

2015

LeFeber Northwoods Camps

A Nationally Accredited Camp



Leaders Guide

Three Harbors Council, BSA

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Welcome to LeFeber Northwoods Camps

LeFeber Northwoods Camps (LNC) is located approximately 220 miles north of Milwaukee in Forest County. It comprises approximately 1,140 acres in the midst of the Nicolet National Forest. The wilderness setting and abundant wildlife make LNC a truly unique experience.

While three camps make up the property, the summer program for Camp Baird and Camp Neidhoefer is conducted through one central staff.

Whether your unit chooses a Baird or Neidhoefer campsite, you'll enjoy adventure, aquatics, field sports, nature handicraft and Scoutcraft activities along with a full complement of related merit badge offerings.

LNC is a patrol cooking camp; each patrol checks out its food from the Baird Commissary/Administration Building prior to each meal, and prepares it to their taste back in their campsite. Sunday dinner is a camp-wide meal prepared by the staff and served in the Rendezvous Area.

Adam Rabe,
2015 Three Harbors Camps Reservation Director

At LeFeber Northwoods Camps, we will do everything we can to ensure that you and your Scouts have a memorable Scouting experience in the forest of northern Wisconsin. Participation in the programs at LeFeber Northwoods Camps is the same for everyone without regard to race, color, age, religion, disability, or national origin.

LeFeber Northwoods Camps is regionally and nationally recognized for its outstanding facilities and exciting program. The camp is inspected annually and certified as a Nationally Accredited Camp by the National Council of the Boy Scouts of America. All key staff members are trained through the B.S.A. National Camp School System and many staff members are CPR and basic first aid trained. The Commissary facility at the Baird Building is held to the highest state and local standards, as well as those of the national council. The Three Harbors Council of the Boy Scouts of America operates in compliance with all relevant laws, codes, ordinances, statutes, and regulations. The council does not unlawfully discriminate with respect to employment, volunteer participation, or the provision of services, on the basis of race, color, creed, religion, national origin, gender, sexual orientation, age, ancestry, disability or handicapped status, veteran status, marital status, or political affiliation. The Council policy forbids sexual harassment. The Council has a right to exclude membership to those whose behavior is inappropriate for the defined mission and values of the Council.

2015 Camp Dates

Week 1	June 21 – June 27
Week 2	July 5 – July 11
Week 3	July 12 – July 18
Week 4	July 19 – July 25

BSA Mission Statement

It is the mission of the Boy Scouts of America to serve others by helping instill values in young people and, in other ways, promote them to make ethical choices over their lifetime to achieve their full potential.

The values we instill are based on those found in the Scout Oath and Scout Law.

Changes for 2015

- The Nature Area will be featuring Energy, Inventing, and Mining in Society merit badges in substitution of Insect Study, Nuclear Science, and Plant Science merit badges this year.
- The High Adventure area will increase to a four person staff so that staff members will be available to join and assist troops and crews on treks. The area will also be adding the Whitewater merit badge this year.
- The Globe Area will be adding the Pottery and Photography merit badges in replacement of the Moviemaking merit badge.
- The Scoutcraft area will feature the Public Speaking and Orienteering merit badges in substitution for Communications merit badge.
- The camp will conduct the second ever Iron Eagle competitions. A challenge set up for older participants who wish to test their physical abilities. The competitions will continue to change and grow so even if you participated last year this will be a chance to once again test yourself and challenges others.

Please make sure you check the website frequently as camp approaches as we will post updates





How to Register for Camp

Your unit can register for your next summer camping experience as early as June of the year before you want to attend. Troops who attend LNC have the first opportunity to register for 2015 during their week at camp. All camp reservations must pay the \$50.00 stake a claim fee. To register please call the council office at **414-443-2843**. Registration forms are located in the forms section of this book or online at **www.ThreeHarborsScouting.org**.

FEES

Deposit: A \$50.00 non-refundable troop "Stake-a-Claim" fee is required at the time of your campsite registration.

Youth fee: The fee is \$250.00 before May 15, 2015
\$275.00 if paid by June 1, 2015
\$300.00 if paid after June 1, 2015

NOTE: Individual troops may charge extra fees for the week.

Leaders: Scoutmaster attends free with a minimum of five (5) Scouts at camp.
First assistant Scoutmaster, \$55.00
Additional leaders, \$110.00
Saturday Arrivals: Add \$5.00 to all camper fees. (This does not include meals.)
Saturday check-in time is from 1:00 to 5:00 p.m.

Camp Credits:

1. **Special Credit:** For every Scout after the first ten (10) Scouts attending camp from the same troop, a \$10.00 credit per boy will be applied only to the balance of the additional leaders' fees attending.

Example: 18 Scouts and three leaders attend camp - the Scoutmaster attends free, the first assistant attends for \$55.00, and an \$80.00 credit is applied to the balance of the leaders' fees at camp. The credit may be divided up among the leaders or applied to just one person.

Camperships:

Camperships may be available for Three Harbors Council Scouts who need financial help to pay their fee for camp. All Camperships are partial: a Scout should pay at least a nominal amount by earnings through the troop or as an individual. In this way, a boy will appreciate the value of his camp experience. No Scout should be kept from summer camp because of the lack of money.

Troop leaders should have parents fill out campership forms for boys in need. \$25.00 needs to accompany each application and that is considered a down payment. No one should expect that the \$25.00 down payment is all that will have to be paid. See campership application for further details. Camperships must be applied for no later than **April 30th** to ensure the campership is reviewed. Forms are available at the Scout Service Center or online at www.ThreeHarborsScouting.org/camping

Refund Policy:

Request for refunds must be made in writing by June 15.

1. Qualified refunds are made to troops, not individuals since the troop pays the fees.
2. Status of refund for different fees:
 - a.) Troop "Stake-a-Claim" campsite fee is not refundable.
 - b.) Units not attending camp forfeit the campsite for the season.
 - c.) \$25.00 of each Scout's camping fee is not refundable. After June 15 the fee is transferable to another Scout or adult, but not refundable.
 - d.) A committee will review each request after the close of camp

Confirmation a must:

A confirmation of your troop's reservation for summer camp will be sent to you about four weeks before you are scheduled to attend camp indicating expected number of Scouts and adults. If the information is incorrect, please contact the Three Harbors Council Scout Service Center at (414) 443-2843 with the correction. This is necessary so that we can better prepare to serve you with advance food ordering and staff preparation.

Visitor Meal Prices and Insurance:

The fee for leaders and parents who come to camp for a day or part of the week pay \$25 per day. This includes their meals and insurance.

Equipment Rentals:

The following equipment is available for rent while at camp. The rental fees will be added to the troop fees at the end of the week when the troop reconciliation is completed. The usage fee for the entire week is as follows:

Voyageur tents	\$25.00	Cook kits	\$ 5.00
Chef kits	\$ 5.00	Griddles	\$ 5.00
Dining fly	\$20.00	Dutch ovens	\$ 5.00
Water jug	\$ 5.00	Ax	\$ 5.00
Saws	\$ 5.00	Shovel	\$ 5.00

Health and Medical ~ Wisconsin Law:

Be sure to collect and check all medical forms for proper signatures before leaving home. Forms must be signed prior to camp or campers are not allowed to attend.

Youth and Adults ~ The Health & Medical History form is required for everyone. You must fill out parts A, B and C. The Boy Scouts of America recommends that all youth and adults have annual medical evaluations by a certified and licensed healthcare provider.

Forms for this purpose are available from the Three Harbors Council Camping Department or may be printed from our website at www.ThreeHarborsScouting.org/camping

HEALTH FORMS WILL NOT BE RETURNED AT THE END OF THE WEEK, so please make copies for your records. State health codes require us to keep all medical records on file for at least two years.

Camp Medical Services:

In case of an accident or illness in camp, medical services will be provided at the camp health lodge without charge. Should the condition of the patient require removal to a hospital, home, or placed under the care of the family physician, the related expenses are the responsibility of the family. The Three Harbors Council and Potawatomi Area Council troops are covered by a council health and accident policy. Medical transportation is the responsibility of the unit leader and the Scout's family. If your troop is not from Three Harbors Council or Potawatomi Area Council, the troop must provide proof of health and accident insurance.

Health Check:

A review of a Scout or leader's health form takes place on the day of arrival at camp. This does not take the place of the medical examination listed above. Its purpose is to spot any recent or current physical problems, medication usage, physical limitations, etc. The Health Officer should be informed of all health concerns.

Medications ~ Wisconsin Law:

All medication brought to camp by campers under 18 shall be clearly labeled to include 1.) Patient name, 2.) Name of prescribing physician, 3.) Prescription number, 4.) Date prescribed, 5.) Name of medication. All medications must be reported to the Health Officer during the medical recheck at camp. The Health Lodge is stocked with medications needed to treat the common kinds of illnesses likely to be encountered at camp. Scouts and leaders bringing prescription medicine to camp will also need to complete the "Routine Drug Administration Record" Form, and bring it to camp.

Medications Policy – LeFeber Northwoods Camps:

The Scoutmaster will be asked to identify an adult in the troop to administer medications and to keep track on the "Routine Drug Administration" form. These forms are to be turned in at the end of the week. It is at the discretion of the health officer whether or not medications can be kept at the troop site in a secure location or secured in the health lodge.

RECOMMENDATIONS REGARDING CHRONIC ILLNESSES

LeFeber Northwoods Camps requires that this information be shared with the parent(s) or guardian(s) and examining physician of every participant. LeFeber Northwoods Camps does not have facilities for extended care or treatment, therefore, participants who cannot meet these requirements will be sent home at their expense.

Lost and Found

Lost and found can be located during the week at the camp office. We cannot be responsible for items left at camp. If an item is found, and you wish to have it shipped back, we will be happy to do so but will charge you actual shipping costs.

