

# Troop 13 2007 Summer Camp Scout and Parent Guide:

## **Fees:**

The **\$40.00 deposit fee, due April 4th** for each Scout is considered his reservation fee and is **not refundable**, but can be transferred to a new reservation. An **early fee discount of \$10.00** per youth is available on all individual fees **paid in full by May 1st**.

**Youth Fee:** Boy Scout Camp \$205.00/youth

**Adult Fee:** Boy Scout Camp \$125.00/adult\*

*\* A \$40.00 non-refundable deposit is due by April 1st for each adult over the free limit who are attending camp for the week. See daily fees below for those spending less than a week.*

## **Free Adult Policy: Boy Scout Camp**

### **Troops with:**

1 - 9 scouts 1 free adult

10 - 20 scouts 2 free adults

21 - 30 scouts 3 free adults

One additional free adult for every 10 additional Scouts.

The Gold Card discount, which can be earned by your Unit, allows a **10% discount on camp fees** for resident camp at Camp Phillips. Gold Card discounts do not apply for High Adventure Treks or at the camp Trading Post. Remember that when computing the fees owed, all discounts must be subtracted before the Gold Card applies. **Gold Card is NOT valid for camp fees after June 1, 2007.**

## **Daily Fees: For those adults and youth NOT staying the full week in camp**

Youth Fee: \$45.00 per day

Adult Fee: \$30.00 per day

## **Refund Policy**

- All requests for refunds must be on the proper refund application form. The form can be obtained at camp, from the Scout Service Center, or online ([www.bsa-cvc.org](http://www.bsa-cvc.org)) see Resources.
- Refund application must be filled out completely or it will not be considered.
- Receipts providing a record of payment must accompany the refund request. If no receipts accompany the refund request, no refund will be granted.
- Deposits are not refundable, nor can they be carried over to the next year. This includes deposits for individuals as well as campsite deposits.
- Refund requests submitted **after August 31st** will not be honored.
- No refund will be given for late arrival or early departure from camp.
- Any refund granted will have \$40.00 deducted automatically.
- All refund requests will be considered on a case by case basis by the Chippewa Valley Council Camping Committee.

### **Camperships** (available to Chippewa Valley Council Scouts only)

Limited financial help may be available for Chippewa Valley Council Scouts who would not otherwise be able to attend camp. Applications need to be approved by the unit leader and submitted to the Scout Service Center by April 1st. Financial Assistance applications are available from the Scout Service Center or online ([www.bsa-cvc.org](http://www.bsa-cvc.org)) under Resources. Scouts receiving camperships are not eligible for the Gold Card discount.

### **Uniforms**

Why do Boy Scouts have uniforms? For the same reason sports teams wear uniforms - it identifies them, sets a standard to be met, promotes group spirit, and designates equality among the group members.

At L.E. Phillips Scout Reservation the official Scout uniform is appropriate dress at any time during the week. We require all Scouts and Scouters to **be in uniform** for all evening meals and flag retreats, and encourage that they be worn to chapel services.

### **Health Exam and Insurance Requirements**

A completed **Health Exam form #34414 class 1 and 2** is required for **all Scouts and adults under 40 years** of age who are **NOT** involved in High Adventure. A health exam is required within the last 36 months (class 2). The health history (class 1) must be updated within the last 12 months.

All Scouts participating in High Adventure activities & **Adults over 40** years old must have a Health Exam within the past 12 months & use **form #34412 (class 3)**.

A health history is of utmost importance to the safety and good health of Scouts and adult leaders. **NOTE: All Health forms require that the parents, a doctor and the scout sign the form.**

**Without a properly completed Health Exam form, you will not be allowed to stay at camp.**

All unusual or special needs should be noted on the Health Exam form. The Health Lodge at L.E. Phillips Scout Reservation has a qualified Health Officer on call 24 hours a day.

