 13. Cost for materials \$10
<b>Nature (Nature Lodge, east of Dining Hall)</b>						
<b>BIRD STUDY</b>	Nature					No Prerequisites
<b>ENVIRONMENTAL SCIENCE</b>	Nature					Not Recommended for first year scouts. Do Req. 3b & 6 in writing
<b>FISH &amp; WILDLIFE MANAGEMENT</b>	Nature					No Prerequisites
<b>GEOLOGY/ FORESTRY</b>	Nature					No Prerequisites. Bring TWO Blue Cards
<b>MAMMAL STUDY</b>	Nature					No Prerequisites
<b>NATURE</b>	Nature					No Prerequisites
<b>WEATHER</b>						Do Req. 2, 7, & 10 in writing

	Location	9:00-10:10	10:20-11:30	1:30-2:40	2:50-4:00	Do before camp (see merit badge book for details)
<b>Outdoor Skills (North of Pool)</b>						
<b>CAMPING</b>	Outdoor Skills					Req. 4b, 5e, 7b, 8d, 9a&b
<b>COOKING</b>	Outdoor Skills				2:50-5:00	1st Class and above. Do Req. 4 in writing. \$20 fee.
<b>FIRE SAFETY</b>	Outdoor Skills					Req. 6a, 12. Complete Home Safety Survey
<b>ORIENTEERING</b>	Outdoor Skills					Complete 2nd and 1st Class map and compass requirements
<b>PIONEERING</b>	Outdoor Skills					Strong knowledge of 2nd & First Class knots and lashings
<b>Science and Technology (Downstairs Office)</b>						
<b>ASTRONOMY</b>	STEM					Do Req. 6b before camp. Requires Tuesday Night Observation session
<b>ELECTRICITY</b>	STEM					Do Req. 2, 8, and 9a at home
<b>GEOCACHING</b>	STEM					Do Req. 7 at home, EXCEPT you do not have to find a cache
<b>MINING IN SOCIETY</b>	STEM					No Prerequisites
<b>SPACE EXPLORATION</b>	STEM					Cost for materials \$15
<b>PHOTOGRAPHY</b>	STEM					Bring a digital camera if available. Cyber Chip required.
<b>Shooting Sports</b>						
<b>RIFLE SHOOTING</b>	Rifle Range					Cost for ammunition \$20
<b>SHOTGUN SHOOTING</b>	Shotgun Range	EVENING CLASS	EVENING CLASS	EVENING CLASS	EVENING CLASS	Class meets Tuesday, Wednesday, and Thursday evenings (must attend all) Minimum age is 13. Cost for ammunition \$25
<b>ARCHERY</b>	Archery Range					Cost for arrow kit \$4
<b>Other Merit Badges</b>						
<b>FIRST AID</b>	Big Corral					Req. 1: Show evidence you have completed Tenderfoot, 2nd Class and 1st Class First Aid requirements. Do Req. 5
<b>CITIZENSHIP IN THE NATION</b>	Dining Hall					First Class or above. Do Req. 2, 3, 6, 8 in writing before camp
<b>CITIZENSHIP IN THE WORLD</b>	Dining Hall					First Class or above. Do Req. 3 & 7 in writing before camp
<b>WELDING</b>	Ranger House					Minimum age is 14. Must wear cotton long sleeve pants and shirt, and boots. Materials Fee \$30
<b>Pathfinders / Trail to First Class (At the Outdoor Skills area, north of the pool)</b>						
<b>Tenderfoot</b>						
<b>Second Class</b>						
<b>First Class</b>						
<b>TTFC Cooking</b>						



# MERIT BADGE PREREQUISITES

All Scouts must have a separate form for each merit badge. The forms will be collected by the Merit Badge instructor to validate completion of the requirements while in camp.

FULL NAME: \_\_\_\_\_ WEEK OF CAMP: \_\_\_\_\_

TROOP NUMBER: \_\_\_\_\_ COUNCIL: \_\_\_\_\_

MERIT BADGE APPLYING FOR: \_\_\_\_\_

The Scout named above realizes that certain merit badges cannot be completed at Camp Three Falls unless prerequisite requirements are met prior to arriving at camp. He also realizes that this form must be completed correctly, signed, and given to the camp merit badge instructor as verification that the requirements have been met.