Phone Listing and Mailing Information

Scout leaders can make necessary calls from the Baird Administration Office. Please be prepared to place long distance calls collect or by using a calling card. Incoming phone messages are for emergencies only and will be forwarded by camp radio and by memos as rapidly as possible.

Camp Phone	(715) 674-2130 (Answered June 12 – July 25)
Ranger's Phone	(715) 674-2054 (Emergencies only)
Camp Fax	(715) 674-6504
Milwaukee Camping Department	(414) 443-2843

Please use the following address for mail for campers and leaders:

Scout/Leader's Name
Troop # _____ Site# _____
LeFeber Northwoods Camps
Box 130
Laona, WI 54541

Packages may also be shipped via UPS to:

Scout/Leader's Name
Troop # _____ Site# _____
LeFeber Northwoods Camps
6875 Boy Scout Road
Laona, WI 54541

Mail can be picked up daily by any unit leader in the camp office. All undelivered mail will be given to each unit on Friday night. All unclaimed packages will be returned to sender.

Pre-Camp Preparation

If your troop is associated with a Cub Scout Pack, it is important that you always maintain a healthy relationship with that pack. To make sure that Webelos who will be crossing over have the opportunity to attend summer camp, your troop should begin talking with them about the adventure well in advance of Summer Camp. It is of value to have your Senior Patrol Leader and some Scouts attend a den meeting or two to teach a skill and talk up Boy Scouting and summer camp. Send a special invitation to every graduating Webelos Scout inviting them to attend summer camp with your troop.

Summer Camp Meeting

Many troops have a special **summer camp meeting** each spring for the benefit of the boys and their parents. Invite Webelos who will be crossing over to attend. The purpose and scope of these meetings will vary from troop to troop. Some meeting activities could include:

- Travel plans
- Collection of medical forms, camp fees, merit badge selections
- Distribution of contact numbers and LNC Parent Information
- Having a question and answer period for parents and Scouts

Medical forms can be found online or at your local service center. **LNC Parent Information** can be found in the appendix of the leader's guide. It includes contact numbers, general information about the camp program, medicines, diets and necessary equipment for camp. Please distribute this to parents, as it is a valuable resource concerning their child's week away from home.

Unit Leader's Pre-Camp To-Do List

Early planning and organization can help your unit have a successful week at LeFeber Northwoods Camps. Use this checklist to keep everything in order.

November / December

- Contact Webelos about summer camp
- Set up troop payment plan
- Collect a sign-up fee
- Begin planning with Patrol Leader's Council
- Distribute merit badge program schedule to Scouts

January / March

- Collect fees
- Hold troop summer camp meeting
- Select high adventure treks for older Scouts
- Distribute medical forms
- Complete spring recruiting at local school

April / June

- Register Scouts for merit badges
- Collect medical forms
- Register new Webelos Scouts
- Make final arrangements for adult leadership
- File tour plan
- Ensure troop equipment is ready

Camp Rules

FOR SAFETY:

- Always hike with a buddy or buddies. Get the leader's permission for the hike, route, and returning time.
- Aquatic activities (swimming, canoeing, boating) are conducted under adult supervision and following minimum standards of the Boy Scouts of America.
- Determine the location of natural hazards; stay away from the edge of bluffs, lakes, and ponds.
- **Do not use liquid fuel to start fires** (gas, kerosene, charcoal lighter). Gas lanterns may be used under adult supervision; gas must be locked in storage under adult control.
- Never play games using a knife.
- Drink from an approved water supply; do not drink from springs or lakes as they might be contaminated.
- Keep the toilets and showers clean.
- Campers must place non-burnable garbage in plastic bags for pickup each evening.
- No pets allowed in camp.
- No passengers transported in the cargo section of pickups and trucks.
- BSA policy requires two-deep leadership for all Scout outings and campouts.
- Cell phone coverage is at a minimum in the Northwoods. Please plan ahead for emergencies and inform others of those plans.
- No firearms, bows and arrows, or ammunition of any kind may be kept in the possession of any Scout or Scouter. These materials must be checked in with the Shooting Sports Director upon arrival at camp.
- Closed toed shoes must be worn in camp at all times. Flip-flops are only allowed in the showers.
- No alcoholic beverages, marijuana, or other unlawful drugs are permitted on camp property. There are absolutely no exceptions to this policy. One strike and you will be asked to leave camp property.
- Everyone leaving camp must sign out at the Camp Office.
- Medications can be checked into the health lodge or kept by the unit leader. The unit leader must bring a lockable storage box to keep medications in campsite. All medications requiring refrigeration will be kept in the health lodge.

FOR COURTESY:

- Always leave a supply of firewood for the next camper.
- Leave the campsite clean. Police grounds for any trash.
- Check-in when arriving and checkout when departing with your site guide. (An inspection of the campsite will be made prior to approving your departure).
- All buildings, campsites and program areas are smoke free for the health and safety of our camp. Please use the designated smoking area behind the Baird Building when smoking.

FOR CONSERVATION:

- Restrict vehicles to the authorized parking areas and roads.
- **Do not cut down any trees.** A minimum of \$2.00 per foot and a maximum of the actual value of the tree will be charged for cutting down timber. For scarring trees with a knife or axe, the camper will be fined a minimum of \$5.00.
- Conduct conservation projects that have the approval of the ranger or Ecology staff.
- **Never leave a fire unattended;** always put a fire out with water before leaving the area.
- **Campfires cannot be any taller the 6' tall and 3' wide.**

PERSONAL CONDUCT:

- Be a good neighbor. Do not create a disturbance or cause other campers to have a bad camping experience.
- Respect the private property of the neighbors surrounding the camp.
- Respect the staff living areas and maintenance area. Enter the area only on official business.
- Take good care of camp facilities and equipment. (Units or individual campers will be charged for defaced property and loss or damage to equipment.)
- No alcoholic beverages, marijuana, or other unlawful drugs are permitted on camp property. There are absolutely no exceptions to this policy. One strike and you will be asked to leave camp property.

VEHICLE USE, PARKING & BICYCLES

Our Council Camping Committee has carefully considered many options when planning the vehicle policy. Questions of cost and implementation were weighed along with Scout safety and other issues.

Some of the issues considered in developing the vehicle policy were:

- Scout safety issues
- Aesthetics of camping experiences (dust, noise)
- Saturday and Sunday equipment handling
- Road congestion
- Use and control of leader, staff, and camp vehicles
- Visitor parking
- Hours of operation
- Special use considerations (i.e. access for disabled campers)
- "Customer" desires and acceptance

Vehicle Use and Parking Policy:

This plan limits the number of cars and operating hours within the campgrounds.

- All Scout leader's and staff vehicles must be parked in long-term parking lots. These lots are located at the entrances of each camp. No private vehicles will be allowed in the campsite except where needed by a Scout or leader with a disability that has been cleared through the camp director or camp commissioner and a permit has been issued for car windshield display.
- Private vehicles are allowed in campsites only during troop check-in and check-out times. There is no driving on camp property outside of these times.
- Camp speed limit is 10 mph

Bicycle Policy:

The camp owns approximately 30 trail bikes that are available to Scouts and leaders for loan during special programs such as bike treks, and Cycling merit badge. Personal bikes are prohibited for safety reasons.

To ensure that LeFeber is a safe place for all Scouts to enjoy, the following guidelines have been established.

- Bicycle use for unit/patrol treks must stay on camp roads but out of campsites and program areas.
- Bikes used for Adventure Treks must stay on approved Trek trails.
- Helmets must be worn by all bicyclists (Scouts, leaders, and staff)
- Persons not following this policy will have their bike locked up by the camp staff.
- Bikes must be ridden in a controlled manner, following safe biking practices.
- No riding after dark.

National Guidelines

The following policies have been adopted to provide additional security for youth in the program. In addition, they serve to protect adult leadership from situations in which they are vulnerable to allegations of abuse.

- **Two-deep leadership.** Two registered adult leaders or one registered adult leader and a parent of a participant, one of whom must be 21 years of age or older, are required on all trips and outings. The chartered organization is responsible for ensuring the sufficient leadership is provided for all activities.
- **No one-on-one contact.** One-on-one contact between adults and youth members is not permitted. In situations that require a personal conference, such as a Scoutmaster conference, the meeting is to be conducted in view of other adults and youth.
- **Respect of privacy.** Adult leaders must respect the privacy of youth members in situations such as changing into swimming suits or taking showers at camp and intrude only to the extent that health and safety requires. They must also protect their own safety in similar situations.
- **Separate accommodations.** When camping, no youth is permitted to sleep in the tent of an adult other than his own parent. LeFeber Northwoods Camps has individual shower and latrine facilities used by youth and adults.
- **Proper preparation for high-endurance activities.** Activities with elements of risk should not be undertaken without proper preparation, supervision, and safety measures.
- **Boy Scouts of America Smoke-Free Policy.** It is BSA policy to provide a smoke-free environment for all Scouting participants. Therefore, smoking is not allowed at LeFeber Northwoods Camps in the presence of youth or in buildings. You may smoke only in the designated smoking area.
- **Bullying** always involves one person or group trying to intimidate a target (victim)—often repeatedly. It might involve a physical act: hitting, kicking, biting, or shoving. It might also involve verbal or emotional abuse: teasing, put-downs, name-calling, hazing, hurtful joking, or intimidation. Bullies also sometimes use racial or sexual slurs or make threatening gestures. Bullying in all forms is prohibited from Scouting

Service Projects

Service projects can be a fun way to give back to the camp you have made home. Our Administration asks that if you have special skills or would like a “bigger” service project to please contact the camp office or council office before hand. This way they can be “prepared” for when you arrive.

