

LEADER'S GUIDE
CAMP
FLEISCHMANN
NEVADA AREA
COUNCIL

58th Season of Adventure
2012 Summer Season
Boy Scouts of America



Special Use Permit

Nov. 29, 2011

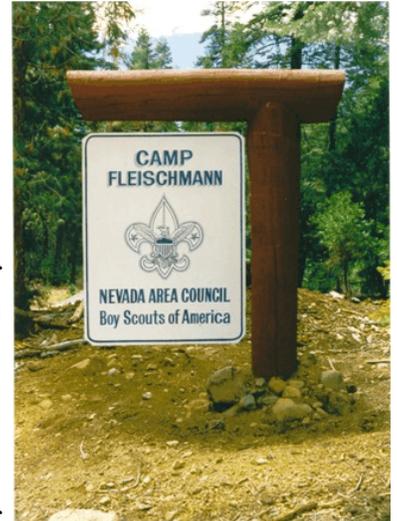
Welcome to Camp Fleischmann!

2012

I would like to take this opportunity to thank you for choosing Camp Fleischmann for your unit's resident camp experience in 2012.

When your Scouts attend Camp Fleischmann, they will be doing a lot more than just camping. While camping is one of the primary reasons that a boy joins Scouting, it is also an ideal opportunity to develop character, build teamwork skills and grow as a leader.

Our Camp Director and Program Director have assembled our best camp staff team ever. These staff members have spent the off season training to provide your Scouts a quality program. We will continue to do our best to make improvements to both facilities and programs. Your Scouts and leaders are the most important people in our camp. ***To that end we have made the decision to limit the amount of campers in camp each week to 250 youth.***



Scouts will have the opportunity to experience a wide variety of programs, ranging from aquatics to shooting sports, from environmental studies to climbing to our Scoutcraft where the Scout Handbook comes alive with those essential camping and everyday life skills.

Please take the time to review this Leader's Guidebook. Our Camp Director, Program Director, the staff, and I look forward to serving you and will make our best efforts to transform your summer camp experience into one to remember for many years to come.

Yours in Scouting,

Keith Ashby

Scout Executive

Index	Page		
Aquatic Center	24		
Bear Policy	13-14		
Camp Check in/out	9		
Camp dates	4		
Camp Fees/payment	5		
Campership	5		
Climbing Center	20		
Emergencies	8		
Environmental Studies	18		
Flag Ceremonies	10		
Forms	29-36		
Handicraft	21		
Health & Safety	7		
Hiking	23		
How to get to Camp	8		
Kitchen Feeding	10		
Leader Information	26-28		
Lost and Found	11		
Mail	12		
Maverick Week	4		
Medic	7		
Medical Forms	7	Forms can be printed from www.scouting.org	
Merit Badge Program	16	Also see www.scouting.org Merit Badge schedule	
Permission and Authorization	37	Each Scout needs one, bring to camp	
Personal Equipment	32		
Personal Safety & Hygiene	7		
Program Areas	17-25		
Refunds	6		
Rules and Behavior	12		
Senior Patrol Leader	15		
Shooting Sports	25		
Staff In Training	16		
The Ridge	22		
Uniforms	9		
Visitors	6		

Camp Dates

Session 1	June 24 – June 30, 2012
Session 2	July 1 - 4 to July 4 - 7, 2012 <i>Cub Scout - Webelos Scout – Adventure Camp</i>
Session 3	July 8 - 14, 2012**
Session 4	July 16 - 21, 2012 (Monday Arrival)*
Session 5	July 23 - 28, 2012 (Monday Arrival)*
Session 6	July 30 – Aug 4, 2012 **

* Sessions Four and Five are Monday Start camping weeks.

** Sessions 3 and 6 have Maverick Provisional Troops for Scouts attending without their Troop.

Our ‘Trail to First Class’ program has been completely reworked and offers a quality experience for younger Scouts as they strive for First Class rank.

Troop Leadership

Every troop in camp must be under the supervision of its own adult leaders. One leader must be at least 21 years of age and registered with the Boy Scouts. The other leader must be at least 18 and registered with the Boy Scouts. These two adults must be in camp at all times to assume responsibility for their Scouts. We suggest one additional leader for every 8 Scouts over 16. **Helpful Hint: Start scheduling your leaders now.**

Individual Camping

If you have a Scout or Scouts who are unable to attend summer camp with your troop, please don't let them miss the opportunity!

Register them with our Provisional Troop during July 8 - 14 or July 29 – Aug 4, for a cost of \$265 OR register them with another troop in your area where they may already know other Scouts.

The Provisional (Maverick) Troop is made up of a wide range of Scouts that could not attend camp with their troop. Fee \$265.00

If a Scout would like to come back for a second week he may do so for a fee of \$225.00.

Don't let vacations, summer school, sports or anything else stand in the way of having 100% of your Scouts in camp this summer!

Camp Fees: All Fees apply to in or out of council units.

Troops:	\$265 per Scout by May 1	\$300 after May 1	\$325 at Camp
Provisional Campers:	\$265	\$300 after May 1	\$325 at Camp
SPL Week	\$225 per Scout/SPL		
Adult Leaders:	\$125 (1 free leader for every 8 Scouts)		

How about a second week of camp? Just \$225.00 per Scout, \$125.00 per adult

A second week is for the real camping enthusiast that just loves Camp Fleischmann. Scouts enjoy the same experience of other troops but will be placed with a troop to provide the adult leadership. Scouts may select any time during summer camp operation to stay with a friend in another troop or a time that will fit into his summer schedule.

Camp provides central dining hall meals, limited campsite equipment, program equipment and areas, plus the best camp staff in the nation! Camp provides everything that is part of the council troop plan plus trained adult leadership.

Adult Leader Fees

All adult leaders attending camp for the week pay \$125.00 per person. **For every 8 paid scouts in a unit 1 adult is free.** Adults staying part of the week can pay a per day cost of \$15.00. This fee is to cover a portion of the cost of food for the week. Additional meal tickets are available per meal for portions of the day: Breakfast, \$5.00; Lunch, \$5.00; Dinner, \$5.00. Purchase meal tickets at the camp office.

Payment

All payments to the Council Service Center should be made using the registration form found in your camp packet or on the website. When at all possible, please use one form and pay as a Troop. We manage camp accounts by Troop number. We do not manage individual Scout payment plans within a Troop. Please be sure to list each and every person attending camp on the roster you bring to camp. This includes adults attending for one or more days.

Camperships

Limited financial help may be available on an individual basis for Scouts in this council who could not otherwise go to camp due to financial hardships. If you know of a legitimate case in your troop, please contact the Council Service Center for a campership application or use the form supplied in the appendix of this guide. These forms are to be filled out and approved by the unit leader and submitted to the Service Center for review BEFORE May 1. APPLICATIONS RECEIVED AFTER THAT DATE MIGHT NOT BE APPROVED, BECAUSE OF LIMITED FUNDING. Before applying for a campership, please be sure you have considered other financial resources, such as your chartered partner, unit fundraisers, and other outside sources. Out of Council units are not eligible for Camperships. In Council applicants must have participated in the annual popcorn sales and the unit must have had their annual FOS presentation (can be waived if the Scout joined after these opportunities have passed).

