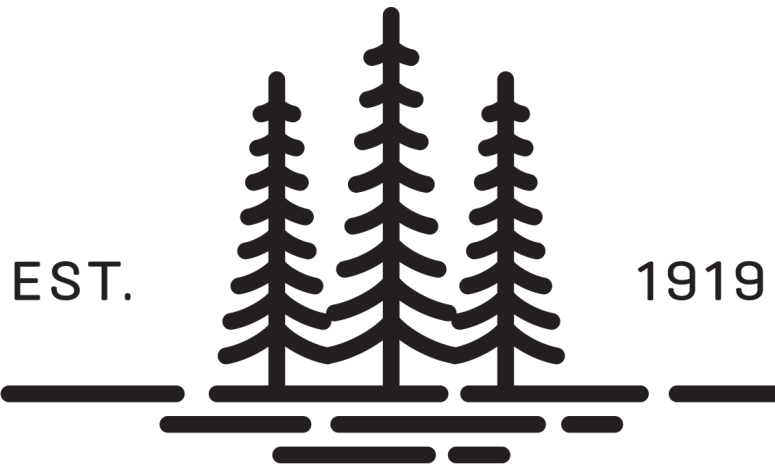




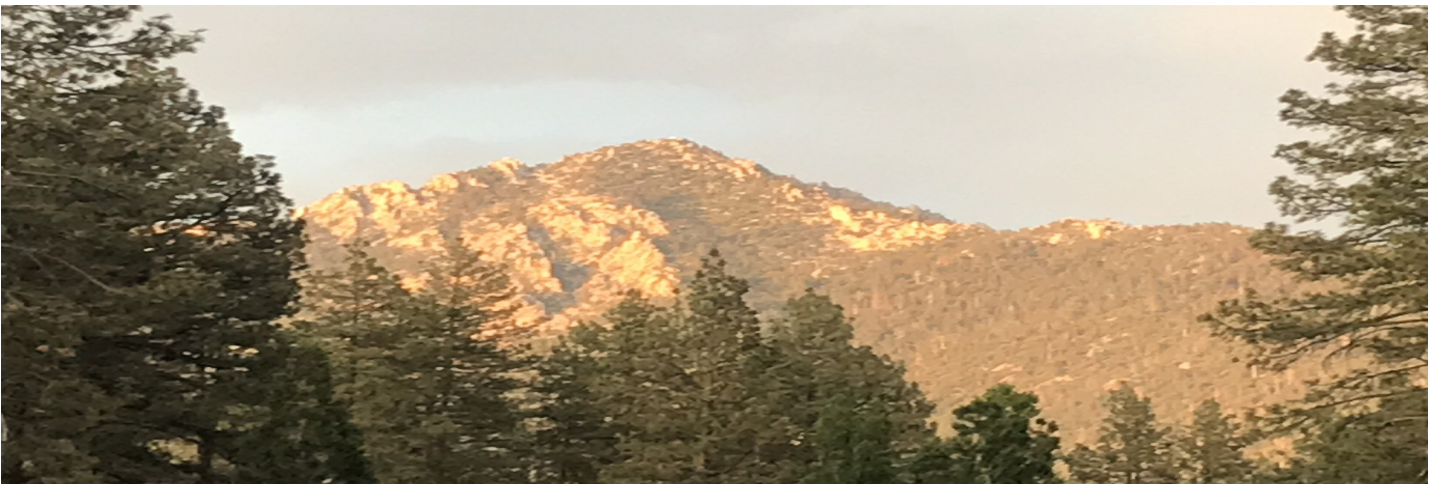
BOY SCOUTS OF AMERICA®
CALIFORNIA INLAND EMPIRE COUNCIL



CAMP EMERSON

CALIFORNIA INLAND EMPIRE COUNCIL

**2022 Summer Camp
Leader's Guide**



Welcome to Camp Emerson!

