
TROOP 13 2011 SUMMER CAMP SCOUT AND PARENT GUIDE:

SUMMER CAMP 2011 NEW FEATURES

SCUBA MERIT BADGE

- \$300 additional charge
- Earns PADI certification
- Must be 15 years old
- Intro to SCUBA still available for \$50 (13 yrs)
- Must register two weeks prior to coming to camp

ADVANCED SAILING/BOARDSAILING

- Sail the catamaran and larger boats
- Earn sail boarding patch
- Sail the SS Wall Tent; the only known official BSA sailing tent!
- Must have small boat sailing merit badge

HISTORIC TRAILS AWARD

- Earn the Historic Trails Award and fulfill some of your hiking merit badge requirements

BSA LIFEGUARD

- Be eligible for summer camp waterfront staff positions
- Requires extra guarding time

SCOUTING SUCCESS PROGRAM

- Scouts who participate will receive mentoring from a trained staff member to help ensure that social, behavioral, and educational goals of the scout are met while at camp.
- Designed to assist scouts who may need adaptations or modifications to the camp physical equipment or programming.
- Intended for Scouts with special needs.

FEES:

The **\$50.00 deposit fee, due April 1st** 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 \$240.00/youth

Adult Fee: Boy Scout Camp \$145.00/adult*

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, 2011.**

DAILY FEES: FOR THOSE ADULTS AND YOUTH NOT STAYING THE FULL WEEK IN CAMP

- Youth Fee: \$48.00 per day, Adult Fee: \$30.00 per day, High Adventure Fee: \$48.00 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) see Camping Forms. **Do not submit form at camp.**
- Refund application must be filled out completely or it will not be considered.
- Deposits are not refundable, nor can they be carried over to the next year.
- Refund requests submitted **after August 31st** will not be considered.
- No refund will be given for late arrival or early departure from camp.
- All refund requests will be considered on a case by case basis by the Chippewa Valley Council Camping Committee.

CAMPERSHIPS:

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 1. Financial Assistance applications are available from the Scout Service Center or online (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 **Annual Health and Medical Record Form** is required for all Scouts and adults who are attending camp for more than 72 hours or involved in High Adventure. A health exam is required **every year**. The health history must be updated within the last 12 months.

There is a brand new Health Form that the Boy Scouts of America National office has just released. You must use this new form when your current one expires. We will accept last year's form if it is still valid.

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.

MERIT BADGE INFORMATION

Camp Phillips offers a scheduled merit badge program that allows a Scout to sign up for the merit badges he wants to work on at specific times. We also offer opportunities to attend an open shoot, open swim or boating, perfect Scoutcraft skills, go on a hike, or play a game and much more! All the while learning and having fun!

Scoutmasters are encouraged to monitor the progress of each of their Scouts. The responsibility for successful merit badge completion rests with the Scoutmaster and the Scout. Here are some suggestions to help Scouts achieve their merit badge goals at camp:

1. Help each Scout decide which merit badges to work on while at camp.
2. Review the merit badge requirements with each Scout and encourage him to complete some of the requirements before arriving at camp.
3. Explain to each Scout how the daily schedule and the evening program schedule work and give some examples of how he can manage his time.
4. Use the buddy system.

Please consult the current merit badge requirements before coming to camp. Some requirements are obviously not able to be completed at camp. It is up to the scout to know what he will need to complete ahead of time.

See the Merit Badge grid for a listing of merit badge offered and the times available. The following is a brief summary of each merit badge program area:

AQUATICS

Every Scout in the Aquatics program must pass a swim test first.

Swimming and Lifesaving merit badges are offered along with aquatic activities such as **BSA Lifeguard, Snorkeling, Mile Swim, troop swims, Safe Swim Defense training, Aquatics Supervision training and beach volleyball.** BSA Lifeguard is available to both Scouts and adults. **Instructional swim** is designed to help scouts pass the swim test. **Scuba Merit Badge** is offered but there is an additional \$300.00 fee.