Refund Policy

In the case of hardships and emergencies, **refunds must be requested in writing prior to your camp arrival date.** The refund policy of the Council Outdoor Program Committee reads as follows:

Camp fees are **non-refundable**. Camp fees are transferable toward a new reservation.

No refunds will be given for Scouts sent home by the unit or camp management who do not follow the Scout Oath and Law and/or fail to notify camp management of the situation.

2013 Campsite Reservation Fee

Reservations for next summer are accepted at your check out meeting when you leave camp. A deposit of \$200 per camp site will hold your reservation for the 2013 season. These fees are not refundable if you do not attend camp. The rule for campsite preference is: Your Troop gets first chance at your current campsite in your current week. Reservation deposit fees will be credited to the troop's total camping fee.

Visitors

Parents and friends are always welcome at camp and we invite them to see the camp and what the Scouts have been doing throughout the week. While visitors are welcome at any time, we suggest certain times over others as it coincides with camp activities that would allow visitors to see some special activities. **We require that all visitors check in upon arrival at the Camp Office and check out before departure.**

- Friday Open House starting at 6:00 p.m. Visitors may tour camp, check out various areas and displays; as well as visit your campsite. Our Closing Campfire starting at 8:45 p.m. highlights the evening.
- All visitors should use the main parking lot or the Thunderbird parking lot.
- No vehicles are allowed in the main camp area or in the campsites.
- Persons with disabilities should notify the Camp Director at least one week prior to their arrival for any accommodations necessary.
- During all meals visitors are welcome to purchase meal tickets at the camp office.
- Meal ticket prices: Breakfast, \$5.00; Lunch, \$5.00; Dinner, \$5.00, \$15.00 daily.
- Visitors who wish to participate in any waterfront activities or stay overnight must have a current physical form Part A,B,C #680-001. Participation will be subject to pre scheduled programs and events.
- **Please advise all guests and family members that pets are not permitted in camp.**

Council Camping Statement of Nondiscrimination

“In the operation of the summer camp program, no child, as defined by program regulations, will be discriminated against because of race, religion, sex, color, age, national origin, 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, DC 20250.”

Health and Safety Medical Forms for 2012

Each Scouter who attends camp must have a physical completed and signed by a physician within the past 12 months. This is the law and a National BSA Policy. All campers without physicals must make personal arrangements at the hospital in Chester for physicals at their own expense.

Required Medical Forms for 2012
Form # 680-001 Part A,B,C will be required for each person attending camp in 2012. www.scouting.org

Camp Health Officer

A camp Health Officer or trained first aid personnel are available for emergency or first aid needs. The First Aid Shack is located in the central camp area. All medications brought to camp must be checked in with the Health Officer during unit check-in and will be administered by the camp first aid personnel as directed by the prescription attached. All medications must be in their original container indicating pharmacy, prescribing physician, and administration directions. Cases requiring emergency treatment are handled by Seneca Hospital, 199 Reynolds Road, Chester, California (530) 258-2151.

Personal Safety and Hygiene

While each Scout strives to actively follow the eleventh point of the Scout Law, units should be perseverant in encouraging the boys to maintain home standards of cleanliness and safety while at camp. Shower facilities and cleaning supplies are available and should be used. In addition, adult leaders should constantly remind youth to drink lots of water and keep an eye on each other to insure a fun and healthy experience in camp.

If you have any other questions about health and safety policy, feel free to contact the Scout Service Center at (775) 787-1111.

EMERGENCIES

If someone needs to contact a camper in the event of an emergency, contact the Council Service Center at 775-787-1111 and a message will be given to the requested party as soon as possible. Cell phones do work sometimes, depending on where you are standing in camp and your wireless carrier. Outgoing emergency calls can be placed from camp without delay, but incoming calls have proven to be difficult to connect. The camp phone is still on an operator required connection system and cannot be called from outside the local Chester area. The phone number is 530-Drakesbad #7. This phone number charges your phone at a very expensive connection rate.

The camp telephone is only for emergencies. Camp management calls the Council Service Center at least once a day for updates and messages.

EMERGENCY PROCEDURES

In case of an emergency in camp:

The camp siren will be sounded. When the siren is sounded, everyone is to proceed immediately to the parade grounds and await further instructions and direction from the camp staff.

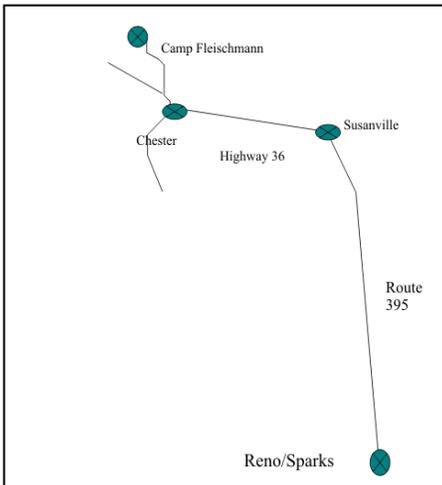
When you hear the siren go – there are no drills!

How to get to Camp Fleischmann

Camp Fleischmann is located eight miles north of Chester, California. (Approximately 2 ½ hours northwest of Reno, Nevada, 133 miles) CF is located approximately halfway between Lake Almanor Recreational Area and Mt. Lassen Volcanic Park.

Take Route 395 North from Reno towards Susanville, CA. Take Highway 36 into Susanville and continue on to Chester CA on Highway 36.

On the East end of Chester turn right (NW) onto Feather River Drive. Go 6/10 of a mile and turn right at the sign that says Juniper Lake. Follow the paved road 5 4/10 miles to the end of the pavement. Take the left fork for 1 mile, turn right at the ‘T’ in the road and follow the Boy Scout Camp Signs one mile to Camp Fleischmann.



GPS Coordinates 40.23.437 N 121.17.870 W

Map not to scale

Camp Check-In

1. Arrive with your troop between 1:00 pm and 2:00 p.m. Sunday afternoon.
Units are not to arrive at camp before 1:00 pm on Sunday, as the camp staff is not available to supervise activities until that time.
2. Units arriving at camp on Monday mornings during weeks four and five will check - in between 7:00 and 8:00 am.
You will be greeted at the gate where you will meet your Troop Guide.
3. Your Scouts will "pack in" all their personal gear and troop gear. Vehicles are not allowed past the parking lot.
4. Get your medical forms in hand, your boys in their swim gear and wait at your campsite for your troop guide for a unit check-in, camp tour, medical recheck and swim check. Swim checks conducted by the unit no more than two months before camp will be honored, bring your roster with swim check indicated to camp. However, the Waterfront Director can retest any person, anytime.