A GUIDE TO A GOOD CAMPING EXPERIENCE

Every program feature at camp has been designed to follow the pattern of troop and patrol operation. Simply select from all program options available those things that are most interesting to you, and that best fit your troop's needs.

- Do** Allow patrols to plan and carry out some things they thought of and want to do.
- Do** Have enough scheduled to keep everyone busy . . . BUT
- Do** Allow for and suggest some time when a fellow can "go and do with a pal or two."
- Do** Keep the OUT in Scouting - plan an outpost hike or some special activity away from central camp.
- Do** Set a tone that will give your troop camp real class! Insist on good manners, good fellowship, clean sportsmanship, clean fun, and a clean camp.
- Do** Make the patrol idea work by expecting it to work. The camp staff is dedicated to strengthening your patrol leadership, but you must encourage it to perform.

- Don't** Be alarmed if things don't happen on schedule - some circumstances warrant changes in plans.
- Don't** Engage in activities that can be better accomplished in town: painting, bookbinding, etc.
- Don't** Overlook the four big areas of program - woodcraft, camp craft, aquatics, and physical fitness.
- Don't** Judge the success of the camp by the number of merit badges earned!
- Don't** Give the boys a title and camp leadership jobs and then do all the leading yourself. (Put away your favorite whistle and relax!)
- Don't** Permit a camp violation, an error in operation to persist or continue. "Stop the show" and correct it immediately. A Scout camp is a training camp. Be kind, but firm when necessary.

Experience Tells Us:

- Summer Camp is NOT a merit badge mill, where you pay a fee and get four badges automatically. Instead, camp offers merit badges as one portion of the overall program.
- The first-year Scout camper, generally speaking, should not do more than two merit badges .
- You should plan on a maximum of three to four merit badges per week per experienced Scout.
- The most difficult merit badge to earn are those requiring a great deal of physical skill, coordination and stamina, i.e.: lifesaving, rifle, and archery.
- Complete advance written work at home. Camp is not an ideal classroom for written work. The prepared Scout comes to camp with all written work already done.
- Boys should try doing something new at camp and get a well-rounded experience. Try a handicraft badge, a nature badge, and an aquatic, or Scoutcraft badge combination.
- You should come to camp prepared! Have patrols already organized. Work on ideas as patrols and have the patrol leaders represent the group at camp. Come with some of your own activities planned.
- Your campsite is your home for the week. Work at making it comfortable by bringing banners and flags to dress it up.
- You should schedule time for rest! That's right. Too often, you don't take time to sit and enjoy the beauty at camp around you. Don't keep such a pace that you miss the trees, the nature, and the clean fresh air.
- Top troops show spirit - the troop that comes to camp with ideas and spirit and challenges makes the rest of camp come alive. Bring your troop cheer to camp and show everyone that you're number one.
- Be flexible. Each week, more than 200 Scouts attend camp and while the staff is there to meet everyone's needs, we all must practice the Scout Law in camp, and when dealing with others.
- Communicate: If you have a special need or want to do something spectacular, tell us about it and we'll give it our best shot.
- Advise Scouts to leave valuables with a leader. Watches, spending money, etc., should not be left in the shower room or in an unattended campsite.
- Scoutmasters should bring a footlocker or other lockable container to protect both Scouts' and leaders' valuables.

Sunday at Camp

Arrival Times

Check-in And Check-out Times:

Camp opens at 12:00 p.m. on Sunday for check-in. Troops should plan to arrive between 1:00-3:00 p.m. Troops will not be permitted to check-in prior to 12:00 p.m. Troops should be respectful of the check-in times for safety purposes. A troop guide will meet you at your campsite. He/she will spend the day with your troop assisting you with your check-in needs.

Early arrival on Saturday must be arranged prior to camp. This should be noted on your registration form. Special check-in times are 12:00- 2:00 p.m. on Saturday. Troops arriving on Saturday will be responsible for their own two-deep leadership and medical staff. Saturday dinner, Sunday breakfast and Sunday lunch will also need to be provided. Troops arriving at camp on Saturday will be charged \$5.00 per person.

Sunday Check-In Procedure

Units should plan to arrive at LeFeber Northwoods Camps between 12:00 P.M. and 3:00 P.M. Check in begins at the Rendezvous at the front of camp. Each unit will be assigned a Site Guide. This staff member will assist your unit throughout the check-in procedure and during the upcoming week. This staff member will also do your checkout inspection at week's end.

2015 SUNDAY SCHEDULE will include the following:

Medical Recheck	Baird Administration Building
Commissary Orientation	Baird Commissary
Swim Check	Aquatics Area
Flag Ceremony, Staff Introductions, and Emergency Procedures	Baird Administration Building
Camp-wide Meal	Baird Administration Building
Camp Tour with Site Guide	Depart from Rendezvous Area (Mandatory for all youth)
Camp Leaders' Meeting (adults)	Rendezvous Area
Camp-wide Campfire	Fire Bowl
Taps	Troop Campsite

Check-Out Procedure

All advancement information will be ready for pickup before the start of the campfire on Friday. Staff administration will be available to answer any questions concerning a scout's advancement. It is the responsibility of the unit leader to ensure their units advancement records have been received prior to departure.

At a time of your choice, your Site Guide will arrive at your campsite to check you out. All equipment must be checked in with the quartermaster prior to campsite inspection. The camp site should be cleaned and ready for the next troop to occupy.

Upon checkout units should hand in youth and adult evaluations along with medical disbursement forms and receive unit camp patches. Unit leaders should pick up any refrigerated medications in the Health Lodge prior to departure.

All troops should be out of camp by 10:30 A.M. The Trading Post will be open until 10:30 AM for any last-minute needs.

Camp Trading Post

The Camp Trading Post is conveniently located within the Baird Administration Building and is well stocked with all the appropriate camping needs. We supply our guests with a full line of official BSA gear as well as outdoor supplies and crafts that Scouts will need for the many activities offered at LeFeber Northwoods Camps. The Trading Post is also equipped with scouting literature, camp souvenirs, a variety of LNC t-shirts and other memorabilia. Our Trading Post also offers a variety of concessions which makes it a very popular place, offering a diverse selection of healthy snacks, slushies, chips, fruits and beverages. The average camper spends \$60-\$80 while at LeFeber Northwoods Camps. We do accept major credit cards.

Weekly Camp-Wide Events

Quest for the John LeFeber Cup and the Camp-Wide Games

The John LeFeber Cup is a tradition that was started in 2007 to recognize the most ambitious troops and reward them for mastering skills in every area in camp. The cup is claimed by whichever Troop earns the most points during the camp-wide game, a feverish competition that requires Troops to demonstrate skills from all program areas in camp. The winning Troop is rewarded by having their number immortalized on the cup itself and the right to keep the cup in their campsite during the following camp season.

Master Camper Award:

This program is designed especially to help first-year campers get an idea of what LeFeber has to offer, but can also be a fun tour for seasoned Scouts and leaders. Have campers stop by the Scoutcraft Area by Tuesday for a free belt totem and a list of requirements. Then, as they visit the different camp program areas and participate in activities, they'll be awarded various colored beads to suspend from their totem. These non-merit badge programs foster rank advancement, camp spirit, and handicraft and skill activities.

Orange Swimmer/Orange Triathlon Challenge

Unique to LeFeber, the Orange Swimmer Challenge and Orange Swimmer Triathlon Challenge is an opportunity for Scouts to showcase their athletic and culinary abilities as well as their creative and critical thinking skills. Those who choose to go about attempting this challenge will start at the shores of Hardwood Lake in the Waterfront Area and then proceed to swim across the lake to Camp Demmer where they will then begin preparation and cooking of pancakes with supplies they have brought with them. That is right, participants will be asked to bring supplies and make pancakes where once complete they will then need to transport back to the Waterfront Area in order to feed to the Waterfront Staff. Those who choose to dare the Triathlon portion will continue from the Waterfront Area and make their way over to the Climbing Wall where they will then climb up the wall in order to feed the pancakes to the Climbing Director.

The Iron Eagle

The Iron Eagle is the ultimate showdown of strength and athleticism. In this competition participants will have the opportunity to test their athletic abilities as they are put through rigorous tests to show off their talents. While only one can be at the top, all those who choose to accept this painstaking challenge will be commended for their efforts. Because of the amount of mental and physical toughness required this will event will be limited to those 15 years of age and older. Are you brave enough to attempt?



Purpose

The Order of the Arrow is Scouting's national honor society. It recognizes those campers who best exemplify the Scout Oath and Law in their daily lives and by such recognition, cause other campers to conduct themselves in such a manner as to warrant similar recognition, to promote camping, and to crystallize the habit of helpfulness as a life purpose. Each Boy Scout troop with qualified Scouts is urged to hold an election during the spring. You select the date and place of the election as unit leader. An assigned election team from the Order of the Arrow must be on hand to conduct the election. Contact your local chapter for membership qualifications and to confirm a time for your unit election. This information can also be found on the Three Harbors Council Website on the Order of Arrow page.

Youth Eligibility Requirements

To become a member, a youth must be a registered member of a Boy Scout troop and hold First Class rank. The youth must have experienced 15 days and nights of camping during the two years before his election. The 15 days and nights must include one, but no more than one, long-term camp consisting of six consecutive days and five nights of resident camping, approved and under the auspices and standards of the Boy Scouts of America. The balance of the camping must be overnight, weekend, or other short-term camps. Scouts are elected to the Order by their fellow troop members, following approval by the Scoutmaster.

Call-Out Ceremony

A callout ceremony will be held on Friday night at the closing campfire. Newly elected Scouts and leaders will be called out in this camp-wide ceremony. Scouts elected from other councils will also be recognized if we receive written permission from their home lodge. The Order of the Arrow will also gladly recognize Scouts who have recently completed their Ordeal Membership in the ceremony. All O.A. members are encouraged to wear their full uniform and sash on Friday evening.