Everyone participating in the mile swim needs a person to row and a person to pole for them.

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 offered:

- **Canoeing and Rowing** at Round Lake
- **Small Boat Sailing, Kayaking, Waterskiing, and Advanced Sailing/Boardsailing** at Bear Lake

WHITEWATER (FLAMBEAU RIVER VOYAGE) - (See registration form on website)

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 \$45.00 (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! This is 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.**

ECOLOGY AND CONSERVATION

One of the most precious resources 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 Badges offered: **Astronomy, Environmental Science, Forestry, Geology, Mammal Study, Nature, Reptiles & Amphibians, Soil and Water Conservation, and Citizenship in the World. World Conservation Award** can be earned at camp as well.

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 finds 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 Badges offered: **Art, Basketry, Indian Lore, Leatherwork, Photography, Pottery, Space Exploration, and Woodcarving.** Check current merit badge books for requirements that scouts are not able to get at camp.

PERSONAL DEVELOPMENT MERIT BADGES

Merit Badges offered: **Communications, Emergency Preparedness, Salesmanship, First Aid, Citizenship in the Nation, Fire Safety/Safety and Scouting Heritage.**

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 Restrictions: 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.

Davey Crockett - we have brought back some "old" skills to teach the scouts - Black Powder rifle, Tomahawk Throw, Knife Throwing and Long Bow Archery. Must be 14 years or older and have completed the rifle merit badge.

*All merit badges in Shooting Sports area require a lot of practice to be successful. Scouts can practice during the open shoot times. Scouts in the First-Year Camper (FYC) program will not have the time to participate in Rifle or Archery merit badges.

** Rifle merit badge requires open shoot at 4:00 p.m. to complete the required targets. Scouts taking Rifle should NOT schedule a merit badge for the 4:00 - 5:00 p.m. time slot.

Targets and tickets for shotgun, rifle, and black powder open shooting may be purchased at the trading post. Those taking the merit badge do not need to purchase targets.

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. This is also an area where Scouters are encouraged to help out! Whether it be teaching a Scout to tie knots, to splice or helping him to use a compass - your help is appreciated.

Merit Badges offered: **Camping, Cooking, Fishing, Backpacking, Orienteering, Pioneering, Hiking, Wilderness Survival, and Geocaching.**

SPECIAL PROGRAMMING

INTRO TO S.C.U.B.A

Now you can complete the "Intro to SCUBA" course at camp! Each participant will get approximately three hours of instruction and a 20 minute dive in one of our beautiful lakes. Each class is taught by professional, certified instructors. **\$50 fee** includes: Certified instructor, Classroom instruction, Supervised Dive Time, Equipment Fees and Rental

Participants must pre-register no later than two weeks prior to attending camp (indicate on merit badge pre-registration form). Fee collected at camp during registration.

This class will be held during Open Time after Lunch.

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 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.

Week long C.O.P.E. - Youth must be 13 years old by January in the year of participation. Scouts do both low and high C.O.P.E Preregistration required. (Meets every afternoon) Maximum of 12 participants per week. Additional fee of \$15.00 above the Scout's weekly camp fee is required. (To be paid at camp)

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!

FIRST YEAR CAMPER (FYC) PROGRAM

The First Year Camper (FYC) program provides many opportunities for Scouts to learn new skills and take part in terrific adventures. This program will develop areas of outdoor skills, scout skills and citizenship. The First Year Camper (FYC) program 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 basic skills needed to advance. Adult leaders are always welcome at FYC to help the staff and Campmasters.

FYC SCHEDULE

9:00 – 10:00 a.m. – Tenderfoot program

10:00–12:00 a.m. OR 3:00–5:00 p.m. – Second Class/First Class program

Scouts needing to meet Tenderfoot rank requirements should register for the 9:00 – 10:00 Tenderfoot session AND either the 10:00 – 12:00 Second/First class rank requirements session or the 3:00 – 5:00 Second/First class rank requirements session. If taking the AM FYC Second/First session, we recommend the PM Swimming class. If taking the PM FYC Second/First session, we recommend the AM Swimming class.