Camp Check-Out

1. Wash and sterilize all campsite equipment.
2. Sweep floors and wall in latrine.
3. Scrub and clean urinal, toilet seats, and washbasin with cleaner.
(Be sure to wear rubber gloves.)
4. Wash and rinse off picnic tables.
5. Leave shovel and rake in the campsite. Return other campsite supplies to Warehouse or Commissioner's Area.
5. Check the camp lost & found. Lost & found items are held at the Council Service Center until August 31.
7. Pick up all litter along the road and trail as you walk from your campsite.
8. Check out of your campsite with your Commissioner.
9. Return all Scoutmaster and SPL evaluation forms to the camp office.
- 10. *Pick up patches, blue cards, mail and medical forms at the Camp Office.***
11. Sign up for next year**.

** Troops can reserve a week for the summer of 2013 by filling out the reservation form and submitting to the Camp Office. Troops will be awarded their site preference on a first come – first served basis.

Uniforms

There is only one proper and complete Official Boy Scout Field Uniform – does your troop wear it? Please Do. Be proud of your uniform and encourage the same from your Scouts. Everyone must dress in full Field Uniforms for evening Flag Ceremonies. This can have a huge impact on your troop's performance, morale, identity and spirit. Activity uniforms during all other times are expected. We remove all non-Scouting headgear for flag ceremonies; that is anything without a Scout insignia or badge. Sports team hats and camouflage clothing of any kind are discouraged.

Flag Ceremonies

The entire camp attends closing flag ceremonies each evening in complete Field Uniform. (Some call it 'Class A' uniform) Save your Activity Uniforms for during regular program time. The staff and/or a volunteer troop conduct morning flag ceremonies. Scouts will have the chance to be part of the color guard. Your troop can be an integral part of our summer program by volunteering to host one of our flag ceremonies. Field Uniforms for morning flag ceremonies may be worn but, are not required due to program time constraints.

Central Kitchen Feeding

Our kitchen serves three hot meals a day. Instead of using mess kits and dunk bags, Scouts will eat off plates and can dine under our dining hall shelter, on our redwood deck or adjacent tables. We serve home cooked meals. **If there are Scouts or leaders that require special dietary needs please contact the Nevada Area Council office 775-787-1111 two weeks before attending camp so our kitchen staff can make preparations.**

Cobbler kits will be available to purchase in the trading post for Dutch oven cobblers which troops can make in the campsite. Cost approximately \$7.00.

Mess Kits and dunk bags are not required for meals at Camp Fleischmann.

Our camp policy is that all staff and campers wash their hands immediately prior to entering the dining hall area. This promotes general camp cleanliness. Units are dismissed from the parade field, usually by a Scout Skill demonstration, Scout Lore or Max Fleischmann trivia game. The successful Scouts get to go first.

NOTE: The knot tying, Scout Lore and trivia games after flags and prior to meals are only a method to help out with crowd control at the hand washing sinks and the food line in the dining hall. You can have fun cheering on your Scouts participating in the dismissal game or you can have fun standing in line. Scout and Scouters are dismissed from the parade field to the hand washing station – not to the shower house. Behavior management of the line in front of the hand washing station and the dining hall will be the responsibility of the SPLs, Unit Leaders and Scouters.

The Service Troop for that meal will assist in serving. That troop will be the last to eat, after they are served, seconds, if available, will be served to the camp as a whole.

**The Honor Box
Lost and Found at Camp**

Camp Fleischmann maintains lost and found in a marked container on the Trading Post deck. Lost items should be placed in this container. **More expensive items such as pocketknives, wallets, etc should be turned into the Camp Office.** Camp will send back to the Council Service Center in Reno more identifiable items such as jackets, shirts, pants, etc. These items can be claimed from the council office. Camp disposes of dirty socks, underwear and other such things at camp. Any items not claimed by August 31 will be donated to a local charity. Camp Fleischmann is ***NOT*** responsible for lost items at camp. *Please mark your belongings clearly with name and troop number.*

The lost and found is on the Scouts Honor system: put what you find into the box; take only that which was yours.

***Put your name & Troop number on
everything.***

Contacting Your Scout at Camp

Scout Camp is a fun and exciting place for your Scouts. Receiving mail at camp can help lonesome boys feel happy and greatly enhance their experience. To insure arrival at camp during your Scouts time at CF, try mailing postcards, letters, and care packages a week in advance.

MAIL

Please have mail addressed in the following manner:

Scouts' Name, Troop Number
Camp Fleischmann
General Delivery
Chester, CA 96020

Rules and Behavior in Camp

The Scout Oath and Law are the rules of camp. Scout Camp is the culmination of the unit's annual program and are planned to be fun and safe for all. Neither the camp staff nor the Troop leaders have time to spend with Scouts who continuously misbehave. **The Camp Scoutmaster is responsible for the discipline in his Troop.** Safety or behavior problems may result in the responsible party being asked to return home from camp. The Camp Director will be the final authority in this situation. No refunds are available in this situation.

Troop Campsite - Each Troop campsite should be treated as one treats the home of another. Scouts and leaders should not go into another troop site without permission from the Troop leaders involved. Inter-Troop campfires are encouraged.

Pets are not allowed in camp.

Firearms, Drugs, Alcohol, Tobacco, and Fireworks are not allowed - Each is grounds for dismissal from camp. Possession of illegal drugs will be reported to the Plumas County Sheriff immediately.

Use of tobacco by ADULTS in camp is RESTRICTED to their cars. Alcohol use is not permitted at any time. Youth are not allowed to use or have tobacco or alcohol products in their possession at any time. Please mention this to your guests. During times of extreme fire danger or dry conditions, smoking is prohibited entirely in camp as well as in the surrounding National Forest.

Fire is always a potential problem. Use the Troop Fireguard Plan provided by the camp. Keep fires small; put them out with water, only. Build fires in designated places ONLY. Fire extinguishing tools are provided for each campsite (shovel, fire bucket with water, or hose) and must be present at every fire location. Campers will be advised if **fires are not allowed due to fire danger level**. All campfires MUST BE ATTENDED BY AN ADULT 21 YEARS OF AGE OR OLDER. Campsites fires not abiding by camp policies will be extinguished by camp staff personnel without notice. Be Prepared is the Scout Motto.

No Flames in Tents - Under no circumstances shall flames of any type be carried into or used in tents. All tents must be marked "NO FLAMES IN TENTS".

Chemical Fuels and Chainsaws will be used only in accordance with the Guide to Safe Scouting and only by certified camp personnel.

Cliffs & rocks are extremely dangerous. Scouts are not allowed on them unless accompanied by the Outpost or climbing staff. Please advise Scouts to stay on marked trails.