I certify that the above named Scout has met the following requirements (check those that apply):

- Astronomy—Requirement 6b
- Camping—Requirement 4b, 5e, 7b, 8d, 9a&b
- Cit. in the Nation—First Class or above. Do Req. 2, 3, 6, 8 in writing before camp
- Cit. in the World—First Class or above. Do Req. 3 & 7 in writing before camp
- Cooking—First Class or above. Do Req. 4 and bring copies of menus, etc. to camp.
- Electricity—Requirements 2, 8, & 9a (bring written work to camp)
- Environmental Science—Requirements 3b & 6 (bring written work to camp)
- Fire Safety—Requirement 6a, 12 and complete Home Safety Survey
- First Aid—Requirement 5, PLUS evidence of completion of Tenderfoot, 2nd Class and 1st Class First Aid Requirements
- Geocaching—Requirement 7
- Lifesaving—Pass BSA Swim Test and swim 400 yards (at camp) before starting class
- Nature—Bring evidence of completion of any of the following (some requirements can be applied to Nature MB):  
Forestry    Geology    Mammal Study    Reptile and Amphibian Study
- Orienteering—Complete 2nd Class and 1st Class Map and Compass requirements
- Pioneering—Know all Trail to First Class knots and lashings
- Swimming—Pass BSA Swim Test (at camp) and all 1st Class swim requirements
- Weather—9a or 9b
- Wilderness Survival – Requirement 5 (bring Survival Kit to camp)

For safety reasons and to ensure a Scout can be successful in completing the requirements, certain merit badges have age restrictions. I certify that this Scout has enrolled in the following merit badge and meets the age requirements.

- Metalwork (age 13)       Climbing (age 12)     Welding (age 14)
- Shotgun Shooting (age 13)     Cycling (age 13)

\_\_\_\_\_  
Scoutmaster

\_\_\_\_\_  
Date



## Parents' Fact Sheet

Troop # \_\_\_\_\_ is attending Camp Three Falls from \_\_\_\_\_ to \_\_\_\_\_.

We will depart from \_\_\_\_\_ on \_\_\_\_\_ at \_\_\_\_\_.

We will return on \_\_\_\_\_ at around \_\_\_\_\_.

Lunch is not provided on the day that we arrive in camp, so please pack a sack lunch. Make sure that the Scout has everything. **Double check** that Scouts have their prescription medicines (give to Scoutmaster in Ziploc bag along with Scout's name and instructions). **Check** to be certain that the permission and medical forms are complete, including all necessary signatures and dates from physicians and parents.

The cost for each Scout to attend camp is \$\_\_\_\_\_. This includes almost everything. You'll want to provide some extra money for trading post items, souvenirs, snacks, and to pay for some advancement supplies such as handicraft kits and shooting supplies. If you ask, your unit leader may be willing to supervise this money.

### MAIL TO CAMP

It is recommended that letters to Scouts at camp be mailed early (even before camp), as mail service to camp can be slow. The address is:

Scout's Name) \_\_\_\_\_  
Troop # \_\_\_\_\_ Week \_\_\_\_\_  
Camp Three Falls  
12260 Boy Scout Camp Road  
Frazier Park, CA 93225

### EMERGENCY PHONE NUMBERS:

Emergencies at home may be reported to the Council Service Center at (805) 482-8938 (during business hours), or call Camp Three Falls directly at (661) 245-1206. *The camp office will not be open until June 18. Contact your unit leader with questions, or call the council office.*

Call me, \_\_\_\_\_ at \_\_\_\_\_ if you have any unanswered questions.

**THERE ARE NO PHONES IN CAMP FOR SCOUT USE. IN AN EMERGENCY, CAMP STAFF OR YOUR UNIT LEADER WILL CONTACT YOU.**

# Campsite Inspection Criteria

## Tents

- Tents should be neat and orderly. Tent flaps should be left open; this is so that in an emergency, staff can quickly confirm that no one is in the tent. Some tents will be missing ties; points should not be taken off if this is the case.
- The inside of the tent should be clean. Bedding (sleeping bags, pillows, and blankets) should be neatly arranged on the cot.
- Clothing should be folded neatly on top of the bedding, hung inside the tent, or stored in packs or baggage under the cot.
- Guy lines should be flagged with flagging tape. Tape is available from the camp ranger if needed.
- Clothes lines, if any, should be strung so that they do not present a ripping or strangling situation. They should be out of pathways used by campers.