OA Ice Cream Social

Kan-wa-tho Lodge hosts an Ice Cream Social every Monday evening at 9:00 in the dining hall. All OA members with a valid membership card, or flap on their uniform are admitted free. It is a great opportunity for fellowship and patch-trading with other Arrowmen from across America.

Adult Leader Activities/Information

Scoutmaster Meeting

Formal scoutmaster meetings are held on Sunday night. This meeting is important resources for units as programs are reviewed and procedures explained. Please make every effort to attend this meeting.

Scoutmaster Coffee

Scoutmaster Coffee is held each morning at 9:15 A.M. in the Rendezvous Area. This is a time of fellowship with other adult leaders in camp, a time for information distribution, and a chance for leaders to meet with the management team of LeFeber Northwoods Camps. This is an excellent time to make suggestions and ask any questions. There will be coffee and other assorted drinks available.

Scoutmaster Bulletin Board

To keep everyone up-to-date, a bulletin board in the Baird Building will post important notices and daily schedules.

Scoutmaster Fundamentals:

As an added bonus, LNC offers basic leader training for Scout leaders during each camp period. Classes meet Monday through Friday for about 2 hours each day. No advanced sign up is necessary.

Scoutmaster Chili and Cobbler Cook-off

As a special competition, scout leaders have the opportunity to show off what they can do in the kitchen, or rather in the patrol site. Adults can choose to make a cobbler or a chili or both to present to a panel of staff judges who will carefully evaluate each entry to determine who has the superior recipe.

Scoutmaster's Merit Badge

Leaders have to complete a variety of tasks to earn the LNC Scoutmasters Merit Badge. While it is a fun award to earn, the goal behind the program is to help each adult in camp also experience personal growth and skill development to help them become a better leader for the Scouts in their troop or crew. Please see the Scoutmasters Merit Badge check-sheet in the forms section for complete details.

Leave No Trace Awareness Training

Participants receive introductory training in the skills and ethics of Leave No Trace. Workshop topics include the underlying ethics and seven principles of Leave No Trace.

PLANNING YOUR PROGRAM

All troops are encouraged to plan their program well in advance of their stay at camp.

To Plan Your Program:

1. Explain to your Scouts what camp has to offer. (Use this manual as a guide.)
2. Pre-register for merit badge classes, Adventure Treks, and Eagle Quest.
3. Determine what your Scouts need. From the results of year-round troop program, you will know the troop's needs. The advancement chart will indicate patrol and individual needs.
4. Find out what the Scouts want. Ask them - don't guess. Some things they will want to do on their own, other things by patrols or perhaps with the whole troop. Use the program check sheet.
5. Plan what you'll do, by patrols and as a troop. In a meeting of the Patrol Leaders' Council, schedule them in the troop's program. Be sure that you allow time for the individual Scout to meet his needs and wants.
6. Strengthen your patrols. Stay with your troop's natural patrols at summer camp. Be sure your patrol leaders know their jobs. Schedule activities to improve the patrols.
7. We are asking each Scoutmaster to pre-register for merit badges online. We will still need you to send the completed "LeFeber Northwoods Camps Merit Badge yellow cards" to the Scout Service Center by Wednesday, June 3, 2015. You may wish to use the merit badge chart in this book for your own recordkeeping and advancement tracking.
8. On the Sunday evening of your camp week, double check to make sure your Scouts' advance merit badge applications have arrived, and sign up for any additional merit badges.

Remember that many other things will happen during the week that may not be in the schedule, but they are part of the program.

Leaders' Forum:

A special Leaders' Forum will be held shortly after dinner on Sunday evening. You'll get an opportunity to meet key staff members and get the latest program updates. Additional Leaders' Forums will take place each morning at 9:15 a.m. for fellowship and to address specific needs and requests.

Scoutmaster Fundamentals:

As an added bonus, LNC offers basic leader training for Scout leaders during each camp period. Classes meet Monday through Friday for about 2 hours each day. No advanced sign up is necessary.

ADVANCEMENT

PROCEDURE:

All advancement at camp is accomplished by the same methods that are standards of the Three Harbors Council. These are:

- LEARNING - no better place for this than at camp.
- EXAMINATION - conducted by the unit leader and unit staff.
- REVIEW - our staff can assist you in securing help for a board of review.
- RECOGNITION - if possible, plan to conduct a court of honor in camp.
- RECORDED - turn in camp advancement records to your council service center on official advancement record forms.

MERIT BADGES:

To have a successful merit badge program, your Scouts must begin prior to or immediately upon arrival at camp. Some badges are easily earned in a camping period while others take much longer. Advance planning will make possible a more effective merit badge program in your unit. Please note that we cannot make any substitution for merit badge requirements.

Merit badges at camp are mostly limited to those outdoor subjects, which are best learned at camp. Qualified camp counselors have been certified as merit badge counselors in outdoor subjects. The unit leader's signature on the merit badge application card indicates the Scout has reviewed the requirements and is qualified to begin work on the badge.

HOW MANY MERIT BADGES?

Scouts should review in detail the requirements for merit badges before coming to camp. Some preparation may be required at home prior to coming to camp if the Scouts want to complete the badge at camp. Bring a signed statement from the hometown merit badge counselor indicating partial completion of the merit badge requirements. Depending on the other troop and patrol activities, 2-3 merit badges in a week is a challenging goal for most Scouts. First-year campers are encouraged to work on Tenderfoot through First Class requirements. Most first-year campers can also handle one merit badge such as Leatherwork, Woodcarving, or Mammal Study.

Summer camp is more than just a place to earn merit badges. For a Scout to get the maximum benefit from a summer camping experience, he needs time for many different types of activities (with his buddy, with his patrol, troop activity and inter-troop activity).

Keep in mind that many merit badges require hours of independent work in addition to time spent with the merit badge counselor.

Counselors may arrange other items for counseling as their schedule and the Scout's schedule permits. Other merit badges may be added depending upon background, skills, and time available for counseling by camp staff members.

RECORDS:

- Be sure each Scout brings his advancement record to camp (if not submitted for preregistration).
- Be sure that each Scout has received written proof of all advancement completed before leaving camp. This especially applies to those who have completed part of the requirements for a merit badge.

Merit Badge Program

Our program offers a variety of merit badges designed for all age levels within the scouting program. First-year campers should consider the Eagle Quest area to achieve many of the Tenderfoot through First Class rank requirements. The camp experience is so much more than just earning merit badges. Free time for hiking and fishing, or just enjoying the fellowship of other Scouts is a very important part of the camp experience. Don't let your Scouts miss this part.

Merit badges are taught in group sessions. It is advised that the Scoutmaster check with his Scouts that are working on merit badges and review the requirements to ensure that the individual Scout has satisfactorily completed the work before leaving camp. If a Scout has satisfied certain requirements prior to coming to camp, he should give his counselor a signed form from the Scoutmaster stating which requirements have been completed.

Scoutmasters will receive signed special LNC merit badge cards each merit badge. **Blue cards are not used.**

Scouts are expected to have a merit badge book for the merit badges they are taking. They can use a book from the troop library, or purchase one at the camp store.

Each individual must meet every requirement themselves. We strive to ensure each scout has a positive learning experience while at camp. Several merit badges have a **recommended age**. This is a recommendation from LeFeber Northwoods Camps. We have found certain merit badges are generally suited for older Scouts, but in no way will we refuse to allow Scouts younger than the recommendation to attempt these merit badges unless National Standards or safety says otherwise.

IMPORTANT – Study merit badge requirements carefully to determine what requirements you may not be able to complete at camp and try to complete it before you come to camp. These requirements are included in this guide on the pages that follow.

Be sure each Scout receives written proof of all advancement completed before leaving camp. It is much easier to track paperwork while we are all still at camp.

Merit Badge List

Merit badges with an asterisk * are Eagle required badges ~ Highlighted badges are new for 2015

Athletics

Athletics/Sports

Recommended for 2nd or 3rd year Scouts

Being involved in an athletic endeavor is not only a way to have fun, but it also is one of the best ways for a person to maintain a healthy and strong body, living up to the promise each Scout makes "to keep myself physically strong. For Athletics requirements 3 and 5 and for Sports requirements 4 and 5a should be completed prior to camp and brought for approval.

Game Design

Recommended for 2nd or 3rd year Scouts

Games motivate both young and old to find creative solutions, practice new skills, and keep their brains active. Scouts who work on the Game Design merit badge will likely look at the games they play differently and with a new level of appreciation. To earn this merit badge, a Scout is required to analyze different types of games; describe play value, content, and theme; and understand the significance of intellectual property as it relates to the game industry.

Golf

All ages

Golf is unique because the players police themselves. Other sports depend upon referees or umpires to apply penalties when there are infractions of the rules. In golf, every player is expected to act honorably, and the welfare and integrity of the game rely on every player's honesty. This is why golf often is referred to as a "gentleman's game."

Personal Fitness*

Recommended for 2nd or 3rd year Scouts

Personal fitness is an individual effort and desire to be the best one can be. Regardless of their current levels of personal fitness, in the twelve weeks it will take Scouts to complete the athletic requirements for this merit badge, they will be in better shape, feel better about themselves, have more energy, and gain self-confidence in their overall abilities. Requirements 1b, 7, and 8 should be completed prior to camp and brought for approval.

Aquatics

Canoeing

Recommended for 2nd or 3rd year Scouts

This is an excellent merit badge to introduce boating to Scouts. While good physical strength and stamina adds to the experience, almost anyone can enjoy their time in a canoe once they understand the techniques. Scouts should bring a bathing suit and a towel to participate in this session.

