

2019 Webelos Leader Guide



Ventura County Council



BOY SCOUTS OF AMERICA®

Table of Contents	
The Least You Need to Know	4
Camp Fees and Reservations	6
Express Check-In	8
Campsites	9
Transportation	10
Arrivals	11
Daily Meetings	12
Keeping in Touch	13
What to Bring to Camp	14
Dining Hall and Trading Post	16
General Schedule	19
Program Overview	19
Program Offerings	20
Activities by Rank	21
Adventure Requirements	22
Program Areas	
Outdoor Skills	26
Aquatics	27
Frontier Living	28
Shooting Sports	29
Nature	30
Handicrafts	31
High Adventure	32
Science & Technology (S.T.E.M.)	33
Other Programs (Challenges/Games/Campfires)	34
Leadership in Camp	35
Safety and Emergencies	36
Behavior and Dress	38
Other Rules & Regulations	38
Program Preferences Form	40
Parents' Fact Sheet	41
Rosters and Health & Medical Forms	42

Key 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)

Three Falls on the Internet

www.vccbsa.org is the official council web site, where you can download camp-related forms and other documents

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 is our Facebook page. We'll post pictures and comments every week from camp

**This guide can be downloaded from
the Council web site at:**
www.vccbsa.org.

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.

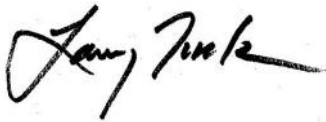
Summer camp is so much more than badges and campfires. It's a time for scouts to build friendships and test teamwork, to practice living and working together over an extended period. For many new Webelos, it can be a tremendous growth experience as they spend their first extended time away from home 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 Webelos adventure. Whether you're the leader of a brand-new den 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 order and pay for t-shirts and other souvenirs.

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

Webelos Leader Pre-Camp Briefing

10:00 AM

Saturday, May 4, 2019

Plan to attend our pre-camp leader meeting at the Ventura Council Service center. One or two leaders from each den should attend. There is no need for all parents to come, and we ask that you do not bring your Webelos Scouts or other children. There you can meet with the Camp Director and Camp Program Director for up-to-date information, advice, and ask questions about camp.

VCC 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 BB Gun shooting 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 Webelos scouts attending Three Falls must attend as part of a unit. We do not accept "provisional" campers for Webelos Camp

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.

Scheduled Activities

There are more activities available than you will be able to do during your stay! All activities are scheduled by Den, not individual Webelos or Webelos/parents.

Use the Activity Preference sheet at the back of this Leader Guide to let us know how you want to spend your activity time. Bring it to the Leader Meeting in May, drop it off at the Scout Store, or email it to us no later than one week before you arrive at camp.

Advancement just one portion of the overall camp program. We urge leaders to set realistic expectations with their scouts and parents so the boys do not feel pressured to complete excessive numbers of advancement requirements, and their parents are not disappointed

because they “didn’t get their money’s worth.”

Especially for first-time campers, it’s important not to overwhelm them with too much work. If summer camp is just like school, they won’t be likely to come back. Fun and adventure are what makes them enthusiastic about returning to camp next summer, and motivates them to stay active in your Scouting throughout the year.

Schedule free time for your scouts to get a taste of a variety of programs. Encourage them to take a hike, try geocaching, or walk our nature trail. These activities will provide your scouts with a broad range of memorable experiences and may spur interest in merit badges they can work on next year.

Schedule time for rest, relaxation, and socializing – for the scouts and for yourself. Camp is a busy, physically and mentally taxing experience, especially for first-time campers. They, and you, need time every day to unwind and recuperate.

Free-Time Activities

- In addition to the scheduled daytime activities, there are several early morning, later afternoon, and evening activities including campfires. See the descriptions in the Program section.

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.

Food

- Three Falls has great food! All meals are served in our Dining Hall at scheduled times. Your pack will be seated as a group at one or more tables. Service is cafeteria style. Your pack will be expected to pro-

vide 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.



Camp Fees and Reservations

2019 Camp Fee Structure

The cost of Summer Camp for Scouts for the summer of 2019 is outlined in the following table:

Scout Fees	On-Time Payment (Due by April 30th)	Early Bird Payment (Paid-in-Full by March 31st)
Each Webelos Scout	\$225	\$215

The cost of Summer Camp for Adults for the summer of 2018 is outlined in the following table:

Adult Fees	# of Free Adults	Cost for each additional Adult
8+ Boys	1	\$140 each additional adult Or \$45 per night each additional adult
16+ Boys	2	
24+ Boys	3	
32+ Boys	4	
40+ Boys	5	

(Note: If an adult stays overnight, but not for the full week, the \$45 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 28th the deposit is 50% of the camp fee per boy and adult in accordance with the payment schedule. Deposits are credited to balance owed.

Payment Schedule

Camp fee payments occur in three steps:

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

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

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

All additional registrations after March 30st 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 30th:**

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 30th 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.

EXPRESS Check-in Procedures

We encourage all units to use our Express Check-In Process to significantly shorten their check-in timeline. The process eliminates the 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 NO LATER THAN NOON on the date shown at right.