Minor scrapes and cuts are handled by the Health Officer. If the injury is serious, the Scout will be taken to the local hospital in Rice Lake. An adult from the unit should accompany the Scout going to the hospital. The second leader and a staff member will stay with the unit. Parents will be notified prior to the transfer.

**All medicine must be given to the Health Officer**, labeled with name, troop number & when it is to be taken. All medicine must be in original prescription container(s).

The Scout's parents are financially responsible for accident and health insurance.

## **Camp Phillips Programs**

### **Experience Has Shown Us . . .**

1. Summer camp is NOT a merit badge mill where you pay a fee and get four badges automatically. Instead, Camp Phillips offers merit badges as one portion of the overall program.
2. Generally, a first year Scout should not try more than two merit badges along with the first year camper program.
3. Scouts should plan on taking a maximum of three merit badges while at camp. Some have earned more, however that is the exception.
4. It is strongly recommended that all written work be completed before camp.
5. Scouts should be encouraged to select merit badges in a variety of areas to get a well rounded experience. Have them try something new to them!
6. Troops should be prepared when they come to camp. Patrols should have some activities planned just for the Troop.
7. Show Troop spirit! Troops with ideas, spirit and enthusiasm make the rest of camp come alive. A Troop cheer will show that you're proud of your Troop.
8. Everyone in camp is expected to abide by the Scout Oath and Law.
9. Scouts need free time for fun!!

### **First Year Camper (FYC) Program**

The Scouting program provides many opportunities for Scouts to learn new skills and take part in terrific adventures. The First Year Camper (FYC) program at Camp Phillips focuses on helping young Scouts advance through the ranks of Tenderfoot, Second Class and/or First Class.

Active Scout participation and advancement go together in the FYC program. The FYC staff will act as guides for the Scouts who participate, helping them learn the Scoutcraft skills needed to advance. Adult leaders are always welcome at FYC to help the staff and campmasters.

On the camp roster, please include the number of Scouts who will be participating in the FYC program and the rank they need to work on.

### **Outpost Adventures**

Scouts may sign up at camp for one of five overnight outposts. Scouts leave shortly after supper and arrive back at camp before breakfast. Staff will stress low impact camping and Leave No Trace techniques. Tents are provided.

**Ice Age Trail Overnight Hike:** Scouts will be dropped off on the Ice Age Trail and spend one night on the rustic trail.

**Mountain Bike Teepee Adventure:** Scouts ride provided mountain bikes on a series of trails and spend the night at the Teepee Village.

**Crooked Lake Portage Overnight:** Scouts canoe across Round Lake and portage to Crooked Lake where they will spend the night on a remote sight. As close to the Boundary Waters as you can get without leaving camp.

**Pontoon Survivor Challenge at Bear Lake:** Scouts are taken to Bear Lake where they board the pontoon boat and depart for Explorer Base. They jump off the boat and swim to shore to stay overnight. Scouts are picked up in vans to return the next morning.

**Icehouse Island Trek:** Scouts will travel to Ice House Island by Kayak.

## Aquatics

The aquatics area features many activities in addition to the merit badge program. This includes troop swims, snorkeling, Safe Swim Defense, and beach volleyball. BSA Lifeguard is available to both Scouts and adults. Everyone participating in the mile swim needs a person to row and a person to pole for them.

Merit Badge	Prerequisite	Comments
Swimming	1 <sup>st</sup> Class swimming requirement and CPR techniques	For all Scouts, need to pass swimmer qualification
Lifesaving	Swimming MB and CPR techniques	Scouts must bring long-sleeved button shirt
<i>Non-Merit Badge Activities:</i>		
BSA Lifeguard	14 years old, Swimming MB, Lifesaving MB, and CPR techniques	Requires guard time
Snorkeling		

## Boating

Boating activities take place on two different lakes at Camp Phillips. These waterfront areas offer great opportunities for Scouts to learn all about the fun and safety of open water activities. Activities at either waterfront are restricted to those times when the waterfront area is staffed. However, each campsite is supplied with rowboats for the Troop to use under the direct supervision of a unit leader. This leader must have Safety Afloat training, which is offered to adult leaders on Monday morning.