For a Scout, there's nothing quite like summer camp. The opportunity to get away from the daily pressures and distractions of normal life, explore the outdoors, test and learn skills, and spend time with friends is priceless. Ask any current or former Scout and I guarantee, whether it's been a few months, years, or decades since they were at camp, they can still tell you all about it. I know I can. Camp creates memories that last a lifetime.

Located high in the San Jacinto mountains, Camp Emerson is the oldest continuously operated Scout camp in the western United States. It is a thrill to be in camp when the last rays of the summer sun bathe Tahquitz Peak in a majestic pink and purple glow, and dusk fades into the night sky with stars so big and bright you can almost reach up and touch them.

With a unique setting, top-tier staff, and exciting program, Camp Emerson delivers unmatched experiences for your Scouts. I invite you to explore this guide for all the information you'll need to plan your trip to camp.

Camp Emerson and the California Inland Empire Council are proud to be a part of your troop's Scouting adventure. We look forward to seeing you this summer!

Yours in Scouting,

Jordan McCandless
Camp Director

Patrick Willard
Program Director

Contact Us

E: CampEmerson@Scouting.org

P: (909) 793-2463

Websites:

www.CIECBSA.org

www.Camp-Emerson.org

Follow us on Facebook:

Council: <https://www.facebook.com/iescouts/>

Camp: <https://www.facebook.com/CAMPEMERSONCIEC/>

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Section I Before Camp



REGISTRATION

Camp-Emerson.org

WEEK 1

July 10-16

WEEK 2

July 17-23

\$435 Youth | \$250 Adult

Once signed up for your session, you will receive an online link for program registration.

REFUND POLICY

No refunds will be issued for Camp Emerson. Payment is based on the number of campers, not named individuals. If a youth or adult who is fully paid cannot come to camp, we urge your unit to find a replacement for this person. Payments for cancelled spots are not credited to the unit balance if unit numbers are reduced.

PROVISIONAL SCOUTS

Does your troop want to attend camp, but you don't have enough adult leaders? Do you have Scouts who want to attend but your troop is already going elsewhere? Don't worry! Camp Emerson can help get your Scouts to camp. Contact us at Camp.Emerson@Scouting.org to find out more about our options for provisional Scouts at camp.

Accommodations for Special Needs

Campers

Contact the Camp Director as soon as possible if you have any registrants with special needs. We will do our best to accommodate you. Email CampEmerson@scouting.org or contact the CIEC council office for availability and accessibility to facilities.

Food Allergies & Dietary Needs

Contact the Head Chef at least 2 weeks prior to your session if you have any registrants with food allergies or dietary restrictions. We will do our best to meet your needs.

PREPARING FOR CAMP

Pre-Camp Leader Orientation Meeting

All adult leaders and Senior Patrol Leaders are invited to a virtual pre-camp leader meeting on Wednesday, May 18th at 7:00 PM to answer questions and discuss more about what will be offered at camp this year.

Medical Forms

At check-in, each member of your unit must turn in a valid, up-to-date (within last 12 months) copy of their Annual Health & Medical Record (AHMR) to the Camp Medic. The AHMR must include Parts A, B, and C. A blank copy of the AHMR is attached in the Appendix.

Unit Roster

At check-in, each unit will provide a copy of their roster of participants for the week, including any adult leaders arriving during the week. A printed copy of the unit's online registration may be used.

Pre-Camp Swim Checks

All youth and adults intending to participate in an Aquatics program while at camp must complete a swim check. A unit may conduct its own swim checks prior to arrival in camp. All BSA policies apply. See the Appendix for Unit Swim Check Instructions.

Tents

Units are expected to provide their own tents for each campsite.

Check-In

Check-in will occur on Sunday afternoons beginning at 1:00 PM. One adult leader from each unit will check in and provide or show copies of:

- **Unit Roster**—including any leaders arriving during the week
- **Participant Health Forms**—Parts A, B, and C with a medical professional's certification of exam

Check-Out

Check-out occurs on Saturday morning. Your unit must be checked out by the staff to help ensure each camping area is clean and in good condition for the next session. Early check-out appointments must be made with the Camp Commissioner.