The “Paperwork Package” we will need includes the following:

- 2 Copies of the Adult Roster
- 2 Copies of the Youth Roster
- One complete BSA Medical Form 680-001, Part A, B, and C, with signatures from parents and a physician signature and date for each youth and adult.
- **Attach a copy of Insurance Card for each person**
- **Youth Protection Card or other evidence of Youth Protection Training for EVERY adult**
- California Firearms Permission Form for each youth.
- 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 those forms 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, in Part A of that form, 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 both Webelos Resident Camp and Boy Scout Summer Camp. A copy of that form is included elsewhere in this leaders guide.

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 indicate

the best email address to contact you if we find any problems. 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:

Webelos Session 1 July 21-24 July 13

Webelos Session 2 July 24-27 July 13

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 to make sure the proper forms have been submitted.
- b. Verify payment data matches the rosters.
- c. Verify that signatures have been obtained in three places of 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 identify special medical needs.

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

- a. Any omissions or errors on the various forms and the corrective action needed.
- b. The names of any youth or adults that the Medic 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.

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.

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.

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.

If your unit wants to share a site with a specific unit, please let us know by using the Group Special Needs Request field in Tenteroo, or by sending a email to 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 pack 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.



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 are 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

The Camp is closed, and staff is off duty, from 11:00 AM on Saturday to 1:00 PM on Sunday, and, during Webelos weeks, from 11:00 AM to 1:00 PM on Wednesday. Our staff needs this down time to rest and prepare for the next session, so please help us by timing your arrival for **after 1:00 PM**.

Please carpool. Parking space in our lot is limited.

Arrival and Check-in Procedure

Try to arrive as a unit at the parking lot between 1:00 PM and 2:00 PM. 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.

All youth and adults staying in camp (even one night) must have a current BSA Medical Form 680-001, Part A, B, and C, with physician signature and date. If you use our Express Check-in option, the health officer will review your health form before you arrive, which will save time on check-in day. Anyone taking medications at camp should bring those medications to the medical recheck.

After initial check-in, a staff member will show you the way to your campsite, then take you 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 program areas and other facilities.



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

- Two copies of unit roster of youth and adults who will be staying in camp.
- BSA Medical Form 680-001, Part A, B, and C, with physician signature and date for each youth and adult.
- **Attach copies of insurance cards for everyone.**
- California Firearms Permission Slip for youth who will be participating in BB gun shooting.
- **Youth Protection Cards or other evidence of Youth Protection Training for all adults.**
- Out-of-council units must provide insurance information (policy number, carrier, and claim forms). This is available from your council office.

Daily Meetings

Flag Ceremonies

Flag ceremonies are mandatory and begin promptly at 7:15 AM and 5:45 PM. We ask that you display proper etiquette to our flag. Please do not enter the parade ground during the ceremony. 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 into the area after the camp has again been put “at ease.” We ask adults to set an example for the youth by being respectful and participating in the ceremony as well.

Our assembly area has flagpoles where you can raise your pack flag if you wish to bring one. Staff will invite the unit color guard to come forward and raise your pack flag after the American flag goes up.

You will receive the day’s program schedule and any other noteworthy information at this time. During the week, dens are encouraged to volunteer for the flag ceremonies. Participation is not mandatory, but it is a time for your den to stand out, true to our Scouting tradition. We look forward to hearing your den or pack’s Scout Spirit in the form of songs and yells at these times. Leaders’ Meetings

Leader Meeting

There will be a daily meeting for Leaders at 8:15 AM in the upstairs office (above the Trading Post – use outside stairs at south end of building). We ask that one adult leader from each den 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.

Departure

Wednesday or Saturday

- | | |
|----------------|--|
| 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 vehicles. A staff member will check the unit out of the campsite and will guide you through final checkout using your check-in/out form, ending at the Camp Office. |
| 8:30-10:00 AM: | Den Leader Checkout at Camp Office
Retrieve any prescription medications that were stored at the Health Lodge.
Turn in your Check-in/out form. A staff member must sign your form.
Pick up packet with badges and awards
Sign up for the next camping season. Fill out a reservation form and provide 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 regular checkout time 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.

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 son 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.

Because of our remote location, **we are unable to provide internet access in camp.** If you must check e-mail, you may be able to do so through your cell phone or using a cell modem.

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 boys 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 boys, it is a chance to develop increased self-reliance and self-confidence.