Merit Badge	Prerequisite	Comments
Canoeing	Must be a swimmer, CPR techniques	Round Lake
Rowing	Must be a swimmer, CPR techniques	Round Lake
Small Boat Sailing	Must be a swimmer, CPR techniques	Bear Lake
Sailboarding BSA	Must be a swimmer, CPR techniques, for older scouts & scouters	Bear Lake
Motorboats	Must be a swimmer, CPR techniques, at least 16 years old or WI /DNR Boat Safety certification. Must contact instructor while at camp.	Bear Lake \$20.00 fee
Waterskiing	Must be a swimmer, CPR techniques, recommend at least 14 years old Class size limit of 8.	Bear Lake \$25.00 fee
<i>Non-Merit Badge Activities:</i>		
BSA Kayaking		

## Ecology and Conservation

One of the most precious resource at PSR is the ecosystem. The Ecology and Conservation area (Eco/Con) offers a wide variety of merit badge classes using the awesome surroundings as the classroom. In addition to merit badge work, Eco/Con is headquarters for conservation hikes, nature trails and various displays. The director and staff can offer Scouts ideas for year-round nature activities.

Merit Badge	Prerequisite	Comments
Astronomy		Additional evening meetings
<b>Environmental Science</b>		Recommended for older Scouts
Fish and Wildlife Management	Requirement 5 and 7	Bring fishing poles
Forestry		Great at camp
Geology		Recommended for older Scouts
Mammal Study		Great at camp
Nature	Requirement 5	Bring note from SM for req. 5 and bring fishing pole
Reptiles & Amphibians	Requirement 8	Bring note from SM for req. 8
Soil & Water Conservation		Great at camp
Weather		Great at camp

## Handicraft

Scouts find pride and satisfaction in making something to take home from camp. The Handicraft area is always a very popular place with Scouts earning handicraft merit badges more than any other offered. NOTE: This is one area in which new Scouts always find success - counsel the newest Scouts to earn one of the Handicraft merit badges!

The Handicraft staff works hard to create new and exciting projects. The cost varies for the merit badges & projects. Some of them can be completed using natural materials while others may require supplies from the Trading Post.

Merit Badge	Cost	Comments
Art		
Basketry	\$5.00-\$12.00	Great for first year campers
Indian Lore	\$5.00-\$10.00	
Leatherwork	\$3.00-\$10.00	
Photography	\$10.00	Includes camera and film development
Pottery	\$2.00	
Space Exploration	\$15.00	
Woodcarving	\$4.00-\$8.00	

## Personal Development Merit Badges

Merit Badge	Prerequisite	Comment
<b>Communications</b>	Requirement 5	
<b>Emergency Preparedness</b>		
<b>First Aid</b>		
<b>Personal Management</b>	Requirements 1, 2, 4, 5, and 9a	Advanced work required if badge is to be completed at camp

## Scoutcraft

The Scoutcraft area is a place where scouting skills are developed. It is our headquarters for camping, wilderness survival, hiking and low-impact camping.

Merit Badge	Prerequisite	Comments
<b>Camping</b>	Requirement 9 a & b	Plan before camp. NOTE: 20 days/nights of camping
Cooking		Need personal mess kit
Fishing		Bring poles & equipment
Backpacking		
Orienteering		Need a compass. Requires extra time to set-up course.
Pioneering		
<b>Hiking</b>		Will require leaving camp for trip
Wilderness Survival		All new Wilderness Survival area with authentic crashed airplane

## Shooting Sports

**RIFLE AND SHOTGUN:** Safety comes first at our eight position rifle range. Scouts use .22 caliber single shot, bolt action rifles; 12 gauge and 20 gauge slide action shotguns; and .50 caliber black powder muzzleloaders. The Shooting Sports Director is BSA certified to teach the safe use of rifles, shotguns and muzzleloaders. Scouts & Scouters may only use the range when the Shooting Sports staff is present.