## Fire Protection

- The Unit Fireguard Plan must be posted.
- We provide a rake, shovel and broom. These should be stored in the tool rack provided.
- The hose should be neatly coiled and ready for use in an emergency.
- The fire and sand buckets by each tent should be kept full.

## Troop and Patrol Equipment

- Duty rosters need to be filled out and posted.
- A copy of the camp schedule should be posted.
- All camping equipment should be stored away and clean.
- The campsite should be identified with a troop flag or sign. A “sign” made by arranging rocks, sticks, etc. is acceptable.
- A first aid kit should be visible.

## Campsite / Health / Safety

- The common areas of the campsite should be kept neat and clear of litter.
- The kybo should be clean. No trash or personal gear. Wash out the interior daily.
- The hand washing station should be clean. No personal gear left at station (a shared soap dispenser is okay).

## Bonus

- New camp gadget each day. It's okay to take down the previous day's camp gadget and replace it with a new one that is substantially different (the inspector has the final say in whether it is “different” enough. Use of lashing should be visible. Tool holders, towel racks, tables, chairs, etc. lashed from rope or twine are examples of camp gadgets.
- Patrol flags should be displayed near the patrol's tents. Evidence that the patrol is making flag will give partial credit. Full credit should not be given until the flag is complete.



# Daily Campsite Inspection

Unit _____ Campsite _____	Week _____	Possible Points	Mon	Tues	Wed	Thurs	Fri	Total
<b>Tents</b>								
Area around tents is clear of litter		10						
Personal equipment stored		10						
Guylines flagged		5						
<b>SUBTOTAL</b>		25						
<b>Fire Protection</b>								
Fireguard chart posted & filled out		10						
Fire tools present & readily available		5						
Hose neatly coiled		5						
Water and sand buckets filled		5						
<b>SUBTOTAL</b>		25						
<b>Troop &amp; Patrol Equipment</b>								
Duty roster posted		5						
Camp schedule posted		5						
Equipment clean and properly stored		5						
Troop sign or flag displayed		5						
First Aid Kit in camp and visible		5						
<b>SUBTOTAL</b>		25						
<b>Campsite/Health/Safety</b>								
Campsite neat & free of litter & debris		15						
Kybo clean		5						
Hand washing station clean and tidy		5						
<b>SUBTOTAL</b>		25						
<b>Bonus</b>								
Camp gadget or gateway		5						
Patrol flags displayed or being made		5						
<b>SUBTOTAL</b>		10						
<b>GRAND SUBTOTAL</b>		100						
<b>GRAND SUBTOTAL W/ BONUS</b>		110						

# CAMP THREE FALLS

## UNIT ROSTER

Unit Number _____ Council _____ District _____
Scouts Session 1 (June 23-29) _____ Scouts Session 2 (June 30-July 7) _____
Scouts Session 3 (July 7-13) _____ Scout Session 4 (July 14-20) _____
Number attending: Adult Male: _____ Adult Female: _____ Youth Male: _____ Youth Female: _____

Two Deep Leadership	
Unit Leader: _____	Assistant Unit Leader: _____
Email: _____	Email: _____
Cell Phone: _____	Cell Phone: _____
YPT Trained: ___ Yes ___ No	TP Trained? ___ Yes ___ No
Have copies of YPT Cards or other evidence of training for all adults available at check-in	

Additional Adults

	Male	Female	YPT Trained?
Adult _____	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Adult _____	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Adult _____	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Adult _____	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Adult _____	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Adult _____	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Adult _____	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Adult _____	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Adult _____	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

**FOR ADMINISTRATIVE USE:**

Campsite Assigned: \_\_\_\_\_

# Tents \_\_\_\_\_ Guide: \_\_\_\_\_

# CAMP THREE FALLS

## UNIT ROSTER

Unit Number \_\_\_\_\_ Council \_\_\_\_\_ District \_\_\_\_\_

Scouts Session 1 (June 23-29) \_\_\_\_\_ Scouts Session 2 (June 30-July 7) \_\_\_\_\_