What to bring to Camp—Personal List

Mandatory Items

Signed Health History

Clothing Items

Webelos 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)

Shirts (T-shirts or similar. One per day)

Shorts or pants as desired

Swimsuit and beach towel

Underwear—1 per day

Sturdy shoes

Socks (at least one pair per day)

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

Pillow

Toilet Kit

Toothpaste & Toothbrush

Soap & Shampoo

Medication (if needed)

Towel and washcloth

Sunscreen

Chapstick

Comb and small mirror

Camp Necessities

Webelos Handbook (with name, Pack number and address written inside)

Flashlight/batteries

Compass

Pocketknife

Canteen or water bottle

Stationery, stamps

Optional

Spending money (about \$40 in \$1 and \$5 bills)

Camera

Clock/watch

Binoculars

Folding Chair

Frontier costume

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 Pack Number**

What to bring to Camp—Den List

Item
Scout Spirit
Medical Forms (Parts A, B, C of BSA Form 680-001) * and Insurance Card
Signed Firearms Permission Slip for each scout who will participate in BB gun shooting.
2 copies of Unit Camp Roster (Use the form at the back of this guide. One copy for the camp office, one to be posted in your campsite) *
Balance of Fees *
Pack Flag
Den Names, Den Flag, Pack/Den Yells
Camp Site Duty Roster
Reference Library (Webelos Handbooks, skit and song resources, etc.)
Paper, pens, 3-hole punch, stapler, staples, push pins (lots)
Camera, batteries, charger & flash card
Den record keeping materials
Program materials (ropes, poles, first aid stuff)
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
Reservation form and \$350 check to reserve next year's campsite

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

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

	SUNDAY	MONDAY	TUESDAY	WEDNESDAY
BREAKFAST		Pancakes	Scrambled Eggs w/	French Toast Sticks
		Sausage	Hash Browns	Bacon or Sausage
		Scrambled Eggs	Bagels/ Cream Cheese	Hard Boiled eggs
Hot and cold cereal, toast, fresh fruit, and milk and other beverages available at all breakfasts				
LUNCH	No Lunch	Hamburgers.	Beef Soft Tacos	
		Potato Chips	Refried Beans	No lunch served
		Fresh Baked Cookies	Churros	
DINNER	Roast Turkey	Baked Spaghetti	Fried Chicken Ten-	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	Cup Cakes
Salad bar and assorted beverages available at all meals				
Peanut butter and jelly sandwiches, fresh fruit, ice tea, lemonade, and punch available all the time				

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:

- Packs have pre-assigned tables in the Dining Hall.
- Each pack assigns one Table Steward per tables. Table Stewards are to report to the Dining Hall 30 minutes before each meal to set the pack’s tables.
- Campers assemble outside the Dining Hall 15 minutes before the meal and will be dismissed by pack.
- 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

THURSDAY	FRIDAY	SATURDAY
Breakfast Burritos	Buttermilk Biscuits	Cinnamon Rolls
Country Potatoes	Sausage Gravy	Coffee Cake
Salsa/ Onions	Hard Boiled Eggs	Bagels/ Cream Cheese
Grilled Chicken Sand.	Hot Dogs/ Chili Dogs	No Lunch
French Fries	Potato Chips	
Root Beer Floats	Fresh Baked Cookies	
Chicken Enchiladas	Hamburgers	
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.

Schedule

Time	Day 1	Day 2	Day 3	Day 4
6:00 AM			Polar Bear	
6:45 AM		Reveille	Reveille	Reveille
7:15 AM		Flags	Flags	Flags
7:30 AM-8:30 AM		Breakfast	Breakfast	Breakfast
9:00 AM-9:50 AM		Program Period 1	Program Period 6	Check Out
10:00 AM-10:50 AM		Program Period 2	Program Period 7	
11:00 AM-11:50 AM		Program Period 3	Program Period 8	
12:30 PM-1:30 PM	Check-In at 1:00 PM	Lunch	Lunch	
2:00 PM-2:50 PM	Camp Tour and Swim Checks	Program Period 4	Camp Wide Games	
3:00 PM-3:50 PM		Program Period 5		
4:00 PM-5:00 PM	Leaders Orientation	Open Time		
5:45 PM	Flags	Flags	Flags	
6:00 PM-7:00 PM	Dinner	Dinner	Dinner	
7:00 PM	Scouts Own	Open Time	Open Time	
7:30PM-9:00PM	Pre-Campfire 7:45	Louella's Canti- na and other evening pro- grams	Pre-Campfire 7:45	
	8:00 PM Opening Campfire		8:00 PM Closing Campfire	
10:00 PM	Taps	Taps	Taps	

Program Overview

Webelos Resident Camp provides boys the opportunity to experience a sampling of what a Boy Scout Camp has to offer, including Crafts, Campfires, Songs, Advancement, Swimming, Hikes, Archery, BB gun range, Nature, and much more.

Most of the new Webelos Adventures are more demanding than the old activity pins – they can't be properly completed in a one hour session. We've designed our program to help you meet some of the requirements for selected Webelos Adventures. We're focusing on the Adventures that seem most appropriate for a camp setting – the “outdoorsy” ones, if you will – and for the most part will cover specific requirements that are action-oriented or difficult for the average Den Leader to offer during a den meeting.

The pages that follow describe the programs available to you at camp. You are not required or expected to do everything – in fact, the program is designed to give you choices and hopefully encourage you to come back again to do some of the things you missed this year.

Making Program Choices

Advancement opportunities offered as part of the summer camp program are not intended to replace advancement work during your regular, year-round Den program – rather, we're here to supplement your program with activities that you may not have the tools, facilities, or expertise to do at home.