Prohibited — DO NOT BRING TO CAMP

Possession of these or any other illegal, un-Scout like, or unsafe items as determined by the Camp Administration is grounds for immediate dismissal from camp. There are no fires allowed in camp.

- Alcoholic Beverages
- Illegal Drugs
- Marijuana
- Fireworks/Air Horns
- Ammunition
- Hot Sparks/Flint & Steel
- Personal Firearms
- Gas/Propane Fire Pits
- Personal Archery Equipment
- Pets
- Cap Guns

Suggested Packing List

Forms

- Adult/Youth Annual Health & Medical Record Form signed by a Parent (Parts A, B, and C)
- COMPLETED Parent/Guardian Consent Form (Council Operated Camp/Activity)
- Council Shooting Sports Waiver (2 copies)

Clothing

- Scout uniform
- Swimsuit – WEAR TO CAMP! (A swim check will be given during check-in for units who have not completed one)
- Several shirts, including at least 1 long sleeved shirt
- Several pairs of legwear, including at least one pair of pants
- Clean socks for each day at camp
- Change of underwear for each day at camp
- Sweater and/or jacket
- Hat
- Rope or Twine
- Lock Box for valuables
- Clip board and extra paper, pencils

Gear & Supplies

- Scout Handbook
- Sleeping bag
- Pillow
- Sleeping pad OR cot
- Raincoat or poncho
- Personal tent
- Shower shoes (flip flops)
- Close-toed shoes/hiking boots
- Water shoes (for lake activities)
- Watch
- Compass
- Personal first-aid kit
- Water bottle
- Flashlight & extra batteries
- Hand sanitizer
- Notebook & pencils
- Pocket knife (Must have Totin' Chip to carry in camp)
- Camp Chair—OPTIONAL
- Camera—OPTIONAL
- Backpack—OPTIONAL
- Spending money for Trading Post—OPTIONAL

Toiletries

- Towel
- Insect repellent
- Sunscreen
- Chapstick
- Soap
- Shampoo
- Toothbrush
- Toothpaste
- UN-scented deodorant
- Wash cloth
- Comb OR brush

Optional Unit Items

- Dolly or wagon (to carry loads to & from vehicle)
- Troop Flag
- Lanterns (battery or propane)
- Merit Badge Pamphlets Library
- Troop First Aid Kit

Section II

At Camp



Health & Safety Policies

Youth Protection & Unit Leadership

The safety of our youth members is our top priority at Camp Emerson. Our camp strictly adheres to the Scouter's Code of Conduct (see Appendix), as well as all Youth Protection standards and guidelines. These include, but are not limited to:

- 2-deep leadership
- No one-on-one contact
- Respect of privacy
- Separate accommodations for youth and adults
- Constructive discipline
- Appropriate attire
- No hazing
- No secret organizations
- No bullying

BSA policy requires two adult leaders, one of whom must be at least 21 years of age, to be in camp for the entire week. Likewise, there must be a registered female adult leader 21 years of age or over in every unit serving females. Both leaders must be in camp on a 24-hour basis.

Please report any leader changes to the Camp Director. If changing leaders mid-week, all individuals are expected to sign IN and OUT at the Camp Office. All adult leaders must be registered with the BSA. The unit must advise the office of any pending court orders regarding custody.

Illness and First Aid

First aid treatment is available 24 hours a day at the camp health office in the main lodge.

It is the responsibility of a troop's adult leaders to quickly report all illnesses or injuries to the Camp Medic. Minor first aid treatment can be given in your campsite. Arrangements have been made with nearby hospitals for any emergency treatment that may be needed during the week. Parents will be notified as soon as possible if medical treatment is necessary.

Medications

Units are responsible for storing and dispensing their own prescription medications. Medications may be kept in the camp health office by the Camp Medic at the request of the unit. If a medication is stored in the health office, it is the Scout and unit's responsibility to coordinate with the Camp Medic to take prescribed doses.

Prescription medication must be listed on the AHMR and kept in the original container/packaging with all labels and dispensing directions attached.