Scouts Session 3 (July 7-13) \_\_\_\_\_ Scout Session 4 (July 14-20) \_\_\_\_\_

Senior Patrol Leader or Acting SPL

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

Patrol Name: \_\_\_\_\_ Patrol Leader \_\_\_\_\_ Age: \_\_ M/F \_\_

Name \_\_\_\_\_ Age: \_\_ M/F \_\_ Name \_\_\_\_\_ Age: \_\_ M/F \_\_

Name \_\_\_\_\_ Age: \_\_ M/F \_\_ Name \_\_\_\_\_ Age: \_\_ M/F \_\_

Name \_\_\_\_\_ Age: \_\_ M/F \_\_ Name \_\_\_\_\_ Age: \_\_ M/F \_\_

Name \_\_\_\_\_ Age: \_\_ M/F \_\_ Name \_\_\_\_\_ Age: \_\_ M/F \_\_

Patrol Name: \_\_\_\_\_ Patrol Leader \_\_\_\_\_ Age: \_\_ M/F \_\_

Name \_\_\_\_\_ Age: \_\_ M/F \_\_ Name \_\_\_\_\_ Age: \_\_ M/F \_\_

Name \_\_\_\_\_ Age: \_\_ M/F \_\_ Name \_\_\_\_\_ Age: \_\_ M/F \_\_

Name \_\_\_\_\_ Age: \_\_ M/F \_\_ Name \_\_\_\_\_ Age: \_\_ M/F \_\_

Name \_\_\_\_\_ Age: \_\_ M/F \_\_ Name \_\_\_\_\_ Age: \_\_ M/F \_\_

Patrol Name: \_\_\_\_\_ Patrol Leader \_\_\_\_\_ Age: \_\_ M/F \_\_

Name \_\_\_\_\_ Age: \_\_ M/F \_\_ Name \_\_\_\_\_ Age: \_\_ M/F \_\_

Name \_\_\_\_\_ Age: \_\_ M/F \_\_ Name \_\_\_\_\_ Age: \_\_ M/F \_\_

Name \_\_\_\_\_ Age: \_\_ M/F \_\_ Name \_\_\_\_\_ Age: \_\_ M/F \_\_

Name \_\_\_\_\_ Age: \_\_ M/F \_\_ Name \_\_\_\_\_ Age: \_\_ M/F \_\_

Patrol Name: \_\_\_\_\_ Patrol Leader \_\_\_\_\_ Age: \_\_ M/F \_\_

Name \_\_\_\_\_ Age: \_\_ M/F \_\_ Name \_\_\_\_\_ Age: \_\_ M/F \_\_

Name \_\_\_\_\_ Age: \_\_ M/F \_\_ Name \_\_\_\_\_ Age: \_\_ M/F \_\_

Name \_\_\_\_\_ Age: \_\_ M/F \_\_ Name \_\_\_\_\_ Age: \_\_ M/F \_\_

Name \_\_\_\_\_ Age: \_\_ M/F \_\_ Name \_\_\_\_\_ Age: \_\_ M/F \_\_



# Part A: Informed Consent, Release Agreement, and Authorization

Full name: \_\_\_\_\_

DOB: \_\_\_\_\_

High-adventure base participants:

Expedition/crew No.: \_\_\_\_\_

or staff position: \_\_\_\_\_

### Informed Consent, Release Agreement, and Authorization

I understand that participation in Scouting activities involves the risk of personal injury, including death, due to the physical, mental, and emotional challenges in the activities offered. Information about those activities may be obtained from the venue, activity coordinators, or your local council. I also understand that participation in these activities is entirely voluntary and requires participants to follow instructions and abide by all applicable rules and the standards of conduct.

In case of an emergency involving me or my child, I understand that efforts will be made to contact the individual listed as the emergency contact person by the medical provider and/or adult leader. In the event that this person cannot be reached, permission is hereby given to the medical provider selected by the adult leader in charge to secure proper treatment, including hospitalization, anesthesia, surgery, or injections of medication for me or my child. Medical providers are authorized to disclose protected health information to the adult in charge, camp medical staff, camp management, and/or any physician or health-care provider involved in providing medical care to the participant. Protected Health Information/Confidential Health Information (PHI/CHI) under the Standards for Privacy of Individually Identifiable Health Information, 45 C.F.R. §§160.103, 164.501, etc. seq., as amended from time to time, includes examination findings, test results, and treatment provided for purposes of medical evaluation of the participant, follow-up and communication with the participant's parents or guardian, and/or determination of the participant's ability to continue in the program activities.