First Aid*

Recommended for 2nd or 3rd year Scouts

Scout will be instructed in basic first-aid. The group will cover identification of injuries, and then treatments such as splinting, bandaging, and basic CPR. Requirement 2d should be completed prior to camp and brought for approval.

Kayaking

Recommended for 2nd or 3rd year Scouts

Prerequisite: Pass the BSA Swimmers test

Students will learn proper care and maintenance of equipment, flat-water and white-water paddling skills, and more advanced techniques such as the Eskimo Roll.

Lifesaving*

Recommended for 2nd or 3rd year Scouts

No Boy Scout will ignore a plea for help. However, the desire to help is of little use unless one knows how to give the proper aid. The main purpose of the Lifesaving merit badge is to prepare Scouts to assist those involved in water accidents, teaching them the basic knowledge of rescue techniques, the skills to perform them, and the judgment to know when and how to act so that they can be prepared for emergencies.

Rowing

All Ages

Rowing has long been recognized as one of the best activities for developing strength and muscle tone in the upper body. This session will teach the proper techniques and safety procedures for this sport. Scouts should bring a swimming suit and a towel for this class.



Swimming*

Recommended for 2nd or 3rd year Scouts

Swimming is a leisure activity, a competitive sport, and a basic survival skill. Scouts who earn this badge will learn about safety when swimming and diving, how swimming can contribute to overall fitness and health, and gain some basic competitive swimming skills. Participants should bring shoes, socks, swim trunks, long pants, belt, and a long-sleeved shirt that can get wet, and they should bring a pair of swimming trunks and a towel to every class.

Instructional Swim

All Ages

Thousands of young men have learned to swim in Hardwood Lake. If your Troop has Scouts that wish to learn how to swim, or simply want to improve their technique, our staff will be available for training during the 11 o'clock hour.

Mile Swim

All ages but dependent on skill level

For the ultimate test of physical fitness and swimming ability in the BSA, the session will work up to the mile every day by building endurance through supervised training sessions. Scouts and Scouters that earn the Mile Swim at Camp Daniel Boone can wear their award with pride.

Orange Swimmer

All Ages but dependent on skill level

Unique to LeFeber, the Orange Swimmer Challenge and Orange Swimmer Triathlon Challenge is an opportunity for Scouts to showcase their athletic and culinary abilities as well as their creative and critical thinking skills. Those who choose to go about attempting this challenge will start at the shores of Hardwood Lake in the Waterfront Area and then proceed to swim across the lake to Camp Demmer where they will then begin preparation and cooking of pancakes with supplies they have brought with them. That is right, participants will be asked to bring supplies and make pancakes where once complete they will then need to transport back to the Waterfront Area in order to feed to the Waterfront Staff. Those who choose to dare the Triathlon portion will continue from the Waterfront Area and make their way over to the Climbing Wall where they will then climb up the wall in order to feed the pancakes to the Climbing Director.

Polar Bear Swim

All Ages – This is a Fun Activity, no award will be presented.

Enjoy an early morning swim in the exhilarating waters of Hardwood Lake. Polar Bear Swim will be offered weekly on Wednesday at 6:30 AM.

Fishing

Fishing

All Ages

Every Scout ought to be able to fish in order to get food for himself. A tenderfoot [beginner] who starved on the bank of a river full of fish would look very silly, yet it might happen to one who had never learned to catch fish.

Fly Fishing

Recommended for 2nd or 3rd year Scouts

Fly-fishing is a specialized form of fishing that combines skill and artistry. Because it is so rich with tradition, it is a passion for millions of people. The beauty of the water, the solitude, and the skills that the sport requires have made fly-fishing very important in the lives of many notable people.

Globe

Art

All Ages

This merit badge concentrates on two-dimensional art, specifically drawing and painting in various media, including an introduction to design applications in the fields of graphic arts and industrial design, history and design principles, and how these fields relate to fine art.

Music

All Ages

The history of music is rich and exciting. Through the ages, new music has been created by people who learned from tradition, then explored and innovated. All the great music has not yet been written. Today, the possibilities for creating new music are limitless.

Photography

All Ages

Scouts must bring their own digital camera. Any grade or brand of digital camera will do.

Scouts will learn how different elements affect picture quality, the basic parts of a camera, produce a story using pictures, and create a slide show focusing on a single topic of the Scouts choice and counselors approval.

Pottery

All Ages

Learn all about working with clay, then make a pot on a pottery wheel. Have fun getting your hands dirty in this fun craft.

Theater

All Ages

While earning the Theater merit badge, Scouts will learn to appreciate live performances as members of the audience as well as go behind the footlights to see the view from the other side. Much more goes on in theater than ever meets the audience's eye.

High Adventure

Backpacking/Hiking*

Recommended for 2nd or 3rd year Scouts

Hiking or Backpacking is a terrific way to keep your body and mind in top shape, both now and for a lifetime. Walking packs power into your legs and makes your heart and lungs healthy and strong. Exploring the outdoors challenges you with discoveries and new ideas. Your senses will improve as you use your eyes and ears to gather information along the way. For Hiking requirements 5 and 6 and for Backpacking requirements 6b, 8c, 10, and 11 should be completed prior to camp and brought for approval.

Cycling*

Recommended for 2nd or 3rd year Scouts

Since 1911, hundreds of thousands of Scouts have made the most of their two-wheel adventures by earning the Cycling merit badge. Whether you just got your first bicycle or have been cycling for years, you will learn more about your bike and what it can do by working on the requirements for this badge. Requirements 8, and 9 should be completed prior to camp and brought for approval.

Climbing

Recommended for 2nd or 3rd year Scouts

Camp offers the perfect place for Scouts to be introduced to the sport of climbing. Participants in the Merit Badge session should have sufficient upper body strength for climbing and for belaying other Scouts. It is a great experience where Scouts can build self-confidence while earning the climbing merit badge.

Whitewater

Recommended for 2nd or 3rd year Scouts

Canoeing or kayaking through whitewater rapids can be a thrilling experience. Safe whitewater fun requires each participant to understand the the equipment and techniques and to have a firm respect for the power of nature's waterways.

Iron Springs

American Culturals

Recommended for 2nd or 3rd year Scouts

The United States is a nation of immigrants. Every person came to America from somewhere else—or their ancestors did—and understanding these various cultural backgrounds can help Scouts to live in harmony with others in our varied and increasingly multicultural society.

Archaeology

All Ages

Archaeologists are detectives who study how people lived in the past. They figure out what happened, when, how, and why. Using the clues that people left behind, they try to understand how and why human culture has changed through time.

Basketry

All Ages

\$ (cost varies depending on size and type of basket kit. Generally \$15 - \$20 for merit badge) Basketry is a handy skill for a Scout. A basket can be a sturdy companion on campouts, carrying clothes snugly and efficiently, holding potatoes and corn for roasting over a campfire, or carrying the day's fishing catch back to camp for dinner. Baskets and basket-weaving projects also make great gifts for family and friends.

Indian Lore

Recommended for 2nd or 3rd year Scouts

\$ (Cost varies depending on craft kits purchased. Average cost is \$5 - \$10)

Through this exciting, hands-on merit badge, Scouts will discover numerous aspects of the Native American culture. Playing games, speaking the language, singing songs, listening to legends, or creating and building items similar to those utilized by our ancestors are just a few ways that participants will learn about Wisconsin's oldest residents.

Journalism

Recommended for 2nd or 3rd year Scouts

One thing is for sure about journalism: It is never boring. For a reporter, almost every day is different from the last. One day you might interview the mayor of the city, the next day report on a car accident, and the day after that preview a new movie. Requirement 2 should be completed prior to coming to camp and should be brought for approval.

Leatherwork

All Ages

\$ (Cost varies. Average cost is \$5 - \$10)

Scouts who complete the requirements to earn the Leatherwork merit badge will explore leather's history and its endless uses. They will learn to make a useful leather item using the same types of raw materials that our ancestors used; be challenged to master skills like hand-stitching, lacing, and braiding.; and learn how to preserve and protect leather items so they will last a lifetime and beyond.

Metalwork

All Ages

Scouts will begin their work on this merit badge by learning about the properties of metal, how to use simple metalworking tools, and the basic metalworking techniques. Then they will practice using these tools and techniques before concentrating on the more intricate skills of one of four metalworking options. Scouts should make sure to bring a long sleeve shirt and pants to wear while working in the forge for safety concerns.

Pulp and Paper

All Ages

Here's an astonishing number to digest. Each person in the United States uses about 700 pounds of paper each year. Paper is everywhere in our lives. Every year in the United States, more than 2 billion individual books, 24 billion newspapers, and 350 million magazines are published on paper. This class will cover the history of papermaking, how paper is made, and how paper products are used in our society.

Scouting Heritage

Recommended for 2nd or 3rd year Scouts

Learn about the history of scouting and the impact it has had. Also take the time to learn more about scouting in your community. Requirements 4 and 6 should be completed prior to arrival at camp and brought for approval.

Wilderness Survival

Recommended for 2nd or 3rd year Scouts

In their outdoor activities, Scouts learn to bring the clothing and gear they need, to make good plans, and do their best to manage any risks. But now and then, something unexpected happens. When things go wrong, the skills of wilderness survival can help make everything right again. Learn how to survive in several different survival situations. Learn how to prioritize, keep warm, signal for help, get found and find safe drinking water. Scout should bring his survival kit (req. 5) with him to camp. We strongly recommend Scouts earn camping merit badge before attempting this badge.

Woodcarving

All Ages

\$ (Cost Varies. Average cost is \$5 - \$10)

As with any art, wood carving involves learning the basics of design, along with material selection and tools and techniques, as well as wood-carving safety. The requirements of the Wood Carving merit badge introduce Scouts to an enjoyable hobby and that can become a lifetime activity.

Nature (Ecology and S.T.E.M.)