**ARCHERY:** Scouts are taught the proper use of the bow, scoring, and shooting techniques. Archers will also learn how to make a bow string and arrow. Once again, tomahawk throw will be offered.

**PERSONAL FIREARM RESTRICTION:** Under no circumstances should ammunition be brought to camp. Scouts may bring a bow and/or a .22 cal. rifle, that can be loaded singularly (semi-automatic rifles are NOT permitted), to camp ONLY for use in merit badge work. Upon arrival at camp, personal bows and rifles must be checked in at the administration building. At no time will personal bows and rifles be allowed at campsites. All rifles must have a minimum 3 lb. trigger pull.

Targets and tickets for shotgun and black powder shooting may be purchased at the trading post.

Merit Badge	Prerequisite	Comment
Archery		
Rifle		Requires attending 4:00pm Open Shoot
Shotgun	Rifle MB	\$20.00 charge
**All merit badges in Shooting Sports area require a lot of practice to be successful. Scouts can practice during the open shoot times. <b>NO FYC</b>		

### **C.O.P.E. (Challenging Outdoor Personal Experience)**

C.O.P.E. is a program designed to challenge the mental and physical aspects of a Scout in both personal and group settings. C.O.P.E. uses games, events, and unique activities to build characteristics such as leadership, self-esteem, decision making, communication, trust, and teamwork.

The C.O.P.E. program is set up in three progressive steps that are supported and carried out by a trained professional staff.

Step 1 - Initiative games and activities to set the basics for C.O.P.E. Light problem solving and communication skills are important.

Step 2 - Builds upon and amplifies the processes learned in step one and applies them to the low C.O.P.E. elements.

Step 3 - The culmination of the preceding steps applied to the highly challenging aerial portion of the course - high C.O.P.E.

<b>Type of Program</b>	<b>Comments</b>
Week long C.O.P.E. (meets every afternoon)	Youth must be 13 years old by January in the year of participation. Scouts do both low and high C.O.P.E., climb and rappel on the tower. <b>Preregistration required.</b> Maximum of 24 participants per week. <b>Class 3 Health Exam</b> form required. Additional fee of \$20.00 above the scout's weekly camp fee is required.
Climbing Merit Badge	Appropriate footwear such as tennis shoes, NO sandals.
Open Tower	Scouts may sign up at camp to participate on a first-come, first-served basis. No age restrictions and it's free! A special leader's tower will be available for those willing to "push their limits".
Leader C.O.P.E. (adult leaders only)	Learn fundamentals of C.O.P.E. Two sessions are offered so that all leaders from a unit may participate. Get to know other leaders at camp and see what Scouts are excited about!

### **Flambeau River Voyage**

Spend your week on the wild Flambeau! An adventure designed for scouts who have done everything there is to do at the traditional summer camp and are looking for new opportunities. Scouts can sign up individually or with others for this Flambeau River High Adventure White Water Trip. Scouts spend Monday morning at camp learning about the equipment and river techniques. The expedition leaves Tuesday morning and returns Friday at noon. Scouts will need Camping, Canoeing and Swimming merit badges. Scouts must **REGISTER by the APRIL 1st deadline.** An additional charge of **\$35.00** (above the regular camp fee) must accompany the registration. Our experienced staff will ensure that this is a trip of a lifetime for your scouts! An excellent opportunity for older scouts who might not otherwise come to camp. No minimum numbers, we can take from one to twenty from each troop. During this trip Scouts can earn the Whitewater Merit Badge.

## **Camp Emergencies**

L.E. Phillips Scout Reservation has specific emergency signals and procedures, which are explained to Scouts and leaders on the first day of camp. These include instructions for violent weather, lost camper, etc. In case of an emergency the camp siren will be sounded. When the siren is sounded, everyone is to proceed immediately to the dining hall for further instructions.