(If applicable) I have carefully considered the risk involved and hereby give my informed consent for my child to participate in all activities offered in the program. I further authorize the sharing of the information on this form with any BSA volunteers or professionals who need to know of medical conditions that may require special consideration in conducting Scouting activities.

With appreciation of the dangers and risks associated with programs and activities, on my own behalf and/or on behalf of my child, I hereby fully and completely release and waive any and all claims for personal injury, death, or loss that may arise against the Boy Scouts of America, the local council, the activity coordinators, and all employees, volunteers, related parties, or other organizations associated with any program or activity.

I also hereby assign and grant to the local council and the Boy Scouts of America, as well as their authorized representatives, the right and permission to use and publish the photographs/film/videotapes/electronic representations and/or sound recordings made of me or my child at all Scouting activities, and I hereby release the Boy Scouts of America, the local council, the activity coordinators, and all employees, volunteers, related parties, or other organizations associated with the activity from any and all liability from such use and publication. I further authorize the reproduction, sale, copyright, exhibit, broadcast, electronic storage, and/or distribution of said photographs/film/videotapes/electronic representations and/or sound recordings without limitation at the discretion of the BSA, and I specifically waive any right to any compensation I may have for any of the foregoing.

**NOTE: Due to the nature of programs and activities, the Boy Scouts of America and local councils cannot continually monitor compliance of program participants or any limitations imposed upon them by parents or medical providers. However, so that leaders can be as familiar as possible with any limitations, list any restrictions imposed on a child participant in connection with programs or activities below.**

List participant restrictions, if any: \_\_\_\_\_

None

I understand that, if any information I/we have provided is found to be inaccurate, it may limit and/or eliminate the opportunity for participation in any event or activity. If I am participating at Philmont, Philmont Training Center, Northern Tier, Florida Sea Base, or the Summit Bechtel Reserve, I have also read and understand the supplemental risk advisories, including height and weight requirements and restrictions, and understand that the participant will not be allowed to participate in applicable high-adventure programs if those requirements are not met. The participant has permission to engage in all high-adventure activities described, except as specifically noted by me or the health-care provider. If the participant is under the age of 18, a parent or guardian's signature is required.

Participant's signature: \_\_\_\_\_ Date: \_\_\_\_\_

Parent/guardian signature for youth: \_\_\_\_\_ Date: \_\_\_\_\_

(If participant is under the age of 18)

Second parent/guardian signature for youth: \_\_\_\_\_ Date: \_\_\_\_\_

(If required; for example, California)

### Complete this section for youth participants only:

#### Adults Authorized to Take to and From Events:

You must designate at least one adult. Please include a telephone number.

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

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

Telephone: \_\_\_\_\_

Telephone: \_\_\_\_\_

#### Adults NOT Authorized to Take Youth To and From Events:

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

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

Telephone: \_\_\_\_\_

Telephone: \_\_\_\_\_



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## Part B: General Information/Health History

Full name: \_\_\_\_\_

**High-adventure base participants:**

Expedition/crew No.: \_\_\_\_\_

or staff position: \_\_\_\_\_

DOB: \_\_\_\_\_

Age: \_\_\_\_\_ Gender: \_\_\_\_\_ Height (inches): \_\_\_\_\_ Weight (lbs.): \_\_\_\_\_

Address: \_\_\_\_\_

City: \_\_\_\_\_ State: \_\_\_\_\_ ZIP code: \_\_\_\_\_ Telephone: \_\_\_\_\_

Unit leader: \_\_\_\_\_ Mobile phone: \_\_\_\_\_

Council Name/No.: \_\_\_\_\_ Unit No.: \_\_\_\_\_

Health/Accident Insurance Company: \_\_\_\_\_ Policy No.: \_\_\_\_\_



**Please attach a photocopy of both sides of the insurance card. If you do not have medical insurance, enter "none" above.**



### In case of emergency, notify the person below:

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

Address: \_\_\_\_\_ Home phone: \_\_\_\_\_ Other phone: \_\_\_\_\_

Alternate contact name: \_\_\_\_\_ Alternate's phone: \_\_\_\_\_

## Health History

Do you currently have or have you ever been treated for any of the following?