The best program at camp offers a healthy balance between recreation, advancement, free time, structured activity and group events. Webelos-age boys can be full of energy and enthusiasm, but their attention span is often limited and they can grow tired quickly, so it's important to give them lots of variety, while also allowing down time for them to rest and regroup.

Adult leaders need rest, too. Adults are encouraged to participate with their Dens or Packs in the activities and camp program — but we know it can be hard to keep up with Webelos-age boys at camp! If you have extra adults in camp, you may want to set up a rotating schedule to allow your adults an occasional break to shower, nap, or just take a breather. **It's important to remember, and to remind parents, that you will participate in all of these activities as a Den, not as individual boys or boy/parent pairs.** An important part of our mission is to help you build a stronger Den – one that will continue to work together enthusiastically when you return home. Shared experiences at camp help build that sense of community.

Next Steps in Designing your Program

Review our offerings, discuss them with your Den and other adult leaders, then fill out the Webelos Program Request form at the back of this guide and bring it with you to the camp leaders meeting in May, or mail it to the council office no later than June 1. We will do our best to schedule you for your first choice of activities. Units that bring their Program Request Form to the Leader Meeting get priority assignments at the most popular activities. If you do not submit a request form, we will schedule you for a good cross-section of program areas and activities.

Program Offerings

There are several “Core” adventures for each level (Webelos and Arrow of Light) which can only be earned at that level – so, for example, a Webelos 1 den can’t earn Camper, and a Webelos 2 den can’t retroactively earn Cast Iron Chef. But there is also a pool of elective Adventures that are open to both.

Few if any of the Adventures can be completed in a one-hour session at camp, so dens will need to do some of the requirements for each Adventure at home before or after camp.

Activity Offerings by Program Area

Area	Advancement	Non-Advancement
Aquatics	Aquanaut Adventure (W 1+2—AOL Elective)	Free swim
Outdoor Skills	Camper (W2 - AOL Core) Scouting Adventure (W2—AOL Core) (Knots and knife safety).	
Fort	Castaway (W1+2—AOL Elective)	Frontier Skills
Handicraft		Leatherwork, Flute making
Rifle Range		BB Guns
Archery Range		Archery
High Adventure		Bouldering Team Building Games
Trek	Webelos Walkabout (W1—Core) (Also do Pinnacles Hike & Service Project for Webelos Walkabout)	Pinnacles Hike Service Projects
Nature	Into the Woods (W1+2—AOL Elective) Earth Rocks (W1+2—AOL Elective)	
STEM		Astronomy, Geocaching

Group Size

For the greatest flexibility in scheduling and most efficient use of faculties, den-size groups of four to 10 scouts work best. We may schedule two groups in a program area at the same time, depending on group size and the capacity of the area.

Mixed Webelos 1 and 2 Groups

If possible, it’s best to divide your group into separate Webelos 1 and Webelos 2 groups. Fill out a separate program request form for each group. If you have a mixed group, we will do our best to accommodate you, but some boys may not be able to get advancement credit for all the activities.

Activities by Rank

For First-Year Webelos Dens

Core Adventure

Webelos Walkabout

Requires 2 periods for hike, plus an additional period for a service project (schedule separately). Second Year Webelos working on Arrow of Light can also participate.

Elective Adventures

Aquanaut

Swim test at check-in plus one period at the Pool

Castaway

Requires three separate sessions at the Fort, plus some work at home

Into the Woods

One period at the Nature Lodge, plus some work at home

Earth Rocks!

One period at the Nature Lodge, plus some work at home

Cyber Chip

One period at STEM

Adventures in Science

One period at STEM

Fun Adventures (not advancement-oriented)

Handicrafts

Leatherwork and lanyards at our Handicraft area

Archery

At the Archery Range

BB Guns

At the Rifle Range

Geocaching

At STEM

Frontier Skills

At the Fort. Includes Bullwhips, Branding, Gold Panning and more

Bouldering

At the Wall

For Second-Year Webelos Dens

Core Adventures (New requirements)

Outdoorsman Adventure

Requires 1 period at the Outdoor Skills Area

Scouting Adventure

Schedule 2 periods at Pathfinders Program Area to work on knots and knife safety. Additional work will be needed at home.

Elective Adventures (New requirements)

Aquanaut

Swim test at check-in plus one period at the Pool

Castaway

Requires three separate sessions at the Fort, plus some work at home

Into the Woods

One period at the Nature Lodge, plus some work at home

Earth Rocks!

One period at the Nature Lodge, plus some work at home

Cyber Chip

One period at STEM

Adventures in Science

One period at STEM

Fun Adventures (not advancement-oriented)

Handicrafts

Leatherwork and lanyards at our Handicraft area

Archery

At the Archery Range

BB Guns

At the Rifle Range

Geocaching

At STEM

Frontier Skills

At the Fort. Includes Bullwhips, Branding, Gold Panning and more

Pinnacles Hike

Two periods. Meet at the flagpole.

Bouldering

At the Wall

Adventure Requirements

Our program emphasizes the requirements that make most sense to do at camp. Most adventures have other requirements that must be met as part of den activities at home.