Shoes or boots must be worn in camp and on trails. **Opened-toed shoes are only allowed on the waterfront or in the shower house.** Closed toed shoes must be worn everywhere else.

Personal Ammunitions and Weapons are not allowed in camp in accordance with safety regulations.

Nevada Area Council
Bear Policy
Camp Fleischmann

THE FOLLOWING POLICIES REGARDING BEARS AND THEIR PRESENCE AT
NEVADA AREA COUNCIL CAMP PROPERTIES HAS BEEN COMPILED AS A
RESOURCE FOR USE IN PREVENTING PROBLEMS.

When Scouts camp they are not alone in the wilderness. Innumerable creatures large and small were there first, are there now, and hopefully will remain. As Scouts, we are obligated to learn to live with the animals and respect their prior rights--the Hawks, and Eagles soaring in the sky, the Deer in the meadows, the small beasts, Squirrels, snakes and insects--and **Bears**.

1. All camp personnel will go through a bear awareness training class during the pre-season training session and during staff week at each camp property.
2. All units and provisional campers will attend a similar training session as part of the camp orientation upon arrival at the camp facility.

The following is the official bear policy for Nevada Area Council summer camps:

A. ALL GARBAGE IS TO BE REMOVED FROM CAMP DAILY. This includes campsites and main camp facility. The only authorized garbage storage area is located in the service parking lot. Dumping garbage in any other area or burying trash is strictly forbidden.

B. FOOD AND FOOD WASTE: All food not consumable or deemed as garbage must be placed in bags and taken out of camp with the daily garbage run. The commissary and kitchen areas must be kept clean and secured nightly. No food, **at any time**, is to be stored outside any camp buildings without proper, bear proof, storage facilities. All food waste in campsites is to be thrown in trash that is taken out of campsite daily. Digging grease pits or burying food waste is strictly forbidden.

C. FOOD STORAGE: MAIN CAMP AND CAMPSITES: All food for use in the main camp facility is to be stored in the kitchen or commissary only. These areas are to be kept clean. No food is to be thrown into the forest or stored outside the buildings (see section "B" above). The grease trap for the kitchen is to be kept as sanitary as possible.

ALL CAMPSITE FOOD STORAGE MUST ADHERE TO THE FOLLOWING:

- ◆ NO FOOD IS TO BE STORED IN TENTS AT ANY TIME.
- ◆ NO FOOD IS TO BE STORED IN PATROL OR CHUCK BOXES AT ANY TIME.
- ◆ ALL FOOD MUST BE SUSPENDED IN BEAR BAGS IN PLACE IN EACH CAMPSITE.
- ◆ EACH UNIT WILL RECEIVE INSTRUCTIONS ON HOW TO USE THE BEAR BAGS DURING ORIENTATION.
- ◆ ALL ICE CHESTS MUST BE STORED IN VEHICLES IN PARKING LOT OR SUSPENDED FROM BEAR RACKS. It is advisable to cover the ice chest with a blanket even if it is locked inside a vehicle.

Be aware that ALL "SMELLABLES" must be suspended from bear bags also. This includes cooking pots, toilet and shaving kits, film, food, soda and any items that have an odor. Bears are driven primarily by their sense of smell, which is estimated to be from 300 to 500 times more sensitive than a dog's.

D. ENCOUNTERING A BEAR: Forget Disney cartoons and gentle Ben and cuddly Teddy Bears - real life bears are not cute and at best, do not tolerate people. Feeding of bears on Nevada Area Council camp property is strictly forbidden. Always stay away from cubs. It is fine to enjoy them - but always from a distance.

If a bear enters a campsite, make loud noises to frighten it away. Never shine a flashlight or camera flash at a bear. Never try to confront a bear that enters your area or campsite. Do not attempt to retrieve food taken by a bear. Never throw any objects at a bear. As soon as it is possible **contact the Camp Director** or other camp personnel about the bear sighting.

The bear is the most interesting large animal that an individual may have the opportunity to see in the wild. The function of the Nevada Area Council bear policy mentioned above is primarily, two-fold:

- ❖ **To provide a safe environment for campers and respect for the wildlife in that environment.**
- ❖ **To provide guidelines for both campers and staff for responsible management of the camp facility.**

Senior Patrol Leader Program

The Senior Patrol Leader Program is designed to provide your SPL with opportunities that will help him to be a more effective leader. First, he gets to know the camp staff and program so he can help his troop take full advantage of the fantastic activities that are available. Second, he gets to work on his own advancement so he will have more time to devote to helping other Scouts when his unit comes to camp. This program is available every week of camp.

Our Program Director and Commissioner will guide your SPL with the assistance of our staff. The SPL's will camp in Little Gilwell.

This program is valuable for both new and returning troop leaders. Troops can send two leaders from their unit. The boys who attend are obligated to also attend camp with their troop.

The Scouts should arrive on Sunday between 12:00 and 1:00 p.m., (Monday start weeks 7:00 and 8:00 a.m.) on the week before their troop attends camp. They need to bring their physical and firearms permission forms, their tent and their other camping gear.

We will take care of the SPL's until their troop arrives the following week. However, their parents are welcome to stop by and spend some time with their son on the weekend. Please provide the SPL with some extra spending money for the weekend (laundry, meal out of camp, movies, etc.)

Both your troop and your leaders will greatly benefit from this experience. The fee is only \$225 for the week. Advanced sign-ups are required.

Counselor in Training

Scouts who are 14 years of age or older may attend camp as a staff member in training or “C.I.T.” This internship program is available for Scouts contemplating joining the Camp staff in the future. The staff member in training will come to camp for two continuous weeks. During the first week, the staff member in training will be directed to several program and support areas at camp where he will get a chance to job shadow and participate in staff jobs and activities. During the second week, the staff member in training will choose two areas at camp to work along with the staff in the daily program or service area. There is a staff application included at the back of this guide.

Merit Badge Program

Before coming to Camp, Scouts should know what and how many Merit Badges they would like to earn. Some badges require prior planning and work to be completed. Most merit badges offered at Camp can be completed while at Camp. However, please check current requirements, as new changes to merit badges might provide only a partial completion at Scout Camp.

A VERY LIMITED NUMBER OF MERIT BADGE BOOKS ARE AVAILABLE AT CAMP; PLEASE ARRIVE WITH YOUR BOOKS AS WE CANNOT GUARANTEE AVAILABILITY AT CAMP. BOOKS ARE *NOT* SOLD IN THE TRADING POST.

Each area director has developed their schedule to maximize program opportunities and quality. The Scoutmaster should meet with Scouts prior to Camp and construct a working list of the badges his Scouts plan to work on, use the Merit Badge Block Schedule form. The Scoutmaster will be provided merit badge blue cards at Camp.

All blue cards must be filled out and signed in ink by the Scoutmaster or Unit Leader before the Scout may participate in the merit badge session. A signed blue card is the Scouts entrance ticket to the merit badge session.