Astronomy

Recommended for 2nd or 3rd year Scouts

In learning about astronomy, Scouts study how activities in space affect our own planet and bear witness to the wonders of the night sky: the nebulae, or giant clouds of gas and dust where new stars are born; old stars dying and exploding; meteor showers and shooting stars; the moon, planets, and a dazzling array of stars. Requirement 8 should be completed prior to coming to camp and should be brought for approval.

Aviation

All Ages

For most of history, people have dreamed of flying, imagining how it would feel to soar through the sky like an eagle or hover in midair like a hummingbird, to float on unseen currents, free of Earth's constant tug, able to travel great distances and to rise above any obstacle. Today, through aviation, we can not only join the birds but also fly farther, faster, and higher than they ever could. Requirement 4 should be completed prior to coming to camp and should be brought for approval.

Bird Study

All Ages

Birds are among the most fascinating creatures on Earth. Many are beautifully colored. Others are accomplished singers. Many of the most important discoveries about birds and how they live have been made by amateur birders. In pursuing this hobby, a Scout might someday make a valuable contribution to our understanding of the natural world. Requirements 5 & 6 will take more time than camp will allow.

Chemistry

Recommended for 2nd or 3rd year Scouts

Chemistry explores how substances react with each other, how they change, how certain forces connect molecules, and how molecules are made are all parts of chemistry. Stretch your imagination to envision molecules that cannot be seen—but can be proven to exist—and you become a chemist.

Electricity

Recommended for 2nd or 3rd year Scouts

Electricity is a powerful and fascinating force of nature. As early as 600 BC, observers of the physical world suspected that electricity existed but did not have a name for it. In fact, real progress in unraveling the mystery of electricity has come only within the last 250 years. Requirements 2, 8, and 9A must be completed at home.

Energy

All Ages

Saving, producing, and using energy wisely will be critical to America's future. If we are to leave future generations with a world in which they can live as well or better than we have, Scouts and other potential leaders of tomorrow must begin the hard work of understanding energy and the vital role it will play in the future.

Environmental Science*

Recommended for 2nd or 3rd year Scouts

While earning the Environmental Science merit badge, Scouts will get a taste of what it is like to be an environmental scientist, making observations and carrying out experiments to investigate the natural world. Scouts should make sure to bring paper and pencil.

Fish and Wildlife Management

All Ages

Scouts will learn about conservation techniques for natural resources such as responsible use of land and protection of wildlife. The course will also cover hunting and fishing laws, and ways that individuals can make a difference in the world through conservation.

Forestry

Recommended for 2nd or 3rd year Scouts

In working through the Forestry merit badge requirements, Scouts will explore the remarkable complexity of a forest and identify many species of trees and plants and the roles they play in a forest's life cycle. They will also discover some of the resources forests provide to humans and come to understand that people have a very large part to play in sustaining the health of forests.

Geology

All Ages

Geology is the study of Earth. It includes the study of materials that make up Earth, the processes that change it, and the history of how things happened, including human civilization, which depends on natural materials for existence.

Inventing

Recommended for 2nd or 3rd year Scouts

Inventing involves finding technological solutions to real-world problems. Inventors understand the importance of inventing to society because they creatively think of ways to improve the lives of others. Explore the world of inventing through this new merit badge, and discover your inner inventiveness.

Mammal Study

All Ages

Scouts will practice techniques to study mammals in the wild. They will learn how to identify footprints left by mammals, how populations influence others, and how the animal kingdom is classified. They will also participate in a project to build a habitat for mammals.

Mining in Society

All Ages

Mining has been an important part of our nation since the 19th century. Today, the industry employs 3 million Americans, directly and indirectly, and is a major contributor to the global mining landscape. This merit badge covers the history of mining, explores the status of mining in the 21st century, introduces Scouts to modern mining careers, and explores the all-important topic of mining safety.

Nature

All Ages

There is a very close connection between the soil, the plants, and all animal life, including people. Understanding this connection, and the impact we have upon it, is important to preserving the wilderness, as well as to our own well-being as members of the web of nature.

Oceanography

All Ages

The oceans cover more than 70 percent of our planet and are the dominant feature of Earth. Wherever you live, the oceans influence the weather, the soil, the air, and the geography of your community. To study the oceans is to study Earth itself.

Reptile and Amphibian Study

All Ages

This session will cover the habits of and differences between reptiles and amphibians. In addition to learning the role these animals play in our ecosystem, Scouts will learn how to identify different types of reptiles and amphibians. Requirement 8 must be completed outside of camp.

Robotics

Recommended for 2nd or 3rd year Scouts

Earning the Robotics merit badge requires a Scout to understand how robots move (actuators), sense the environment (sensors), and understand what to do (programming); he should demonstrate robot design in building a robot. You should help ensure that the Scout has sufficiently explored the field of robotics to understand what it is about, and to discover whether this may be a field of interest for him as a career.

Soil and Water Conservation

All Ages

Scouts will learn how to preserve natural resources and how to lessen their impact on the ecosystem by learning how to prevent erosion. They will participate in an erosion control project during the week to allow them to observe erosion control in action.

Space Exploration

Recommended for 2nd or 3rd year Scouts

(Cost \$8 - \$12 depending on model rocket style purchased)

Scouts learn about the how and why of mankind's journey into outer space. They have an opportunity to build, launch, and recover a model rocket. The class also encourages creative thinking towards outer space and involves designing an unmanned space mission and a manned base on another planet.

Weather

Recommended for 2nd or 3rd year Scouts

Meteorology is the study of Earth's atmosphere and its weather and the ways in which temperature, wind, and moisture act together in the environment. In addition to learning how everyday weather is predicted, Scouts can learn about extreme weather such as thunderstorms, tornadoes, and hurricanes, and how to stay safe.

Scoutcraft

Citizenship in the World*

Recommended for 2nd or 3rd year Scouts

Scouts who earn the Citizenship in the World merit badge will discover that they are already citizens of the world. How good a world citizen each person is depends on his willingness to understand and appreciate the values, traditions, and concerns of people in other countries. Scouts learn about the meaning of global citizenship and the relationship between nations and world organizations. This course requires a high level of maturity and participation. Requirement 7 must be completed prior to camp.

Camping*

Recommended for 2nd or 3rd year Scouts

Camping is one of the best-known methods of the Scouting movement. When he founded the Scouting movement in the early 1900s, Robert Baden-Powell encouraged every Scout to learn the art of living out-of-doors. He believed a young person able to take care of himself while camping would have the confidence to meet life's other challenges, too. Requirements 4b, 5e, 7b, 8c, 8d, 9a, 9b, and 9c are all prerequisites to be completed prior to coming to camp.

Cooking*

Recommended for 2nd or 3rd year Scouts

The Cooking merit badge introduces principles of cooking that can be used both at home or in the outdoors. Scouts who earn this badge will learn about food safety, nutritional guidelines, meal planning, and methods of food preparation, and will review the variety of culinary (or cooking) careers available. Requirements 3, 4, 5, 6, and 7 must be completed prior to coming to camp.

Emergency Preparedness*

Recommended for 2nd or 3rd year Scouts

Prerequisite: First Aid Merit Badge

Scouts are often called upon to help because they know first aid and they know about the discipline and planning needed to react to an emergency situation. Earning this merit badge helps a Scout to be prepared by learning the actions that can be helpful and needed before, during, and after an emergency. Requirements 1, 2c, 6c, and 8 should be completed prior to arrival at camp and should be brought for approval.

Geocaching

All Ages

Scouts will learn about GPS Units, geocaching in the US. They will learn how to hide and document a geocache as well as find geocaches around LNC. Requirements 7 and 9 must be completed prior to arrival at camp.

Orienteering

All Ages

Learn about maps and compasses. Show how to use them in theory and in the real world.

Pioneering

Recommended for 2nd or 3rd year Scouts

Learn how to use rope and spars to build useful items such as bridges or tables. Learn advanced knots and how to make rope. Before camp, Scouts should practice the knots for requirement 3. Requirements 2a and 7 are prerequisites and should be completed prior to arrival.

Public Speaking

All Ages

During this session, Scouts will participate in several oral activities designed to strengthen their speaking skills. Scouts that prepare some material before camp will find it easier to complete this badge.

Search and Rescue

Recommended for 2nd or 3rd year Scouts

Scouts will learn the basics of search and rescues, incident command systems, and search techniques. The class will also participate in a mock scenario during free time. Requirement 5 must be completed prior to camp.

Shooting Sports

Archery

Recommended for 2nd or 3rd year Scouts

Cost approximately \$5 for an arrow kit from the trading post

Learn to make a bowstring and an arrow. Practice shooting and improve your accuracy.

Scouts must shoot a score high enough to qualify for the merit badge. **NO personal Bow's or personal ammunition are to be brought to camp.**

Rifle Shooting

Recommended for 2nd or 3rd year Scouts

Learn basic rifle safety and shooting skills. Participants must shoot well enough to qualify for merit badge completion. Requirements 1d and 1f should be attained prior to arriving at camp. First year campers with no previous shooting experience are discouraged from attempting this badge.

NO personal rifles or personal ammunition are to be brought to camp.

Shotgun Shooting

Recommended for 2nd or 3rd year Scouts

Shotgun shooting is a both physically and mentally challenging merit badge. It teaches Scouts not only how to shoot, but how to shoot safely. They will learn about different types of shotguns, ammunition, and targets. Requirements 1d and 1f should be attained prior to arriving at camp. **NO personal shotguns or personal ammunition is to be brought to camp.**

The recommended age is due to the recoil of the shotgun and potential bruising and trouble handling the gun for younger Scouts. Participation for Scouts under 13 will be at the approval of the Shotgun Range Director.