Adventure: Webelos Walkabout

Webelos 1 Core (Webelos 2 can also participate in the hike, but can't earn the pin)



Trek Program Staff. Meet at flagpole at scheduled time. The hike requires two periods.

Do at home:

2. Assemble a hiking first-aid kit. (*make at home and bring to camp*)
3. Recite the Outdoor Code and the Leave No Trace Principles for Kids from memory. Talk about how you can demonstrate them on your Webelos adventures.

Do at camp:

1. Plan a hike. (*group discussion before hike. Show map of route, talk about what we will see, how long it will take, what to bring*)
4. With your Webelos den or with a family member, hike three miles.
5. Describe and identify from photos any poisonous plants and dangerous animals or insects you might encounter on your hike. (*group discussion before hike*)
6. Perform one of the following leadership roles during your hike: trail leader, first-aid leader, lunch leader, or service project leader.

Adventure: Outdoorsman (Option A)

Arrow of Light Core



Outdoor Skills Program Area

Do at home:

1. With the help of your den leader or family, plan and conduct a campout. (*Den leader includes boys in planning for Resident Camp*)
4. Recite the Outdoor Code and the Leave No Trace Principles for Kids from memory. Talk about how you can demonstrate them while you are working on your Arrow of Light. After one outing, list the things you did to follow the Outdoor Code and Leave No Trace. (*do at a den meeting as part of preparation for coming to camp*)

Do at camp:

2. On arrival at the campout, with your den and den leader or family, determine where to set up your tent. Demonstrate knowledge of what makes a good tent site and what makes a bad one. Set up your tent without help from an adult. (*Outdoor Skills Area*)
3. Once your tents are set up, discuss with your den what actions you should take in the case of the following extreme weather events which could require you to evacuate:
 - a. Severe rainstorm causing flooding
 - b. Severe thunderstorm with lightning or tornadoes
 - c. Fire, earthquake, or other disaster that will require evacuation. Discuss what you have done to minimize as much danger as possible.
5. Show how to tie a bowline. Explain when the knot should be used and why. Teach it to another Scout who is not a Webelos Scout.

Adventure: Scouting**Arrow of Light Core**

Pathfinders Program Area. There are two sessions, one for knots and ropes, one for knife safety

Do at home: Requirements 1-4 (these involve learning the Scout Oath, Law, etc. and visiting a scout troop)

Do at camp:

5. Do the following:

- a. Show how to tie a square knot, two half hitches, and a taut-line hitch. Explain how each knot is used.
- b. Show the proper care of a rope by learning how to whip and fuse the ends of different kinds of rope.

6. Demonstrate your knowledge of the pocketknife safety rules and the pocketknife pledge. Earn your Whittling Chip card if you have not already done so.

**Adventure: Castaway****Webelos I / AOL Adventure**

Three sessions are required to complete all requirements. You can do all or part. Request the ones you want to do at camp: Fire Safety for requirement 1a; Cooking Without Utensils for 1b; and Lost and Found for 2 a, b, and c.

**Do at home:**

2.

- d. Make a list of four qualities you think a leader should have in an emergency and why they are important to have. Pick two of them, and act them out for your den. Describe how each relates to a point of the Scout Law. Describe how working on this adventure gave you a better understanding of the Boy Scout motto.

Do at camp:

1. Do two of these:

- a. On a campout or outdoor activity, cook two different recipes that do not require pots and pans.
- b. With the help of an adult, demonstrate one way to light a fire without using matches.
- c. [Not offered at camp]

2. Do ALL of these:

- a. Learn what items should be in an outdoor survival kit that you can carry in a small bag or box in a day pack. Assemble your own small survival kit, and explain to your den leader why the items you chose are important for survival.
- b. With your den, demonstrate two ways to treat drinking water to remove impurities.
- c. Discuss what to do if you become lost in the woods. Tell what the letters “**S-T-O-P**” stand for. Tell what the universal emergency signal is. Describe three ways to signal for help. Demonstrate one of them. Describe what you can do you do to help rescuers find you.

Adventure Requirements

Adventure: Into the Woods

Webelos / AOL Elective



Nature Lodge

Do at camp:

1. Identify two different groups of trees and the parts of a tree.
2. Identify four trees common to the area where you live. Tell whether they are native to your area. Tell how both wildlife and humans use them.
3. Identify four plants common to the area where you live. Tell which animals use them and for what purpose.
6. Explain how the growth rings of a tree trunk tell its life story. Observe different types of tree bark and explain what the bark does for the tree.
7. Visit a nature center, nursery, tree farm, or park, and speak with someone knowledgeable about trees and plants that are native to your area. Explain how plants and trees are important to our ecosystem and how they improve our environment.