## **Telephone and Home Emergencies**

Most of the time Scouts and Scouters are a long way from the phone while they are at camp. Therefore, phone calls should be made for an emergency only. Contact camp during office hours at: (715) 234-7723 by FAX at: (715) 234-1147 after hours EMERGENCY at: (715) 234-3536 Messages will be left in the Troop's Mailbox if not an emergency.

## **Mail**

Scouts always appreciate receiving mail, it should be addressed to:

(Scout's Name)  
(Troop # and Campsite name)  
L.E. Phillips Scout Reservation  
2900 16th Street  
PO Box 37  
Haugen, WI 54841-0037  
e-mail: scout02@chibardun.net

## **Trading Post**

A full service Trading Post is in operation at camp. Camp T-shirts, sweatshirts, handicraft projects, official BSA clothing and gear, merit badge books and other publications, as well as beverages, candy and other food items are all in stock at the TP! *Note Units with Gold Cards: The Gold Card does NOT apply at the Camp Trading Post.*

## **Dietary Needs**

Scouts and Scouters who have dietary restrictions due to health/medical reasons, must notify the Director of L.E. Phillips Scout Reservation in writing, **at least 30 days** prior to attending camp. Our food service staff will do their best to provide for special dietary requirements. The address is:  
Camp Director, L.E. Phillips Scout Reservation, 2900 16th Street, PO Box 37, Haugen, WI 54841.

## **Visitors**

Visitors are welcome in camp and are asked to check-in at the Camp Office upon arrival. Camp facilities however, are primarily for the use of the campers and leaders. Meal tickets may be purchased at the Camp Office. Breakfast - \$3.00; Lunch - \$4.00; & Dinner (except Friday) - \$5.00.

## **Visitors Night**

Friday, parents and friends are encouraged to join the Scouts for the events culminating their week at PSR. The Order of the Arrow Ceremony is one of the highlights of camp.

- Visitors may join the camp-wide outdoor meal by mailing \$6.50/per meal to:  
Camp Director, L.E. Phillips Scout Reservation  
2900 16th Street, PO Box 37  
Haugen, WI 54841-0037  
*Payment is due by Tuesday morning (walk-in price is \$7.50/meal).*
- Picnic tables are available for those who wish to bring their own food.
- **ALCOHOLIC BEVERAGES ARE NOT PERMITTED.**
- **PLEASE LEAVE YOUR PETS AT HOME.** The only pets allowed in camp are those used by disabled individuals for guidance.
- The parking lot near the dining hall is provided for all vehicles. **ONLY CAMP VEHICLES ARE PERMITTED BEYOND THE PARKING LOT.** Individuals with handicap accessibility concerns may make arrangements with the Camp Director.

## **Friday Evening Schedule**

5:45 p.m. Camp-wide flag ceremony  
6:00 p.m. Dinner  
6:45 p.m. Camp Visitation  
7:30 p.m. Evening Program  
Awards - Arena  
Chapel Service - Chapel  
Order of the Arrow Ceremony - OA Bowl