Raft Trips:

Raft trips on the Peshtigo River are available through Kosir's Rapid Rafts, a local whitewater-rafting outfitter. These normally take the better part of a day and have been very popular. Cost is approximately \$25.00 per person (or approximately \$30.00 for Fun-Yaks). Trips are 10:00 a.m. and 1:00 p.m. daily. Plan for a 45-minute drive to the outfitter from camp, and arrival is expected 30 minutes before the trip time. Brochures are available at camp. Make reservations through the Program Director at camp.

REQUIREMENT: All participants must pass the swim test at LeFeber Northwoods Camps

Eagle Quest (First-year camper program):

This program is designed to help campers with advancement toward the Tenderfoot, Second Class, and First Class ranks during their week at camp. Scheduled sessions meet daily at the Eagle Quest Advancement Camp. There is open instruction scheduled during the day, please check the schedule. The Eagle Quest staff coordinates instruction in the basic Scouting skills and volunteer adult leaders are encouraged to attend and/or assist.

Tracking sheets for each participant serve as a record of attendance and rank requirements covered during sessions, and will be returned to Scoutmasters at the end of the week. Staff members will not initial Scouts' handbooks; it is expected that unit leaders will use the tracking sheets as a guide to test Scouts' knowledge/skills, and then to initial their handbooks upon mastery.

Master Camper Award:

This program is designed especially to help first-year campers get an idea of what LeFeber has to offer, but can also be a fun tour for seasoned Scouts and leaders. Have campers stop by the Scoutcraft Area by Tuesday for a free belt totem and a list of requirements. Then, as they visit the different camp program areas and participate in activities, they'll be awarded various colored beads to suspend from their totem. These non-merit badge programs foster rank advancement, camp spirit, and handicraft and skill activities.

ADVENTURE PROGRAMS

These are programs that the camp will customize on a weekly basis to meet the needs of experienced Scouts and Scouters. We can set up a variety of programs both on and off camp property to add adventure and excitement to your camp experience. Trek orientation and planning occurs on Monday mornings; our staff Trek Leader will gladly assist your unit and answer questions you may have. Please browse our "BASECAMP" bulletin, which offers complete details on planning and preparing for adventure treks. Copies are available through the Council's Camping Department. Here is a sample of the many wilderness adventure opportunities at LNC:

Bike Trek:

Here's an opportunity to design your own bike trek experience. You can plan a day trek or an overnight experience to Ed's Lake or another outpost area around camp. We'll provide the mountain bikes (total of 24 available) and trail food. This program is available to Scouts 13 years old and over. Make arrangements with the staff Trek Leader anytime starting Monday.

Popple Ridge Microtrek:

This popular 3 day/2 night trek is returning for 2014. This trek is for both experienced and novice backpackers, it can be considered an introduction to backpacking. Backpack around Rose Lake along the Popple Ridge Trail, camp and hike through the Nicolet National Forest. There will be an additional fee of \$35 per person above regular camp fees. We'll help outfit units and provide trail food. This program is available to Scouts 13 years old and over who are least 1st Class. This is a tough trek and units should prep for it before camp. Make arrangements with the program Director before camp. There is a limited number of people that can go on this outing (max crew size is 12, minimum size is 4 with at least 2 adults) so first come, first served.

Ice Age Trail:

Trek across 20 miles of the Ice Age Trail. Food and equipment is available at camp. Please contact camp 2 weeks before your troop plans to go on the trek. The length of your trip both in miles and days away from LeFeber can be customized to meet your needs.

Riley Outpost: (No Friday night trips)

We'll help outfit your troop for an overnight backpacking trip to Riley Lake where you'll camp on an island and have the opportunity to get in some great fishing. Trail food is available upon request, and canoes are provided. No Cost: Make arrangements with the staff Trek Leader anytime, starting Monday

Outpost: (No Friday night trips)

We'll help outfit your troop for an overnight backpacking trip to the outpost where you'll camp on the river and have the opportunity to get in some great fishing. Trail food is available upon request, and canoes are provided. No Cost: Make arrangements with the staff Trek Leader anytime, starting Monday.

Low-Impact Camping

The Boy Scouts of America puts more youth and adults into the outdoors than any other single organization. Primitive backcountry wilderness areas are a national treasure and must be treated with respect. We must train our youth to utilize these areas responsibly – to observe and enjoy, but at the same time to preserve and protect.

An understanding and appreciation of Leave-No-Trace and The Outdoor Code's backcountry ethics can add a new dimension to a Scouter's outdoor experience. Low-impact camping techniques can help ensure that future generations have the opportunity to experience pristine wilderness areas. All LeFeber Northwoods Camps treks adhere to Leave No Trace backcountry ethics. **Take only memories; leave only footprints.**

Group Equipment Provided

- First aid kits
- Stoves
- Cook sets and pots
- Water purification systems and chemicals
- Trowels and toilet paper
- Large group tarps with line
- Fuel bottles and fuel
- Maps
- Any other general equipment needed for the trek.

*All of camps equipment is furnished free of charge providing that the equipment is returned in the condition issued. In order to prevent any unnecessary purchases of new equipment, it will be required that any lost or damaged equipment be paid for by the participant(s) responsible.

LeFeber Northwoods Camps High Adventure Risk Advisory

Parents, guardians and potential participants in LeFeber Northwoods Camps' High Adventure programs are advised that journeying to and from camp, and one's stay at camp, can involve exposure to accident, illness, and/or injury. Campers may be exposed to occasional severe weather conditions such as lightning, hail, flash floods and heat. Other accidental possibilities include injuries from tripping and falling, motor vehicle accidents, asthma and diabetes related incidents, heart attacks, heat exhaustion and falls from horses.

Trails are steep and rocky. Wild animals such as bears and snakes are native and usually present little danger if proper precautions are taken. Please refer to this Guide book, speak with previous high adventure participants, or call LeFeber Northwoods Camps for further information concerning risks and measures which can be taken to avoid accidents. LeFeber Northwoods Camps' staff is trained in preventing accidents, first aid and CPR and is prepared to assist in recognizing, reacting, and responding to accidents, injuries, and illnesses. Medical and search and rescue services are provided by local County and LeFeber Northwoods Camps in response to an accident or emergency, however, response times can be affected by location, weather, or other emergencies and could be delayed.

2015 Special Needs Request Form

The Three Harbors Council will do everything in its power to accommodate participants with special needs. Please complete this form and submit it with your payments. Thank you for your assistance.

Unit Number: _____ Council / District: _____

Week Attending Camp: _____

1. Does anyone in your unit have a physical need that limits mobility? Please provide details below:

2. Does anyone in your unit have special equipment needs? (Access to electricity, etc.) Please explain below:

3. Do any of your unit members have special dietary concerns? Please be specific and suggest possible alternatives:

4. Please list any other special needs below:

Person to contact if we have questions:

Name: _____ Phone: _____

Scoutmasters Merit Badge

NAME _____ Council _____ Unit # _____

Visit each program area

- Iron Springs
- Climbing Wall
- Nature Center
- Globe
- Shooting Sports
- Trading Post
- Waterfront
- Scoutcraft
- Athletics
- Fishing
- Attend at least one Scoutmaster Coffee.
- Participate in either the: Scoutmaster Splash, Scoutmaster Chili/Cobbler Cook off, the Orange Swimmer, Orange Triathlon, At least one Iron Eagle event, or participate in the campfire).
- Heckle (make a joke with)at least one of the camp management staff
- Visit with a unit leader or staff member from another area.
- Work with unit on service project.
- Teach a scout silly song to a scout in your troop.
- Complete the troop leaders' survey.

I certify on my honor that I have completed the requirements

Signature _____

LeFeber Northwoods Camps Parents Information

Scoutmasters: please forward this information to the parents of your Scouts. It is a valuable tool in helping them prepare for their son's summer camp adventure.

At LeFeber Northwoods Camps, we strive to provide an excellent program for your Scouts, whatever their age or interest. We offer a large variety of merit badges, high adventure treks special programming and an excellent staff to guide your youth through his week at camp.

Refunds

No refunds or exceptions will be made due to failure to purchase trip cancellation insurance. One option for obtaining Trip Cancellation Insurance is Seven Corners Insurance at:

<https://www.sevencorners.com/insurance/HWKQTS4>

Medical Forms

- **Every youth and adult must have a completed current BSA Medical Form signed by a physician within the past 12 months, regardless of program (Parts A, B & C).**
- This form may be found at:
<http://www.scouting.org/sitecore/content/home/healthandsafety/ahmr.aspx>
- **No other medical forms are accepted.** All medical forms are turned in upon arrival at camp and maintained at the health lodge during your stay.
- **Make sure that the form is *filled out completely*, including attaching copies of insurance cards and dates of immunizations**
- On arrival in camp, everyone is given a private medical screening by a physician, health officer, or other adult approved by the camp physician

Medications can be kept by the unit leader so long as proper locked storage is brought. Medications can be left with the health officer and administered by the camp health lodge staff if desired.

Visitor Meal Prices and Insurance:

The fee for leaders and parents who come to camp for a day or part of the week pay \$25 per day. This includes their meals and insurance.

Additional Information

Some merit badges require kits to complete. These kits can be purchased at the Trading Post for a variety of prices. The average scout spends \$60 - \$80 in the trading post between merit badge supplies, souvenirs etc.. Additional information about LeFeber Northwoods Camps can be found in your Scoutmaster's Leader's Guidebook or online at www.ThreeHarborsScouting.org.

Phone Listing and Mailing Information

Scout leaders can make necessary calls from the Baird Administration Office. Please be prepared to place long distance calls collect or by using a calling card. Incoming phone messages are for emergencies only and will be forwarded by camp radio and by memos as rapidly as possible.