Do at home:

4. Develop a plan to care for and then plant at least one plant or tree, either indoors in a pot or outdoors. Tell how this plant or tree helps the environment in which it is planted and what the plant or tree will be used for. (do at home)
5. Make a list of items in your home that are made from wood and share it with your den. Or with your den, take a walk and identify useful things made from wood. (do at home)

Adventure: Earth Rocks

Webelos/AOL Elective



Nature Lodge

Do at camp:

1. Do the following:
 - a. Explain the meaning of the word “geology.”
 - b. Explain why this kind of science is an important part of your world.
2. Look for different kinds of rocks or minerals while on a rock hunt with your family or your den.
3. Do the following:
 - a. Identify the rocks you see on your rock hunt. Use the chart in your handbook that shows the three kinds of rocks and describes minerals to determine which types of rocks you have collected.
 - b. With a magnifying glass, take a closer look at your collection. Determine any differences between your specimens.
 - c. Share what you see with your family or den.
4. Do the following:
 - a. With your family or den, make a mineral test kit, and test rocks according to the Mohs scale of mineral hardness.
 - b. Record the results in your handbook.

Do at home:

5. Identify on a road map of your state some geological features in your area.
6. Do the following:
 - a. Identify some of the geological building materials used in building your home.
 - b. Identify some of the geological materials used around your community.

Adventure: Aquanaut

Webelos/AOL Elective



Swim check on first day, plus one hour at pool and possibly one hour at lake (if available). Complete 1–4 and any two from 5–9.

Do at camp:

1. State the safety precautions you need to take before doing any water activity.
2. Discuss the importance of learning the skills you need to know before going boating.
3. Explain the meaning of “order of rescue” and demonstrate the reach and throw rescue techniques from land.
4. Attempt the BSA swimmer test. (*on check-in day*)

Do two of these at camp:

5. Demonstrate the precautions you must take before attempting to dive head first into the water, and attempt a front surface dive.
6. [Not offered at camp]
7. Learn and demonstrate two of the following strokes: crawl, sidestroke, breaststroke, or elementary backstroke.
8. Demonstrate how to correctly fasten a lifejacket that is the right size for you. Jump into water over your head. Show how the lifejacket keeps your head above water by swimming 25 feet. Get out of the water, remove the lifejacket and hang it where it will dry. (*at pool*)
9. If you are a qualified swimmer, select a paddle of the proper size and paddle a canoe with an adult’s supervision. (*at lake*)

Adventure: Adventures in Science

Webelos/AOL Elective

**STEM****Do at camp:**

1. An experiment is a “fair test” to compare possible explanations. Draw a picture of a fair test that shows what you need to do to test a fertilizer’s effects on plant growth.
3. Complete any four of the following:
 - c. Build a model solar system. Chart the distances between the planets so that the model is to scale. Use what you learned from this requirement to explain the value of making a model in science.
 - e. Create two circuits of three light bulbs and a battery. Construct one as a series circuit and the other as a parallel circuit.
 - f. Study the night sky. Sketch the appearance of the North Star (Polaris) and the Big Dipper (part of the Ursa Major constellation) over at least six hours (which may be spread over several nights). Describe what you observed, and explain the meaning of your observations.
 - g. With adult assistance, explore safe chemical reactions with household materials. Using two substances, observe what happens when the amounts of the reactants are increased.

Do at home:

2. Visit a museum, a college, a laboratory, an observatory, a zoo, an aquarium, or other facility that employs scientists. Prepare three questions ahead of time, and talk to a scientist about his or her work.

Outdoor Skills

Outdoor skills activities are offered near Louella's Cantina between the swimming pool and the rifle range.

Advancement Activities

Arrow of Light Adventure: Camper

We will focus on two of the requirements for the Camper Adventure for second-year Webelos: learning to pitch a tent and tying the bowline.

Scouting Adventure

We offer two sessions that fulfill some of the requirements for the Webelos 2/Arrow of Light Scouting Adventure. These are also open to Webelos 1 groups.

Knots and Ropes

Your Webelos Scouts will learn how to tie a square knot, two half hitches, and a taut-line hitch and will learn how each knot is used. They will also learn how to properly care for a rope and learn how to fuse and whip the ends of different kinds of rope.

Whittlin' Chip

Learn how to safely use, sharpen, and care for a pocketknife, the most basic of outdoor tools.



Fun Activities

Cantina Night

Monday and Thursday nights are Cantina nights at the Outdoor Skills area. Come by for a drink of Bug Juice, play a game of checkers, or just relax and listen to music. Campfire provided if permitted.

Aquatics

Aquatics activities are offered at the swimming pool and the Lake Wood waterfront. Both youth and adults must take the BSA Swim Test before participating in programs at the pool or the lake. Note: Due to the ongoing drought, our lake was dry in 2018. We hope that we receive more rain this year, but it's impossible to predict that.

SWIM TESTING

All Scouts and adults will have the opportunity to pass the BSA Swim Test on their first day in camp 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 back-stroke. 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/Wednesday can retest during open sessions at the pool.



Advancement Activities

Aquanaut Adventure

Webelos can complete the requirements for Aquanaut by attending waterfront safety instruction given to all groups using the pool; attempting the BSA Swim Test upon arrival at camp; and scheduling a session at the pool to complete other requirements.

Fun Activities

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 Friday at 6:00 AM.

Open Swim

Open swim time is available Monday and Thursday afternoons. Basic swim instruction is available for all skill levels during these periods, subject to staff availability.