Scouts will be able to sign-up for Merit Badge sessions on a first come first served basis. If an overcrowding occurs, additional staff resources may be allocated, or some Scouts may be diverted to the same merit badge at other times.

Partial blue cards will be given to Scouts who complete only part of a merit badge.

Partial blue cards brought to Camp must be given to counselors when Scouts sign up for the badge. Counselors reserve the right to review requirements on any partial blue card.

Remember to pick up all of your Blue Cards when your unit checks out of camp.

Camp Fleischmann Program Areas

Camp Fleischmann offers a unique and varied camp program to supplement and enhance the unit's annual program. Opportunities are available for a wide range of experiences, from the first year camper through the seasoned veteran. Each year our staff offers new and challenging activities.

Our traditional programs, such as the Waterfront, the Ridge, Bear Hollow, and Eagle Creek, continue to excel and offer fantastic programs. Backpacking expands at Camp Fleischmann with the High Adventure Trek and Black Powder programs. Handicraft is now an exciting program, which draws young and old campers alike. The First Class trail at the Scoutcraft area is a solid Scout Handbook based area for your newer Scouts.

Building on excellence and challenging personal skills is the direction we're taking you this year. Plan on fun, excitement, and lifetime memories as you plan your Camp Fleischmann experience.

As part of our ongoing conservation efforts, each unit is asked to complete a conservation project while at camp. The Bear Hollow Director coordinates these projects.

Program Areas

Bear Summit Environmental & Conservation Studies
Eagle Creek Climbing Center
Little Gilwell Scoutcraft and Trail to First Class Resource Area
Handicraft Area
The Fleischmann Backpacking opportunities
The Ridge
Robert Z. Hawkins Aquatic Center
Shooting Sports
 Archery
 Black Powder at the Ridge
Dan Beard Rifle and Shotgun Range

Bear Summit Environmental & Conservation Studies Center

A varied program offers a unique exploration of outdoor, geological, celestial, and natural resources. Not only will Scouts be able to work on merit badges, but also learn the ways in which we all need to work toward preserving the Earth around us. This year we offer a program of environmental awareness activities for leaders. The Bear Summit staff will assist you in the following merit badges:

Astronomy*	Mammal Study
Environmental Science	Nature
Fishing**	Oceanography
Forestry	Reptile & Amphibian Study
Geology	Soil and Water Conservation
Insect Study	Weather
Bird Study*	

*These Merit Badges cannot be completed if started at Camp. If the Scout has a partial prior to arrival at Camp Fleischmann credit will be given only with a Blue Card signed by a BSA Council Merit Badge Counselor.

**Please purchase equipment before enrolling for Fishing Merit Badge and a California fishing license (if over 14 years old) prior to arrival at Camp.

Little Gilwell Scoutcraft and Trail to First Class Area

First Year Camper Program: This program has been specifically designed to meet the needs of your first year camper or Scouts who have not yet reached the rank of First Class. A Tenderfoot Scout completing this program can earn his Second Class and be well on his way to the rank of First Class. Refer to the merit badge schedule to find when each rank will be offered.

The Greenhorn Program covers the following items:



- ❖ Compass Mile
- ❖ Scoutcraft Skills
- ❖ Utensil less Cooking
- ❖ Swimming Skills
- ❖ Camping Skills
- ❖ Hiking Skills (e.g. 5 mile hike)
- ❖ Rope Work/Knot Tying
- ❖ Knowledge of First Aid Requirements for Tenderfoot, Second Class, and First Class ranks.

Consult Merit Badge Schedule for First Class/Greenhorn Schedule

The Scoutcraft Area is responsible for the Camping*, Pioneering, First Aid and Emergency Preparedness* Merit Badges. (However, some of these Merit Badges may be counseled in other parts of the Camp, depending on staff allocations. Cooking* is offered through the Dining Hall, First Aid is taught at the Medic Shack.)

*These Merit Badges cannot be completed if started at Camp. If the Scout has a partial prior to arrival at Camp Fleischmann credit will be given only with a Blue Card signed by a BSA Merit Badge Counselor.

Eagle Creek Climbing Center

Climbing Merit Badge is one of the most fun, challenging, and personally rewarding merit badges you can earn at camp. Our staff is experts at helping each Scout conquer this challenge. Your success is our personal goal.

The merit badge is counseled daily. Climbing is open almost all day and some evenings so we encourage Scouts to take advantage of the additional time for practice or fun climbing. Rappelling for the merit badge is only available at scheduled times, so please check with us for a list of times.

The **Joe Climber Award** will be presented to Scouts and Leaders who complete the merit badge requirements.

Capture the Flag fun and practice is available almost anytime we are open. It often stays open after the other walls are closed. Get good and enter the weekly **Capture the Flag Tournament**.

The **Climbing Extravaganza** provides a fun afternoon and evening of climbing, competition, and fellowship. **Grand Prix** races on Eagle Wall. These match races are great fun to watch, and even more fun to do. Leaders may also try this event.

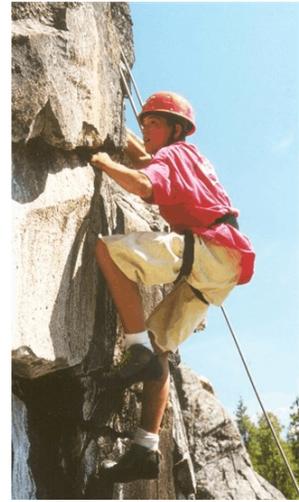
Scout Climbing Competition begins after dinner on Wib's Wall. All of the other walls are available for free climbing all evening.

The **Climb on Safely Orientation** for leaders is held on Thursday morning at 9:00am. This training is required for all leaders who take their troop climbing or rappelling. **A Climbing Competition for leaders will also be held.**

All Scout Competition is divided into **two divisions** based on the competitor's height. Awards are presented to the top three places in all climbing competition.

Climbing is open to all Scouts and leaders, regardless of age. You don't have to be in the merit badge class to climb. We have six great walls to challenge you. We have an awesome staff to help you safely conquer any wall your mind can handle. When you provide the desire, we provide everything else.

Come up and have fun.



Handicraft Area

The handicraft area is a natural draw for many of our younger Scouts and a great place to hone your artistic skills. Tools are provided and a small cost purchases project materials and fees from the Trading Post located close by.

Art Merit Badge - Practice your drawing skills, express yourself through different mediums, and earn a badge! \$5.00 material cost, payable at the Trading Post.

Basketry Merit Badge - This is a good badge for young Scouts to start up the merit badge trail. Two (2) baskets are required, and one stool kit. Baskets range from \$4 to \$6. Stool Kits are \$10 to \$12.

Drama - Test you skills as a thespian, plan and execute a skit at the campfire. Cost \$5.