Yes	No	Condition	Explain
<input type="checkbox"/>	<input type="checkbox"/>	Diabetes	Last HbA1c percentage and date:
<input type="checkbox"/>	<input type="checkbox"/>	Hypertension (high blood pressure)	
<input type="checkbox"/>	<input type="checkbox"/>	Adult or congenital heart disease/heart attack/chest pain (angina)/heart murmur/coronary artery disease. Any heart surgery or procedure. Explain all "yes" answers.	
<input type="checkbox"/>	<input type="checkbox"/>	Family history of heart disease or any sudden heart-related death of a family member before age 50.	
<input type="checkbox"/>	<input type="checkbox"/>	Stroke/TIA	
<input type="checkbox"/>	<input type="checkbox"/>	Asthma	Last attack date:
<input type="checkbox"/>	<input type="checkbox"/>	Lung/respiratory disease	
<input type="checkbox"/>	<input type="checkbox"/>	COPD	
<input type="checkbox"/>	<input type="checkbox"/>	Ear/eyes/nose/sinus problems	
<input type="checkbox"/>	<input type="checkbox"/>	Muscular/skeletal condition/muscle or bone issues	
<input type="checkbox"/>	<input type="checkbox"/>	Head injury/concussion	
<input type="checkbox"/>	<input type="checkbox"/>	Altitude sickness	
<input type="checkbox"/>	<input type="checkbox"/>	Psychiatric/psychological or emotional difficulties	
<input type="checkbox"/>	<input type="checkbox"/>	Behavioral/neurological disorders	
<input type="checkbox"/>	<input type="checkbox"/>	Blood disorders/sickle cell disease	
<input type="checkbox"/>	<input type="checkbox"/>	Fainting spells and dizziness	
<input type="checkbox"/>	<input type="checkbox"/>	Kidney disease	
<input type="checkbox"/>	<input type="checkbox"/>	Seizures	Last seizure date:
<input type="checkbox"/>	<input type="checkbox"/>	Abdominal/stomach/digestive problems	
<input type="checkbox"/>	<input type="checkbox"/>	Thyroid disease	
<input type="checkbox"/>	<input type="checkbox"/>	Excessive fatigue	
<input type="checkbox"/>	<input type="checkbox"/>	Obstructive sleep apnea/sleep disorders	CPAP: Yes <input type="checkbox"/> No <input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	List all surgeries and hospitalizations	Last surgery date:
<input type="checkbox"/>	<input type="checkbox"/>	List any other medical conditions not covered above	



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## Part B: General Information/Health History

Full name: \_\_\_\_\_  
 DOB: \_\_\_\_\_

**High-adventure base participants:**  
 Expedition/crew No.: \_\_\_\_\_  
 or staff position: \_\_\_\_\_

### Allergies/Medications

Are you allergic to or do you have any adverse reaction to any of the following?

Yes	No	Allergies or Reactions	Explain	Yes	No	Allergies or Reactions	Explain
<input type="checkbox"/>	<input type="checkbox"/>	Medication		<input type="checkbox"/>	<input type="checkbox"/>	Plants	
<input type="checkbox"/>	<input type="checkbox"/>	Food		<input type="checkbox"/>	<input type="checkbox"/>	Insect bites/stings	

List all medications currently used, including any over-the-counter medications.

CHECK HERE IF NO MEDICATIONS ARE ROUTINELY TAKEN.

IF ADDITIONAL SPACE IS NEEDED, PLEASE INDICATE ON A SEPARATE SHEET AND ATTACH.

Medication	Dose	Frequency	Reason

YES  NO

Non-prescription medication administration is authorized with these exceptions: \_\_\_\_\_

Administration of the above medications is approved for youth by:  
 \_\_\_\_\_  
 Parent/guardian signature

MD/DO, NP, or PA signature (if your state requires signature)

**!** Bring enough medications in sufficient quantities and in the original containers. Make sure that they are NOT expired, including inhalers and EpiPens. You SHOULD NOT STOP taking any maintenance medication unless instructed to do so by your doctor. **!**

### Immunization

The following immunizations are recommended by the BSA. **Tetanus immunization is required and must have been received within the last 10 years.** If you had the disease, check the disease column and list the date. If immunized, check yes and provide the year received.