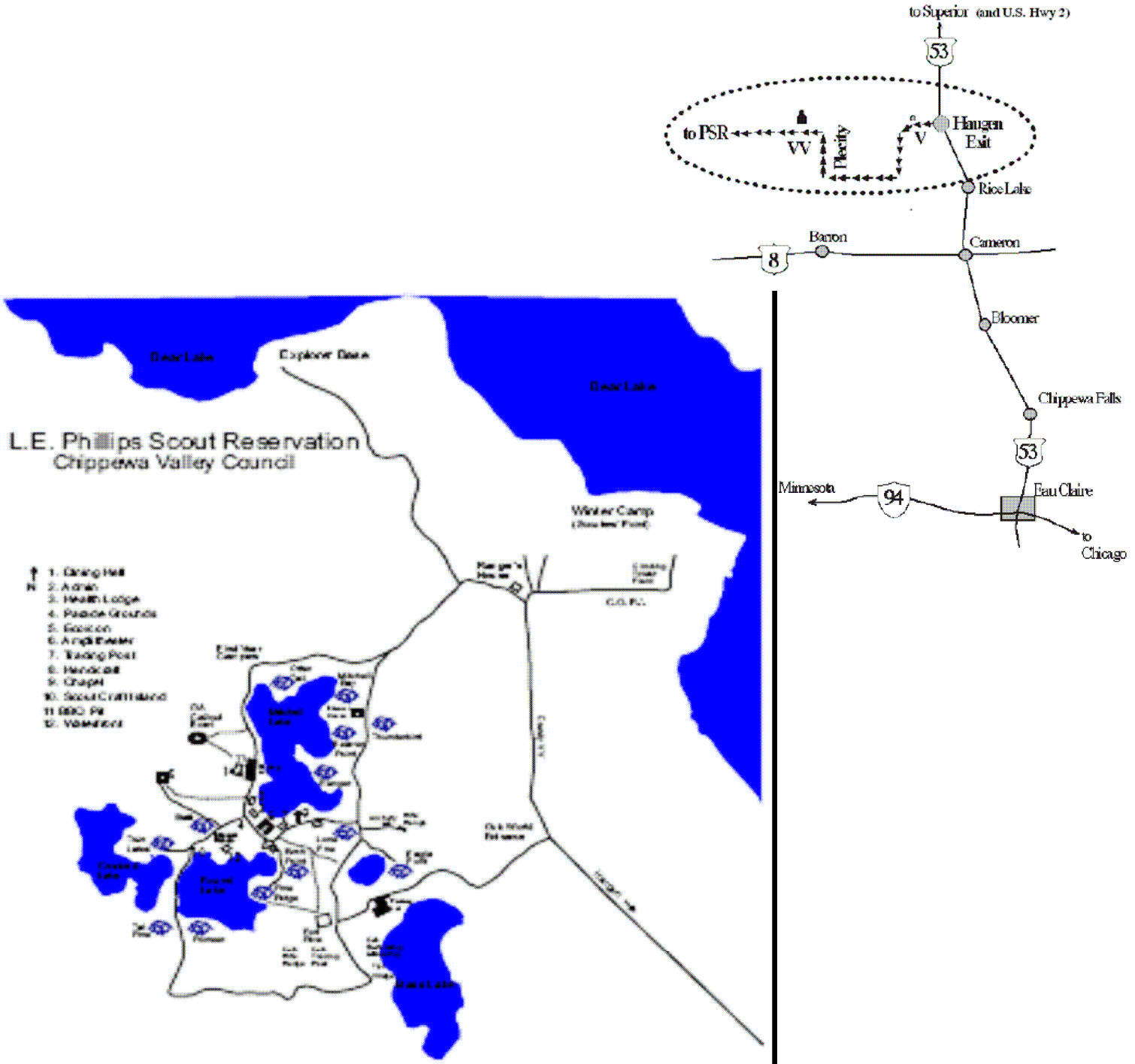
## **Family Camp at Scouter's Point**

Families may wish to camp at Scouter's Point (a camping area near the Winter Lodges) while their Scouter is in camp. Camping trailers and tents are allowed at sites assigned by the Camp Ranger. Electricity is available along with a shower and restrooms in Baden Powell Lodge.

The fee is \$50.00 per week or \$15.00 per day. The rental period begins at 12:00 noon on Sunday and ends by 9:00 am the following Saturday. Reservations should be made with the Camp Director. Special arrangements may be made for a longer stay if desired.

## Directions to Camp Phillips

L.E. Phillips Scout Reservation is located in Northwestern Wisconsin, northwest of Rice Lake. To get to camp, take Highway 53 to Haugen, Wisconsin. Turn West off of Highway 53 onto County Road V. Follow County Road V through Haugen to Plecity Avenue. Turn right on Plecity Avenue and go to the stop sign at County Road VV. Turn left onto County Road VV. Continue on County Road VV for 3 miles until you reach Camp Phillips.