Fingerprinting - This is also a good badge for young Scouts to start up the merit badge trail.

Leatherwork Merit Badge - This one is a little tougher, but any Scout with a little patience is bound to work his way through it. Leather project kits and braid available in the Trading Post, prices vary but a cost of \$10.00 is average.

Pottery Merit Badge - Back by popular demand, \$5 per project.

Woodcarving Merit Badge** - Everyone likes to carve wood, so bring your knife to the handicraft area, or borrow ours, and earn a merit badge for your efforts. Walking Sticks or Neckerchief Slides are \$4 to \$6. Wood for relief projects is \$1 each.

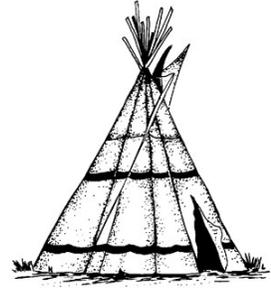
Paper & Pulp - Learn about the areas dominant industry.

*These Merit Badges cannot be completed if started at Camp. If the Scout has a partial prior to arrival at Camp Fleischmann credit will be given only with a Blue Card signed by a BSA Merit Badge Counselor.

**The 'Totin Chit is a Camp required prerequisite for Woodcarving Merit Badge and is offered at the Scoutcraft Area.

The Ridge

All scouts should visit the Ridge at least once a day during their stay at Camp. As you enter the Ridge, you are transported back to a time when Native American Indian culture and Mountain Man skills were commonplace. Scouts and leaders can throw a tomahawk, shoot black powder, start a fire with a flint and steel, learn tipi etiquette, or experience survival in the wilderness.



The Ridge offers the following merit badges and activities:

Indian Lore Merit Badge: Explore the Native American Indian culture through songs, dances, games, crafts, and traditions.

Metalwork Merit Badge and Forge: Learn the history of metal working, how blacksmiths worked on early American crafts, and try new skills on the forge. The fee for this merit badge is \$10.00.

Wilderness Survival Merit Badge: This is a good badge to practice outdoors skills. Be prepared to spend a night in the wilderness in a shelter of your own construction.

Black Powder and Rifle Merit Badge*: Must be 14 years or older. Experience the rifles of the Mountain Man. Also, for leaders and youth there are blanket shoots, so bring a prize.

Tomahawk Throwing Range: Over at the ridge we have a cedar and ponderosa pine rounds (some as big as scouts), to test out your bravery the Native American Indian way. There is also an ongoing contest to see who can get the most sticks in a row.

Hi Adventure Trek: for older Scouts. (see next page.)

Special Events at the Ridge

Seneca Run: Test your skills against your peers in a Mountain Man Decathlon. 14 years and older [that means you too adults].

Free trapper Award: Make sure you know all of your Mountain Man skills, to win this award.

Mountain Man Crafts: You can pour molten metal into lead balls for black powder rifles, manufacture buttons and neckerchief slides out of antler.



Hiking Opportunities

There are a variety of hikes available to get you into the spectacular Lassen backcountry. Some of these include: (Check the daily schedule for other opportunities)

Hi Adventure Trek - Leaves from the kitchen at 8:30 am on Thursday.

Climb to 8045 ft. for the best view in the Southern Cascades. This is a rugged hike.

Boots, daypack and lots of water are required. Scouts 14 years old and above only.

Overnighters - Get out of camp one night. Plan a special trip with the staff at the Ridge to hike to a beautiful camping area nearby.

Partials are offered in Hiking and Backpacking Merit badges.

Robert Z. Hawkins Aquatic Center

Here at Camp Fleischmann our waterfront has been described as, “the best in California”. We offer opportunities in swimming, lifesaving, rowing, canoeing, small boat sailing, snorkeling, and kayaking. The Waterfront Staff is qualified and well trained. They will assure the fun and safety of your Scouts in the lake with its many activities. The staff will assist with Troop swims and evening boating. The Waterfront Director will train the adult leaders in the Safe Swim Defense Plan and Safety Afloat and allow your Troop to practice this plan.

Adult leaders can assist in instruction or serve as lifeguards while their Scouts are at the lake. All adults must pass the same swim check test as the Scouts.

B.S.A. Lifeguard - Scouts and adults who intend to pursue this advanced program should be aware that it will require nearly an all-day commitment. CPR certification is required for final certification as a BSA lifeguard. Camp Fleischmann doesn't offer this part of the program; it is recommended that applicants obtain this certification **PRIOR** to coming to camp.

Canoeing Merit Badge - No pre-requisites. Scouts must pass the swimmer test prior to any in the water work on this badge.

Lifesaving Merit Badge - Difficult merit badge. Scouts **MUST** have the Swimming merit badge prior to starting work on lifesaving.

Mile Swim - Proper physical training techniques over a five-day period will prepare participants to swim the mile. Swimming may be done in the swimming area or in open water. If the swimmer elects to swim in open water his unit must provide a rower and spotter for safety. See the aquatics staff for details.

Rowing Merit Badge - No pre-requisites. Scouts must pass the swimmer test to complete this merit badge. Requires a certain amount of physical strength, may be difficult for smaller Scouts.

Small Boat Sailing - Difficult merit badge. Scouts must pass the swimmer test prior to any in the water work on this badge. Class size may be limited. This badge is recommended for older Scouts who already have the other aquatic merit badges or Scouts with previous sailing experience.

Swimming Merit Badge - No pre-requisites, Scouts must demonstrate proper strokes to pass.

BSA Snorkeling - No pre-requisites, but Scouts must be swimmers. This class teaches the fundamentals of safe snorkeling. Approximately two hours are required, one hour of "dry land" instruction, and one hour of in water practice.

Kayaking BSA - no pre-requisites other than passing the swimmer test. This program teaches the fundamentals and safety of kayaking. Approximately 3 hours are required for this badge.

Morning “Wake-Up” Swims - By appointment with the Aquatics Director.

Shooting Sports

Shooting Sports training provides fun and adventure for boys. It teaches skills, discipline, self-reliance, sportsmanship, and conservation - all elements of good character that Scouting wishes to instill. At Camp Fleischmann our Shooting Sports programs include Archery, Black Powder, .22 Caliber Rifle and Shotgun. **There is a 14 year age minimum on Black Powder** activities. This requirement is designed to reserve black powder activities for the older Scouts.

In proper balance, shooting sports supplement the unit's program in Camp by adding colorful unit, inter-unit and Camp-wide events. An additional benefit is that each of the shooting sports fit into some phase of advancement, thereby providing special recognition for the boys who desire to know more and become skilled in these particular sports. In any event, this may be an introduction to sports that last a lifetime.