Yes	No	Had Disease	Immunization	Date(s)
<input type="checkbox"/>	<input type="checkbox"/>		Tetanus	
<input type="checkbox"/>	<input type="checkbox"/>		Pertussis	
<input type="checkbox"/>	<input type="checkbox"/>		Diphtheria	
<input type="checkbox"/>	<input type="checkbox"/>		Measles/mumps/rubella	
<input type="checkbox"/>	<input type="checkbox"/>		Polio	
<input type="checkbox"/>	<input type="checkbox"/>		Chicken Pox	
<input type="checkbox"/>	<input type="checkbox"/>		Hepatitis A	
<input type="checkbox"/>	<input type="checkbox"/>		Hepatitis B	
<input type="checkbox"/>	<input type="checkbox"/>		Meningitis	
<input type="checkbox"/>	<input type="checkbox"/>		Influenza	
<input type="checkbox"/>	<input type="checkbox"/>		Other (i.e., Hib)	
<input type="checkbox"/>	<input type="checkbox"/>		Exemption to immunizations (form required)	

Please list any additional information about your medical history:  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

**DO NOT WRITE IN THIS BOX**  
 Review for camp or special activity.  
 Reviewed by: \_\_\_\_\_  
 Date: \_\_\_\_\_  
 Further approval required:  Yes  No  
 Reason: \_\_\_\_\_  
 Approved by: \_\_\_\_\_  
 Date: \_\_\_\_\_



# Part C: Pre-Participation Physical

This part must be completed by certified and licensed physicians (MD, DO), nurse practitioners, or physician assistants.

Full name: \_\_\_\_\_

DOB: \_\_\_\_\_

**High-adventure base participants:**  
 Expedition/crew No.: \_\_\_\_\_  
 or staff position: \_\_\_\_\_

**!** You are being asked to certify that this individual has no contraindication for participation inside a Scouting experience. For individuals who will be attending a high-adventure program, including one of the national high-adventure bases, please refer to the supplemental information on the following pages or the form provided by your patient. **!**

**Examiner: Please fill in the following information:**

		Yes	No	Explain							
Medical restrictions to participate		<input type="checkbox"/>	<input type="checkbox"/>								
Yes	No	Allergies or Reactions		Explain		Yes	No	Allergies or Reactions		Explain	
<input type="checkbox"/>	<input type="checkbox"/>	Medication				<input type="checkbox"/>	<input type="checkbox"/>	Plants			
<input type="checkbox"/>	<input type="checkbox"/>	Food				<input type="checkbox"/>	<input type="checkbox"/>	Insect bites/stings			

Height (inches): \_\_\_\_\_ Weight (lbs.): \_\_\_\_\_ BMI: \_\_\_\_\_ Blood Pressure: \_\_\_\_\_ / \_\_\_\_\_ Pulse: \_\_\_\_\_

	Normal	Abnormal	Explain Abnormalities
Eyes	<input type="checkbox"/>	<input type="checkbox"/>	
Ears/nose/throat	<input type="checkbox"/>	<input type="checkbox"/>	
Lungs	<input type="checkbox"/>	<input type="checkbox"/>	
Heart	<input type="checkbox"/>	<input type="checkbox"/>	
Abdomen	<input type="checkbox"/>	<input type="checkbox"/>	
Genitalia/hernia	<input type="checkbox"/>	<input type="checkbox"/>	
Musculoskeletal	<input type="checkbox"/>	<input type="checkbox"/>	
Neurological	<input type="checkbox"/>	<input type="checkbox"/>	
Other	<input type="checkbox"/>	<input type="checkbox"/>	

## Examiner's Certification

I certify that I have reviewed the health history and examined this person and find no contraindications for participation in a Scouting experience. This participant (with noted restrictions):