## Camp Rules

The principles of the Scout Oath and Law as well as the Policies and Procedures of the Boy Scouts of America are the foundation of the Chippewa Valley Council camp program including:

1. Firearm Restriction: Camp provides rifles, ammunition, and archery equipment at the Shooting Sports area. Under no circumstances should ammunition be brought to camp. Scouts may bring a bow and/or a .22 cal. rifle, that can be loaded singularly (semi-automatic rifles are NOT permitted), to camp ONLY for use in merit badge work. Upon arrival at camp, personal bows and rifles must be checked in at the administration building. At no time will personal bows and rifles be allowed at campsites. All rifles must have a minimum 3 lb. trigger pull.
2. Alcoholic beverages and illegal drugs are not permitted at L.E. Phillips Scout Reservation, including Scouter's Point. Possession or use of any of these substances on camp property will be cause for removal from camp.
3. Smoking is not allowed anywhere on the L.E. Phillips Scout Reservation.
4. Propane may be used, but containers NOT connected to a regulator must be turned in to the Camp Director. Liquid fuels may be used in the campsite for lanterns and stoves. Liquid fuel must be stored in BSA approved backpacking containers (MSR bottles).
5. Fireworks, skateboards, in-line skates, bicycles and boom boxes are not permitted.
6. Safety Afloat guidelines must be followed while boating. This includes wearing life jackets and the presence of an adult with Safety Afloat training maintaining visual contact with the boaters. Safety Afloat training will be offered to adult leaders each Monday morning.
7. The speed limit at camp is 15 mph at all times.
8. Only official camp vehicles are allowed on roads beyond the central camp parking lot. No personal vehicles are allowed to stay in campsites.
9. Campers and trailers are to be parked in the central parking lot and not used for sleeping by Scouts or leaders. Scouters may sleep in campers and trailers that are parked at Scouter's Point (a camping area near the Winter Lodges) as long as there are two leaders staying in the campsite at all times. Sites at Scouter's Point are assigned by the Camp Rangers
10. Scout leaders, Scouts and visitors who are arriving or departing camp, must check in or out at the camp office.
11. Scouts choosing to leave camp early and not return must check out at the camp office. Before the Scout is allowed to leave, a release form must be filled out and signed by the unit leader and the person picking up the Scout.
12. Shoes must be worn at all times, except on the beach.
13. Scouts shall use the buddy system at all times.
14. Each troop shall make a visual check for attendance at all meals and taps.
15. Family pets, such as cats and dogs, are only permitted at Scouter's Point. They must be on a leash or chain at all times and the owner must be responsible for cleaning up after the pet.
16. Families are solely responsible for the health and safety of themselves as well as their children.
17. Scouts and Scouters should leave valuables at home. Spending money, watches, etc. should not be left in the shower room or an unattended campsite. Scoutmasters should bring a lockable container to store and protect valuables.

## **Camper Equipment List**

- Complete Scout Uniform - Shirt, shorts or pants, socks, belt and neckerchief
- Mess kit or plate cup and silverware-a must for your day of campsite cooking
- Scout Handbook
- Notebook and pencils
- Merit Badge pamphlets (current)
- Compass
- Canteen
- Flashlight with extra batteries
- Insect repellent (no aerosol)
- Sunscreen
- Sleeping bag
- Small pillow
- Sturdy raincoat, rainsuit, or poncho
- Hiking shoes and tennis shoes
- Extra shirts, shorts, and long pants
- Six pair of underwear
- Six pair of socks
- Handkerchiefs
- Swim suit
- Towel and washcloth
- Pajamas
- Sweatshirt
- Heavy jacket
- Toilet kit (soap, deodorant, toothpaste, toothbrush, comb, drinking cup etc.)
- OA sash (if a member of Order of the Arrow)
- Backpack, gym bag or suitcase
- Laundry bag
- Watch
- Camera (disposable ones work well)
- Fishing gear
- Postcards with stamps
- Spending money
- Folding Chair