The Shooting Sports Program at Camp Fleischmann, to be efficient, strives to accomplish the following objectives:

Teach safety through self-imposed discipline. Safety practices should become habits.
Show the skills of the subject by using the best methods for the limited time available. Participants learn more by example and by doing than by lectures.
Create, through participation, attitudes and habits that will fortify the goals of the movement to help build men of good character prepared for good citizenship that are physically fit.
Shooting sport skills must be learned by practice, with each participant learning the rules of safety and self-discipline by putting them into effect. A Scout quickly learns there is no place for foolishness, carelessness or horseplay when he handles firearms of any kind.

All Shooting Sports and Shotgun Shooting have ammunition fees that must be paid at the Trading Post. Prices are subject to change without notice:

\$5-\$7	Arrow Kit
\$25	Shotgun
\$10	Black Powder

No extra charge for .22 Rifle

Leaders Information

E. L. Wiegand Chapel

A Scout is Reverent. The Camp Fleischmann Chapel, on the shore of the lake will offer a weekly Interfaith Service on Wednesday mornings. Other mornings it is available for Scouts Own.

Shower Facilities

The camp has shower facilities available. Times for youth and adults are posted at the shower house. Separate sides are available to allow for separate youth and adult showering most of the day. Leaders are reminded to police these areas to ensure cleanliness and orderliness during the week. Hot water is hard to come by; a 30 minute shower is not appropriate. Separate shower times and facilities are available for female leaders and will be posted and announced.

Adult Leader Events

Daily adult leader activities will be offered in the afternoon. These events are purely for fun. It's a great opportunity to meet other adults and establish lasting friendships. Events may include: Horseshoe Tournament, Canoeing, Shooting Sports Competition, Orienteering, and climbing competitions and the recently introduced, Scoutmaster Badge of Merit. Don't forget the Friday afternoon Seneca run.

Adult Scout Leader & SPL Meeting

The Camp Directors don't like spending too much time in meetings when they can be out in the program areas talking with the Scouts. Hopefully you have the same philosophy. However, we also realize that information is important to you. On the first day of arrival at 4:00 p.m. is the mandatory safety and orientation meeting. Daily leader meetings will be held at 10:30 a.m. at the Commissioners Cabana. This is a great way to hear about the day, address any problems and orient any new leaders who may have come into camp. Please plan to attend because your Scouts miss out if you miss out.

How can I help? Become a Campmaster

We know that many of you have wonderful skills and knowledge in various aspects of camp and Scouting. We want you to know that we always welcome your assistance to make camp better. We ask that you let us know of any special skills that you have that would add an extra dimension to the week. Qualified adults may counsel special or additional Merit Badges with the approval of the Program Director

Some possible areas which come to mind include:

First Class Emphasis (advancement)
Special Merit Badge Counselors
Ecology / Conservation
Lifeguard
Hobbyists

Song Leading
Medical (nurse, doctor, EMT)
NRA Range Master
School Teachers
Collectors

Scoutmaster's Checklist

- All camp fees paid at Council Service Center prior to May 1.
- Camp Director has been notified of any special needs or requests 2 weeks before camp.
- Scouts have personal equipment identified and ready for Camp.
- Troop equipment is marked and ready for Camp.
- Scouts and adults have **MEDICAL FORMS** and **FIREARM PERMISSION SLIPS**.
- Transportation to and from camp. Full tank of gas. Camp is 133 miles one way from Reno, 2.5 hours. "It's a very long way from Ely."
- Unit accident insurance is in force at camp. Out of Council units: please have proof of coverage and claim forms. Units must have policy number at camp.
- Troop progress records are up to date.
- Camp plans reviewed with the Troop Leaders.
- Scouts have started all written work for merit badges to be earned during Camp.
- Merit badge "partial cards" are completed and brought to Camp.
- Hi Adventrue Trek and Backpacking Trek reservations confirmed at least two weeks before camp.

Personal Electronic Equipment (i.e. Laptops)

Camp Fleischmann has 'very limited' provisions for recharging batteries for laptops, cell phones, video camcorders, digital cameras, etc. Properly charged batteries should be brought with you to camp to last the week. Camp management will direct individuals if and when recharging receptacles are available. Any equipment must be attended by the owner. **CAMP FLEISCHMANN IS IN NO WAY RESPONSIBLE FOR LOSS, THEFT OR DAMAGE TO PERSONAL EQUIPMENT DUE TO THEFT OR POWER SURGES FROM THE GENERATOR SYSTEM. USE OF THIS EQUIPMENT IS DONE SO AT YOUR OWN RISK.** We strongly suggest obtaining proper recharging equipment from your vehicles 'cigarette lighter' socket (check out www.targus.com). This is camp and we encourage you to leave these items at home. There is no Internet access at camp, not even for camp management.

Special Training

Youth Leader Training

Wouldn't you agree that training your youth leaders is important. We realize that some troops have a well-developed training program for the members of their Patrol Leaders Council. However, we also know that some troops can use any help they can get. We're making it our goal to help you become a better unit, so that when you leave Fleischmann, you can take more with you than just fond memories.

Adult Leader Training

Adult leaders will have the opportunity to sit in on a training program conducted by a qualified staff member or outside visiting trainer. Each session will last anywhere from one to two hours depending on the topic and interest. While the session will have titles, discussion is informal and we will answer questions that may help you and / or the group during these times. Please see the schedule for preset training classes or come by the office to watch the video for other available training.

Some training topics include:

- Wilderness First Aid
- Safety Afloat
- Safe Swim Defense
- Youth Protection
- Climb on Safely
- Trek Safely
- Principles of Leave No Trace

Youth Protection Training

All Leaders 18 years of age or older must have completed Youth Protection (YP) Training within the past 2 years. We encourage all leaders to take this training on your myBSA Account before your arrival in camp. www.scouting.org or www.myscouting.org

Please let us know upon your arrival if you have other topics you'd like covered.

Parking of Vehicles at Camp

All vehicles must display a “**Camp Fleischmann Parking Permit**”, provided by the Commissioner, listing the unit number and camp site should we need to contact the owner during the week. **All vehicles must park in *designated* parking lots and be backed in.** Vehicles not parked in accordance with Camp Fleischmann and Forest Service regulations are subject to removal from camp. Parking will be in the lots behind Juniper Creek, Thunderbird, and south end of lake. Scouters are not to park in the Service Parking Lot. **The Service Parking lot is reserved for daily visitors, emergency and service vehicles and Handicapped parking.**

**Useful
Camp Fleischmann
Forms**

Appendix

Please copy as needed

Summer Camp Preparation Checklist for Unit Leaders

PERSON	DATE	ITEMS
_____	_____	Organize parent's night, show Camp Fleischmann Video (available at the Service Center or on the Council WEB site www.scouters.org).
_____	_____	Confirm registration of all Scouts with the Council Service Center. Prepare two (3) rosters of all Scouts attending organized by patrol. One of these is to be submitted upon arrival at camp.
_____	_____	All fees paid in full to the Nevada Area Council by May 1.
_____	_____	Every person attending camp has a Health and Medical form completed for turn-in upon arrival. (This includes adults).
_____	_____	Transportation arrangements confirmed.
_____	_____	All troop and patrol equipment inventoried, repaired and ready for use. (Include patrol flags).
_____	_____	Anticipated troop program prepared and shared with camp staff at the program-planning meeting prior to arrival at camp.
_____	_____	Current troop records (Troop Record Book).
_____	_____	Tour Plan filed and approved.
_____	_____	Confirmation of troop health and accident insurance. Claim forms secured.
_____	_____	Necessary adult leadership confirmed.
_____	_____	Individual Scout advancement counseling is completed prior to arrival.
_____	_____	Merit Badge Books purchased at Scout Shop, (not available at camp).
_____	_____	Plans confirmed with parents.
_____	_____	Emergency fund arrangements made.