Frontier Living (Fort Lockwood)

Fort Lockwood and two full-sized tepees provide the backdrop for an authentic frontier living experience. Webelos 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 panning for “gold,” getting a piece of leather branded, and much more.

Advancement Activities

Castaway Adventure

We're excited to offer portions of the new Castaway Adventure for both first and second-year Webelos. Because there's a lot to cover, we've divided it into sections that you can schedule separately. You can do all or just part of them at camp. There are also a few requirements to do when you get home.

Lost and Found

Learn how to avoid getting lost, and what to do to stay safe and get found if you are lost. We'll cover the essentials to take with you when you go hiking, what to do if you do get lost, how to treat drinking water to remove impurities, and more.

Fire Safety

We'll tell you when it's okay to build a fire and when it's not, and how to do it safely — with or without matches!

Cooking Without Utensils

No pans—no problem. Learn some tasty dishes you can cook over a fire or charcoal without using any cooking utensils!

NOTE: Fire Safety and Cooking will be taught at one of our fire bowls, not at the Fort.

Fun Activities

Our Frontier Living staff will demonstrate and let you try your hand at many different old-time skills and activities:

- Flint and Steel Fire making
- Dutch Oven Cooking
- Gold Panning
- Roping
- Trap Setting
- Candle making
- Branding



Shooting Sports

Camp Three Falls has well-equipped ranges for BB guns and Archery. All ranges are run in accordance with BSA standards by trained and qualified instructors, under the supervision of our Shooting Sports Director, who is certified by both the BSA and the National Rifle Association. A Firearms Permission Slip (available at the back of this Guide) is required for all youth.



Fun Activities

BB Guns

Webelos love our BB Gun range. Our staff stresses firearms safety.

Archery

Your Webelos can shoot real bows and arrows at our archery range



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-related advancement activities

Advancement Activities

Into the Woods

Dens can complete part of the requirements during a one-hour session.

Earth Rocks

Dens can complete part of the requirements during a one-hour session.

These activities will involve getting out of the Nature Lodge to observe and experience nature, so come prepared to do some walking!



Fun Activities

Nature Hikes

Our nature trail offers marked specimens of 20 to 25 different local plants. A member of our nature staff will be happy to take your den on a tour. For self-guided nature hikes, an interpretive trail guide is available at the Nature Lodge.

Live Specimens

We generally have some live specimens of local animals and reptiles available for observation. It can be a real thrill to see a coiled rattlesnake up close and personal. (We generally keep specimens only a few days before they are re-located and replaced by others.)

Handicrafts

The fully equipped handicraft center in the Handicraft Corral offers plenty of opportunity to make a souvenir. We provide each Webelos scout with materials to make a small project, or you can purchase leatherwork and basketry kits, lanyard, wood carving kits, and other craft supplies at our trading post. You can schedule an hour-long session during the day, or drop in at free time or on Monday or Thursday evening.

Fun Activities

Leatherwork

Schedule time at the handicraft area to learn the basics of leatherwork and make your own leather neckerchief slide!

Indian Flutes

One evening during your stay, you can build and decorate an authentic Indian flute. Learn of the history and how to play the Indian flute from knowledgeable instructors



High Adventure

Our High Adventure area is marked by one of the most visible structures in camp – our 57-foot climbing tower. Nearby is a low bouldering wall that can be used by Webelos.

BOULDERING

Dens can schedule time to use our bouldering wall under the supervision of a BSA-trained instructor.

Please do not allow your boys to climb on the tower or the bouldering wall without staff supervision.

HIKES

Your schedule can include time for a hike, right after breakfast on Day 2 or Day 3. A knowledgeable camp staff member will guide your hike and point out interesting sights along the way. Everyone should wear sturdy shoes and socks, a hat, and bring a water bottle. Be sure to bring a camera!



Advancement Activities

Webelos Walkabout

Your Webelos 1 Scouts will have an opportunity to take on various leadership roles as they complete a 3 mile hike with members of our Trek Staff. Webelos 2/Arrow of Light Scouts can also participate in the hike, but will not be able to earn the Webelos Walkabout award. (Please schedule two hours for the hike)

Science and Technology (S.T.E.M.)

Located next to the Trading post, our STEM program hosts merit badges in Photography, Astronomy, Space Exploration and Geocaching during Boy Scout weeks. During Webelos Resident camp, we will focus on geocaching and astronomy and on one requirement of a NOVA Award as we explore science and technology.

Advancement Activities

Adventures in Science

Have fun learning about the scientific method and doing some cool experiments!!

Cyber Chip

Webelos can complete their Cyber Chip requirements at the STEM center.



Fun Activities

Geocaching

Learning how to use a GPS to hunt for hidden caches around camp.

Astronomy Night

Observe the night sky on the staff-guided star watching nights, offered Monday and Thursday nights at 8:30 p.m., weather permitting. Learn the names of stars and constellations, and the myths behind them. Dress warmly for the evening.