Camp Phone	(715) 674-2130 (Answered June 15 – August 2)
Ranger's Phone	(715) 674-2054 (Emergencies only)
Camp Fax	(715) 674-6504
Milwaukee Camping Department	(414) 443-2843

Please use the following address for mail for campers and leaders:

Scout/Leader's Name
Troop # _____ Site# _____
LeFeber Northwoods Camps
Box 130
Laona, WI 54541

Packages may also be shipped via UPS to:

Scout/Leader's Name
Troop # _____ Site# _____
LeFeber Northwoods Camps
6875 Boy Scout Road
Laona, WI 54541

Mail can be picked up daily by any unit leader in the camp office. All undelivered mail will be given to each unit on Friday night. All unclaimed packages will be returned to sender

Damage to Equipment & Facilities

All campsites and camp owned equipment used by a unit will be inspected before the unit checks in and as the unit checks out. Any damages that occur will be assessed by the Camp Director and must be paid for, or arrangements made to pay, before the unit leaves camp. Damage could include breaking or losing equipment, defacing tables, latrines and buildings, cutting or tearing canvas. Please report pre-existing damage immediately! Contact the Camp Director (or designee) by Noon of your first full day at camp to report pre-existing damage or issues. Each Scout and Unit is responsible for taking care of camp equipment that has been assigned for their use. In case of damage to this equipment, the individual or unit is responsible for payment or repairs or replacement.

Note: Aerosol spray cans used inside tents will remove waterproofing from tents.
The estimated charges for misuse of equipment are as follows:

Cots: Canvas Replacement (*rips, cuts, writing on canvas*) \$50.00
Cot Replacement (*When canvas & frame are damaged*) \$75.00
End Board Replacement (*Each*) \$15.00
Leg or Side Board Replacement (*Each*) \$18.00
Bed Replacement \$300
Mattress Replacement \$150

Tents & Patrol Fly: Rips, Cuts and Tears (*Per inch*) \$5.00
Writing on Canvas (*Per panel*) / or small Burn holes \$20.00
If waterproofing is destroyed – the cost is
Determined by the individual case.
Cut or missing tiebacks (*woven straps-each*) \$15.00
Total Wall Tent Replacement \$350.00
Total Patrol Fly Replacement \$200.00
Uprights - Wooden type (*Each*) \$25.00
Ridge Poles – Wooden type \$35.00
Tent Frames- Metal pipe (*Per damaged section/joint*) \$35.00

Tent Platforms: New board replacement – the cost is determined by the individual case
Replace Entire Platform (*Permanent type*) \$500.00
Dutch Ovens: Replacement Cost (*significant damage or lost*) \$65.00
Re-seasoning/Cleaning \$20.00

Picnic Tables: Replacement Cost (*Metal – 2 leg per set*) \$110.00
Replacement Cost (*Per board*) \$20.00

Chef Kit: Replacement Cost (*significant damage or lost*) \$35.00
Replacement Cost (*per item*) \$5.00

Remember, this is your camp and equipment. Please protect and preserve it!

Troop & Patrol Equipment:

In Your Campsite: Upon arrival in camp, your unit should find the following equipment in your campsite:

- Picnic tables (one per patrol)
- Wall tents set up on platforms (with cots for leaders; one for supply storage)
- Fire tools (rake, shovel, mattock, hose,)
- Two trash cans
- One broom
- Patrol “chuck boxes” (one per patrol)

At the Reservation Office / Camp Entrance: If your troop is using camp tents and dining flies, they will be available at your campsite.

- Canvas “Voyager” tents (one for every two Scouts)
- 12’ X 16’ patrol flies (one for each patrol)

Through the Quartermaster: In addition to extras of the equipment listed above, the following can be checked out from the Quartermaster or arranged through your Site Guide:

- 2-burner propane stoves (rent a 20# cylinder for the week for \$20 or supply your own gas)
- Work tools: axes, rakes, saws, shovels
- Fire buckets, tent stakes, water jugs, griddles, Dutch ovens, large pots, medium pots, small pots, large fry pans, small fry pans, medium pot lids, small pot lids, kettles, kettle lids, ladles, forks, serving spoons, slicing knives, paring knives, can openers, spatulas, fry pan handles, hot pot tongs, griddle handles, plates, cups, 16-quart metal pails, US flags.

ALL EQUIPMENT WILL BE CHECKED AND INVENTORIED UPON YOUR ARRIVAL AND AGAIN AS YOU CHECK OUT. YOUR UNIT WILL BE CHARGED A RENTAL FEE AND A REPAIR OR REPLACEMENT FEE FOR DAMAGED OR MISSING ITEMS.

NOTE: Troop-supplied tents must meet the minimum standard of 30 square feet of floor space per camper. ALL TENTS MUST BE POSTED WITH A "NO FLAMES IN TENT" LABEL. This should be stenciled on the tent itself or posted on a sign next to the door of each tent.

Suggested Equipment the Troop Provides:

Troop first aid kit	Troop Flag
Binder twine	Patrol Flags
Props for campfire skits	Additional axes & Saws

Suggested Special Needs of the Camp Scoutmaster:

Program equipment	Lantern
Alarm Clock	Scoutmaster's Handbook
Advancement records	Scout Handbook
Radio for weather reports	

WHAT TO BRING

- **Completed Personal Health & Medical History Form (Be sure this has parent's signature!)**
- Prescription medications (Please complete & bring Routine Drug Administration Record)
- Duffel bag or backpack
- Scout uniform
- Extra socks
- Extra underclothing
- Shoes for outdoor use and extra shoes (closed toe) or aqua socks
- Sweater, sweatshirt or jacket
- Extra shirt & long pants
- Handkerchiefs (several)
- Swimsuit & beach towel
- Pajamas
- Toilet kit:
 - Towels
 - Soap
 - Shampoo
 - Comb
 - Tooth brush
 - Tooth paste
- Poncho or raincoat
- Flashlight
- Extra batteries
- Sleeping bag & linen (or 3 blankets)
- Pencil & notebook
- Eating utensils: Knife, fork, spoon, cup, bowl and plate
- BSA Handbook
- Canteen or water bottle
- Sun block

Optional Equipment

- Fishing tackle
 - Pocket knife
 - Religious prayer book
 - Camera & film
 - Spending money including program costs
 - Sun block, lip balm & sun glasses
 - Sewing kit
 - Insect repellent
 - Air mattress or ground pad
- Mark all clothing and equipment with your name.

DO NOT BRING:

- Fireworks of any kind
- Pornographic materials
- Firearms and/or ammunition
- Tobacco products
- Alcoholic beverages
- Pets
- Controlled substances
- Sheath knives, bows or arrows

Scouts should not bring portable gaming devices, cell phones, etc. as LNC is not responsible for lost or stolen items.



Lost and Found

Lost and found can be located during the week at the camp office. We cannot be responsible for items left at camp. If an Item is found, and you wish to have it shipped back, we will be happy to do so, but will charge you for actual shipping costs.

CAMPING PERSONNEL

FOR CAMPING QUESTIONS, CALL ONE OF THE CAMP PROMOTION SPECIALISTS LISTED HERE:

Camp Promotion Committee:

Boy Scout Summer Camp Director Adam Rabe 262-951-0046 vhog13@msn.com

District Camp Promotion Representatives:

Polaris	Greg Holz	414-365-1285	gaholz@earthlink.net
Iron Horse	Amy Kansaku	414-758-0626	amyk524@gmail.com
Southshore	Carl Lederhaus	414-232-9431	carllederhaus@wi.rr.com
Heart of Milwaukee	Lyle Strahota	414-218-0243	lyleg1356@yahoo.com
Root River	Tim Soczka	414-526-9756	tim@soczka.com
Lighthouse	Jim Ernst	262-488-5213	
Fox River	Rob Thomas	262-857-4600	rthomasjr@wi.rr.com
Gateway	Tim Aikens	262-942-1777	taikens@wi.rr.com

Non-discrimination Statement:

"In the operation of the summer camp program, no child, as defined by the program regulations, will be discriminated against because of race, sex, color, national origin, age, or handicap. Any person who believes that a child has been discriminated against in any USDA - related activity should write immediately to the Secretary of Agriculture, Washington, D.C. 20250."

Three Harbors Council, BSA **Pre-camp Health Status Questionnaire**

Date:

Name of Camp/Activity:

Unit Type:

Unit Number:

Instructions:

Prior to attending camp, we request that each unit leader review/ask the following questions with all of your unit adults and youth. We request that you do this prior to departing your home location. We will review this procedure upon arrival at camp.

Assessing the Health Status of Your Unit/Campers

Ask the following questions, does this apply to anyone in your unit?

- | | | |
|------------------------------------|---------------------------|--------------------------|
| 1. Fever (100°F or greater)? | <input type="radio"/> Yes | <input type="radio"/> No |
| 2. Sore throat? | <input type="radio"/> Yes | <input type="radio"/> No |
| 3. Vomiting? | <input type="radio"/> Yes | <input type="radio"/> No |
| 4. Diarrhea? | <input type="radio"/> Yes | <input type="radio"/> No |
| 5. Cough? | <input type="radio"/> Yes | <input type="radio"/> No |
| 6. Muscle aches or lethargy? | <input type="radio"/> Yes | <input type="radio"/> No |

Notes:

If an individual in the unit checked "yes" for fever or vomiting or diarrhea alone OR to any two (or more) of the other symptoms, do not allow that individual to travel to camp. If they have questions about the individual's health or symptoms, contact their healthcare provider.

If any individual has been diagnosed by a healthcare provider with a different disease – such as strep – have them follow their healthcare provider's recommendation.

Scout camps are adventurous, active and frequently wilderness environments. There is no provision for lodging other than in a un-air conditioned tent. Please assure the health and safety of all of our campers by assuring that only Scouts and leaders who are healthy come to camp.