Personal Equipment Checklist

Here is a list of Personal Equipment for an enjoyable experience at Camp Fleischmann. Add any items you feel are important. Stress the importance of a good "Scout Pack." **We recommend that your NAME AND TROOP NUMBER be marked on all clothing and equipment.** Lost & found is cleaned out each week. Last call on lost & found is on Saturday morning.

CLOTHING & BEDDING

Note: Scout Uniform is worn for retreat, evening meal and closing ceremony. The rest of the time, you will wear shorts and T-shirt and closed toed shoes. Pack accordingly. Please do not bring T-shirts bearing inappropriate messages.

- _ Complete Scout Uniform:
 - Scout Shirt & socks
 - Scout Shorts and belt
- Troop or Scout hat
- _ Extra shorts/pants & shirts
- _ Daily change of underwear & socks
- _ Bathing trunks
- _ Raincoat or poncho
- _ Pajamas
- _ Sweater or jacket
- _ Sleeping bag or several warm blankets,
ground cloth
- _ Pillow (optional)
- _ Hiking shoes (closed toes)
- _ Second pair of shoes (closed toes)
- _ Long sleeve button shirt & long pants
if taking swimming merit badge
- _ Knapsack / Backpack
- _ Towel(s) & wash cloth
- _ Tent (remember to buddy up)

TOILETRY ARTICLES

- _ Toothbrush & paste
- _ Comb, brush, mirror
- _ Soap in container
- _ Deodorant
- _ Shaving kit (if needed)
- _ Flip Flops (shower/water front only)

OTHER THINGS

- _ Pen, pencil, pad
- _ Compass
- _ Spending money
- _ Flashlight

OPTIONAL

- _ Camera & film
- _ Insect repellent
- _ Musical instrument
- _ Mess Kit and Canteen
- _ Bible or Prayer book
- _ Fishing tackle
- _ Sewing kit

Camp Fleischmann Mountain Man Program

Pilgrim

(First Year)

NAME: _____

UNIT NUMBER: _____

CAMPSITE: _____

REQUIREMENTS

SIGNATURE

- | | |
|--|-------|
| 1. Advance one rank or earn 1 Merit Badge | _____ |
| 2. Attend at least 1 Earth lab | _____ |
| 3. Manufacture a Mountain Man craft | _____ |
| 4. Enjoy the Native American Pow-Wow | _____ |
| 5. Attempt the Beginner's swim test | _____ |
| 6. Tie the Tenderfoot knots in your campsite | _____ |
| 7. Shoot .22 rifle or Archery | _____ |
| 8. Take a Day Hike or Troop Overnighter. | _____ |
| 9. Do a Camp Service Project | _____ |
| All requirements completed | _____ |

Award purchased _____

(Scoutmaster)

(Trading Post Mgr.)

*** Scoutmasters can only sign-off on requirements 1, 4, 6, 8, & 9!**

Camp Fleischmann Mountain Man Program

Voyager

(Second Year)

NAME: _____

UNIT NUMBER: _____

CAMPSITE: _____

REQUIREMENTS SIGNATURE

- | | | |
|----|---|-------|
| 1. | Earn 2 Merit Badges | _____ |
| 2. | Participate in at least 2 camp-wide events | _____ |
| 3. | Pass the swimmer test | _____ |
| 4. | Manufacture a Mountain Man craft | _____ |
| 5. | Do 3 of the following: | |
| a. | Improve your campsite | _____ |
| b. | Create a culinary delight in a Dutch oven | _____ |
| c. | Climb to the top of a big wall at Eagle Creek | _____ |
| d. | Shoot a .22 rifle or Archery | _____ |
| e. | Enjoy an Indian Pow-Wow | _____ |
| f. | Attend at least 2 Earthlabs | _____ |
| g. | Participate in a troop overnigher | _____ |
| 6. | Do a Camp service project | _____ |

All requirements completed _____

Award purchased _____

(Scoutmaster) (Trading Post Manager)

*** Scoutmasters can only sign-off on requirements 1, 2, 5a, 5b, 5g, & 6!**

Camp Fleischmann Mountain Man Program

Woodsman

(Third Year)

NAME: _____

UNIT NUMBER: _____

CAMPSITE: _____

REQUIREMENTS SIGNATURE

1. Earn 2 Merit Badges _____

2. Participate in at least 2 camp-wide events _____

3. Manufacture a Mountain Man craft _____

4. Organize a Troop campfire _____

5. Do 4 of the following: _____

a. Improve your campsite _____

b. Help teach an Earthlab _____

c. Stick a Tomahawk at least two times at the Ridge _____

d. Shoot a .22 rifle or Archery _____

e. Teach First Class skills to a younger Scout _____

f. Do the Mile Swim _____

g. Climb a "Mountain Man Route" at Eagle Creek _____

h. Participate in a Troop Overnighter _____

6. Do a Camp service project _____

All requirements completed _____

Award purchased _____

(Scoutmaster) (Trading Post Manager)

*** Scoutmasters can only sign-off on requirements 1, 2, 4, 5a, 5e, 5h, & 6!**

Camp Fleischmann Mountain Man Program

Mountain Man

(Fourth Year)

NAME: _____

UNIT NUMBER: _____

CAMPSITE: _____

REQUIREMENTS SIGNATURE

1. Earn 2 Merit Badges _____

2. Manufacture a Mountain Man craft _____

3. Teach First Class skills to a younger Scout _____

4. Do 5 of the following:

a. Do the Mile Swim _____

b. Earn BSA Lifeguard _____

c. Stick a Tomahawk at least 5 times at the Ridge _____

d. Teach Dutch Oven Cooking _____

e. Climb a "Mountain Man Route" at Eagle Creek _____

f. Help with a camp-wide event _____

g. Teach an Earthlab _____

h. Shoot Black Powder _____

i. Participate in a Troop Overnighter _____

5. Do a Camp service project _____

All requirements completed _____

Award purchased _____

(Scoutmaster)

(Trading Post Manager)

*** Scoutmasters can only sign-off on requirements 1, 3, 4d, 4i, & 5!**