Other Programs

CAMPFIRES

The staff will entertain you with skits, songs and stunts at our Frontier-themed opening campfire your first night in camp. On your last night before heading home, the closing campfire features your own songs and skits. Den Leaders should sign up with the Program Director no later than lunchtime on the day of the campfire (Tuesday or Friday depending on session).



LOUELLA'S CANTINA

Join us at the Cantina on Monday and Thursday nights from 7:30 to 9:00 for lemonade, old-time music, and our ongoing chess and checkers tournaments. 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.



HORSESHOES

Check out a set of 'shoes from the office. The horseshoe pit is between the creek bed and the corral, near the campfire bowl.



SERVICE PROJECTS

If you are interested in doing a camp service project as a den, your commissioner can tell you what projects are available and arrange for tools and materials.

Leadership in Camp

Unit Leadership

Each troop must be under the leadership of two unit-provided adults during the entire week.

If your unit 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 Hazard-



ous Weather Training within the last two years.

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 services. 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, leaders and 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. A partial refund can be requested.

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. 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 and coffee 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/Thursday. Leaders will be given instructions at the Sunday/Wednesday afternoon Leader 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 Den Leader 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.
- Campsites should be treated better than your home. Scouts and leaders should not go into other campsites without permission from the unit 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 Cub Scout or Webelos 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 pack 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/Wednesday night opening campfire presented by camp staff, mid-week unit campfires presented, in part, by campers, and the Tuesday/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.

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 pack 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.

PROGRAM PREFERENCES – WEBELOS DENS

Pack _____ Den Name or Number _____ Week: _____
Leader Name _____ Phone Number _____
E-mail _____
Number of Adults: _____ Number of Webelos: _____
Rank Level: _____ Webelos 1 _____ Webelos 2 _____ Mixed

Bring this form with you to the Leader Meeting in May, drop it off at the Scout Store, or you can e-mail the information to: threefallsprogram@gmail.com

Please select 8 of the following activities and rate them in order of preference, with 1 being highest. Most activities take a one-hour period, and you will have a total of eight one-hour periods available. Note that these activities are by Pack or Den—not individual Webelos Scout/parent.

In addition, all dens will participate in the opening campfire (staff performances), closing campfire (camper skits and songs), and Frontier Games (team activities).

Outdoor Skills

Outdoorsman Adventure

Pool

Aquanaut Adventure

Open swim

Lake (if available)

Open paddling

Nature Lodge

Into the Woods Adventure

Earth Rocks Adventure

Fort Lockwood

Lost and Found (Castaway Adventure)

Fires and Fire Safety (Castaway Adventure)

Cooking Without Utensils (Castaway Adventure)

Frontier Skills

(For safety reasons, Fires and Cooking may be held at an alternate location. Check at camp)

Handicraft Corral

Handicrafts

Shooting Sports

B-B Guns

Archery

Science & Technology (STEM) Area

Geocaching

Adventures in Science

Cyber Chip

Pathfinders Area

Scouting Adventure—Knots

Whittlin' Chip

High Adventure Area

Pinnacles Hike/Webelos Walkabout (two periods, leave after breakfast)

Bouldering Wall

Service Project

We'd like to do a service project at camp

Free Time

Please leave us an extra open period during the day to relax in camp or work on our own activities (program areas will not be available if you have not reserved them)



Parents' Fact Sheet

Unit # _____ 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 registration and medical forms are collected and complete, including all necessary signatures 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) _____

Pack/Den # _____ 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 (business hours), or call Camp Three Falls directly at (661) 245-1206. *The camp office will not be open until June 17. Contact your unit leader with questions, or call the council office.*

Call me, _____ at _____ if you have any questions.

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

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: _____
 Telephone: _____

Name: _____
 Telephone: _____

Adults NOT Authorized to Take Youth To and From Events:

Name: _____
 Telephone: _____

Name: _____
 Telephone: _____



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Part B: General Information/Health History

Full name: _____

DOB: _____

High-adventure base participants:

Expedition/crew No.: _____

or staff position: _____

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: _____



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Part C: Pre-Participation Physical

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

Full name: _____

High-adventure base participants:

Expedition/crew No.: _____

or staff position: _____

DOB: _____

! 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"/>	For high-adventure participants, I have reviewed with them the important supplemental risk advisory provided.

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



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CAMP THREE FALLS

PACK ROSTER

Pack Number _____ **Council** _____ **District** _____

Webelos Session 1 (July 21-24) _____ Scouts Session 2 (July 24-27) _____

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 YTP 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"/>
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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

YOUTH ROSTER

Pack Number _____ Council _____ District _____

Webelos Session 1 (July 21-24) _____ Scouts Session 2 (July 24-27) _____

Den Name/Number: _____

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 __

Name _____ Age: __ M/F __ Name _____ Age: __ M/F __

Name _____ Age: __ M/F __ Name _____ Age: __ M/F __

Den Name/Number: _____

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 __

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Name _____ Age: __ M/F __ Name _____ Age: __ M/F __

Den Name/Number: _____

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 __

Name _____ Age: __ M/F __ Name _____ Age: __ M/F __

Name _____ Age: __ M/F __ Name _____ Age: __ M/F __

Make additional copies of this form if needed