Cell Phones & Privacy

Units may decide their own policy on cell phones and electronic devices in camp. Electronic devices are not allowed during class times and can sometimes present a privacy concern. Cell phones are prohibited in all restroom and shower facilities.

We recommend youth do not bring or use electronic devices in camp, especially cell phones, to help prevent homesickness, respect others' privacy, and encourage Scouts to take full advantage of the great outdoors!

NOTE: Camp Emerson is not responsible for any lost or stolen items, including electronic devices.

Camper Identification

Each participant will receive a Camp Emblem to be worn during their stay at Camp Emerson.

In addition to its role in the Bear Teeth program, this emblem identifies those who are supposed to be in camp during the session, and distinguishes between campers, staff, and any unwanted visitors.

Wildlife

During your stay with us you are bound to see plenty of birds, squirrels and rabbits, and perhaps some larger wildlife as well. Do not disturb the wildlife in any way, no feeding, chasing, teasing or trapping. Camp was their home before you arrived and will continue to be long after you leave! Please respect their home!

Camp Cleanliness

Units are responsible for keeping their campsites clean. Adult leaders and Senior Patrol Leaders must be proactive and coordinate cleaning and campsite maintenance. We also ask that leaders pay attention to the general hygiene and cleanliness of their Scouts.

Preventing Homesickness

Homesickness is common for many Scouts at camp, especially new or younger Scouts who have never been away from home.

A great way to prevent homesickness before arrival at camp is for families and unit leaders to emphasize the fun the Scout will have at camp. It is a good idea for family members to stay away from comments about how much they will miss the Scout or how much the Scout will miss home.

At camp, the staff will help keep Scouts busy with fun and challenging activities. Unit leaders should keep a lookout for homesick Scouts and should tell the Camp Commissioner, who can help brainstorm activities to keep the Scout busy.

A common cause of homesickness is a phone call home. If a Scout is not homesick there's a good chance they will be after they call home. For this reason and others, Scouts are discouraged from bringing cell phones to camp. Parents should be discouraged from having their Scouts call home except in an emergency.

Program Safety

Aquatics Safety

All youth and adults are required to take the BSA Swimmer's Test before participating in any aquatic activity. The swim check is administered as part of check-in on Sundays. Swim checks can also be done by the unit prior to arrival in camp (see **Pre-Camp** section).

Shooting Sports Safety

Permission from a parent or guardian is required for youth to shoot at any of our ranges. This permission is part of the California Inland Empire Council's Shooting Sports Authorization form (see appendix). 2 signed copies are required, one to be retained by the Scout, one by our range staff.

Other Camp Policies

Scout Oath & Law

Youth and adults are expected to abide by the Scout Oath and Law with each leader responsible for his/her Scouts. Please respect those camping with you.

Personal Vehicle Policy

Vehicles are to remain in the parking lot at all times. We can't be responsible for loss or damage to your vehicle or its contents. Please back in when parking for ease of departure in case of an emergency. Those needing to use a vehicle for medical reasons should notify the camp office at check in. Please make every effort to reduce the amount of vehicles by carpooling to camp.

Religious Observance

A non-sectarian, non-denominational Scout's Own Service is scheduled for Saturday morning. All units are encouraged to attend. Grace will be led before every meal in a manner befitting Scouting custom.

Mail at Camp

Outgoing mail should be given to staff at headquarters. Incoming mail will be distributed at evening flags. To ensure that your Scouts get their mail while in camp, we recommend sending mail 7 days in advance of when Your Scout's week at camp. The mailing address at Camp Emerson is:

Scout's Name and Unit #
c/o Camp Emerson, Week #
PO Box 880
Idyllwild, CA 92549

Trading Post

Camp Emerson provides a Trading Post to serve campers and staff with items to support the summer camp program. Among the items we stock include:

- Assorted sundries that campers tend to forget or not bring in sufficient quantity to last the week.
- Camp swag! T-shirts, patches, and hats to wear throughout the year are some of the ways to help remember your time at Camp Emerson.
- Safe & affordable knives. Campers wishing to purchase a knife must show their Totin' Chip to the Trading Post staff (patch or card is acceptable).
- Snacks & sweets. We offer a large selection of ice-cold soft drinks, snack items (including healthy options), candy bars, and of course – ICE CREAM!