Scouts who have earned the rank of Tenderfoot already should register for the 10:00 – 12:00 OR the 3:00 – 5:00 Second/First class rank requirements session.

1:30 – 3:00 open programming time may be needed in addition to the scheduled session times in order to complete some First Year Camper requirements.

First Year Campers may also register for the following merit badges: ART, BASKETRY, COOKING, FIRE SAFETY & SAFETY, FISHING, INDIAN LORE, LEATHERWORK, NATURE/MAMMAL, PIONEERING, POTTERY, REPTILE/AMPHIBIAN, SPACE EXPLORATION, SWIMMING, WEATHER, WOODCARVING at any of the scheduled times that fits into their schedule.

Troops with scouts in the First Year Camper program (FYC) should bring their troop tents to camp for them to use during the overnight if feasible. Tents are available for use if bringing them is not possible for the troop.

OUTPOST ADVENTURES

Scouts may sign up at camp for one of five overnight outposts. Scouts leave shortly after supper on Tuesday night and arrive back at camp before breakfast. Staff will stress low impact camping and Leave No Trace techniques. All gear except personal gear is 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.
- **Kayaking Trek:** Scouts will travel to Explorer Base by Kayak.

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

2900C 16th Street

Rice Lake, WI 54868

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, 2900C 16th Street, Rice Lake, WI 54868.

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 - \$6.00; Lunch - \$7.00; & Dinner - \$8.00.

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 \$8.00/per meal to:
Camp Director, L.E. Phillips Scout Reservation
2900C 16th Street
Rice Lake, WI 54868
Payment is due by Tuesday morning (walk-in price is \$9.50/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 - Amphitheater Chapel Service - Chapel Order of the Arrow Ceremony - OA Bowl

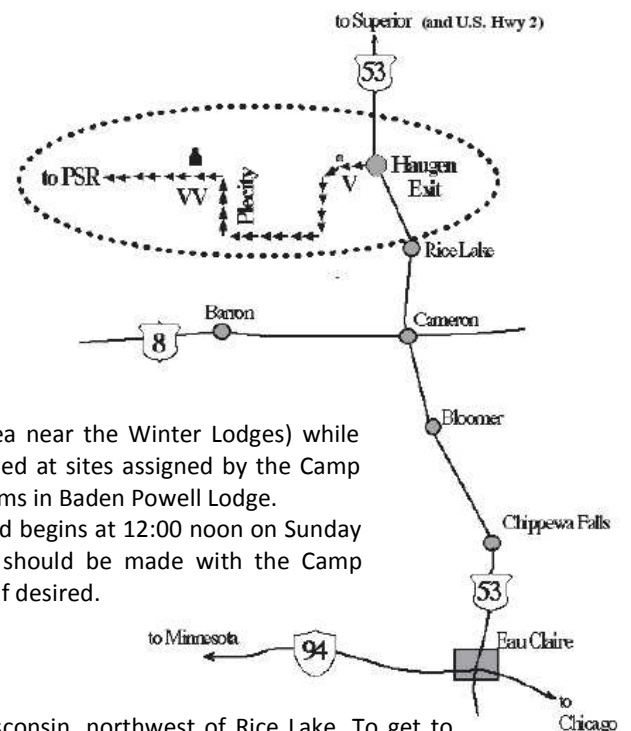
FAMILY CAMP AT SCOUTER'S POINT

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. Troop trailers are fine. Those who need to use a vehicle for medical reasons must obtain a vehicle permit from the Medical officer.
9. Scout leaders, Scouts and visitors who are arriving or departing camp, must check in or out at the camp office.
10. 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.
11. Shoes must be worn at all times, except on the beach, in the shower and in personal housing.
12. The buddy system shall be used by Scouts at all times.
13. Each troop shall make a visual check for attendance at all meals and taps.
14. Families are solely responsible for the health and safety of themselves as well as their children.
15. 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