True	False	Explain
<input type="checkbox"/>	<input type="checkbox"/>	Meets height/weight requirements.
<input type="checkbox"/>	<input type="checkbox"/>	Does not have uncontrolled heart disease, asthma, or hypertension.
<input type="checkbox"/>	<input type="checkbox"/>	Has not had an orthopedic injury, musculoskeletal problems, or orthopedic surgery in the last six months or possesses a letter of clearance from his or her orthopedic surgeon or treating physician.
<input type="checkbox"/>	<input type="checkbox"/>	Has no uncontrolled psychiatric disorders.
<input type="checkbox"/>	<input type="checkbox"/>	Has had no seizures in the last year.
<input type="checkbox"/>	<input type="checkbox"/>	Does not have poorly controlled diabetes.
<input type="checkbox"/>	<input type="checkbox"/>	If less than 18 years of age and planning to scuba dive, does not have diabetes, asthma, or seizures.
<input type="checkbox"/>	<input type="checkbox"/>	<b>For high-adventure participants, I have reviewed with them the important supplemental risk advisory provided.</b>

Examiner's Signature: \_\_\_\_\_
Date: \_\_\_\_\_

Provider printed name: \_\_\_\_\_

Address: \_\_\_\_\_

City: \_\_\_\_\_ State: \_\_\_\_\_ ZIP code: \_\_\_\_\_

Office phone: \_\_\_\_\_

### Height/Weight Restrictions

If you exceed the maximum weight for height as explained in the following chart and your planned high-adventure activity will take you more than 30 minutes away from an emergency vehicle/accessible roadway, you may not be allowed to participate.

#### Maximum weight for height:

Height (inches)	Max. Weight	Height (inches)	Max. Weight	Height (inches)	Max. Weight	Height (inches)	Max. Weight
60	166	65	195	70	226	75	260
61	172	66	201	71	233	76	267
62	178	67	207	72	239	77	274
63	183	68	214	73	246	78	281
64	189	69	220	74	252	79 and over	295



## SAMPLE CYBER CHIP CONTRACT

*Note: Parents will differ on how they want to handle computer & phone issues. Please edit as needed!*

My parents may allow me the use of digital technology if I agree to rules for using it. I understand that I must abide by these rules or the device will be taken away from me for as long as my parents choose.

The rules include, but are not limited to, the following:

- I must agree to give the device immediately to my parents when they ask for it. I must fully cooperate in showing them the contents of my device, including my passwords, accounts, cell phone contacts, pictures, videos, text messages, email, or anything else stored in the device.
- I will not use technology devices after a time in the evening designated by my parents. For the purpose of this contract that time will be called "bedtime." On school nights that time is \_\_\_\_\_. On non-school nights that time is \_\_\_\_\_. This will be revised depending on my age and behavior
- I understand that if my parents learn I am using my device after the time designated above, they will take it from me for \_\_\_\_ days. After that, I will have to hand in my device at every bedtime for the next \_\_\_\_ days.
- I will abide by my school's rules regarding use of cell phones, Internet and digital technology.
- I will not meet with any person I met on the Internet or give personal information about my-self or my family to any person on the Internet without my parent's prior approval. I recognize that persons on the Internet may misrepresent their identity for improper or illegal purposes.
- I will only share my passwords with my parents and never with friends or others without permission.
- When driving, I will not make phone calls, or use my cell phone or tablet in any manner, including checking for texts, reading texts, or creating text messages. If my phone rings while I am driving, I will not answer it. I will wait and return calls and texts either when I have reached my destination or can pull over safely.
- Any abusive use of this technology will mean I will lose it for a period of time. Abuse includes sending or storing inappropriate content (nudity or partial nudity, drug or alcohol references, harassing or bullying messages, spreading rumors, sending or receiving calls or texts from strangers, etc.)
- House rules [*Modify as you desire*]:
  - Do not use your phone or other digital device during family meals.
  - When you talk to adults, focus all of your attention on them: do not check text messages or search for videos.
  - Bedrooms and bathrooms are off-limits for technology. Computers and smartphones must be used in our central spaces such as the kitchen or den.

*Note: The following item is sensitive and parents will have to use their judgment about including this item, or how to word it. However, some version of this notice is highly recommended for teenagers.*

- I understand that if I create, send, or receive text messages of any young person, including myself, in which the young person is depicted nude, semi-nude, or engaging in sexual behavior, that I am violating child pornography laws and could be charged with breaking child pornography laws. I understand that this kind of behavior has caused young people to be charged with crimes and to be permanently listed on sex-offender registries.

\_\_\_\_\_  
Signature

\_\_\_\_\_  
Date

\_\_\_\_\_  
Parent/Guardian Signature(s)

\_\_\_\_\_  
Date