The Trading Post accepts cash and most major credit cards.

It is common for Scouts to spend up to \$60-\$80 on various items including: camp shirts, program materials (merit badge kits etc.) and crafts, snacks, and other essentials.

Section III Camp Program



Our program includes classic Scout merit badge programs such as Swimming, Wood Carving, Environmental Science and First Aid, while adding new challenges, such as Search and Rescue, Shotgun Shooting, Climbing and more!

Our Trail To First Class Center helps younger Scouts advance and build the skills they need to succeed in Scouting.

In the evenings, additional programs are offered such as Black Powder Rifles, Tomahawks, evening pool time, and Campfire!



Merit Badges

- Climbing
- Search and Rescue
- Wilderness Survival
- Art
- Basketry
- Leatherwork
- Woodcarving
- Swimming
- Lifesaving**
- Environmental Science
- Astronomy
- Forestry
- First Aid
- Canoeing
- Metalwork
- Rifle Shooting
- Shotgun Shooting
- Archery
- Pioneering
- Camping

Additional Adventures

- Trail to First Class
 - Paul Bunyan Woodsman Award
 - BSA Lifeguard Training
 - Climb on Safely (Adults)
 - Swimming and Water Rescue (Adults)
 - First Aid and CPR Training (Youth and Adults)*
 - Leave No Trace Training (Youth and Adults)
 - Polar Bear Swim
 - Mile Swim
 - Black Powder Rifles
 - Tomahawk Throw
 - Wildlands Conservancy Special Presentation
 - Camp Emerson Bear-Olympics
 - Centennial Loop Hike
- De Anza Trail Overnight Experience*
- Scoutmaster Golf MB (Adults)
- Napping MB (Adults)

***An extra fee is required for this program**

****This Merit Badge has prerequisites that must be done before arrival at camp**



Weekly Schedule—Morning

Time	Day 1 - Sunday	Day 2 - Monday	Day 3 - Tuesday	Day 4 - Wednesday Order of the Arrow Day	Day 5 - Thursday	Day 6 - Friday	Day 7 - Saturday
5:30						Centennial Loop Hike (Flagpoles)	
6:00		Polar Bear Plunge (Pool)	Polar Bear Plunge (Pool)	Polar Bear Plunge (Pool)	Polar Bear Plunge (Pool)	Polar Bear Plunge (Pool)	
6:30		Reveille	Reveille	Reveille	Reveille	Reveille	Reveille
7:30		Morning Flags (Flagpoles)	Morning Flags (Flagpoles)	Morning Flags (Flagpoles)	Morning Flags (Flagpoles)	Morning Flags (Flagpoles)	Morning Flags (Flagpoles)
7:45		Breakfast (Dining Hall)	Breakfast (Dining Hall)	Breakfast (Dining Hall)	Breakfast (Dining Hall)	Breakfast (Dining Hall)	Breakfast (Dining Hall)
8:30							Scouts Own (Tahquitz Bowl)
8:45							Campsite Clean-up Campsite Inspection
9:00		Merit Badge Session 1 BSA Lifeguard Training (Pool)	Merit Badge Session 1 BSA Lifeguard Training (Pool)	Merit Badge Session 1 BSA Lifeguard Training (Pool)	Merit Badge Session 1 BSA Lifeguard Training (Pool) Swimming and Water Safety (Pool)	Merit Badge Finish Time BSA Lifeguard Training (Pool) Swimming and Water Safety (Pool) Mile Swim (Pool)	Check Out
10:30		Merit Badge Session 2 BSA Lifeguard Training (Pool) Climb On Safely (Climbing Tower)	Merit Badge Session 2 BSA Lifeguard Training (Pool) Climb On Safely (Climbing Tower)	Merit Badge Session 2 BSA Lifeguard Training (Pool) First Aid and CPR Training (Dining Hall)	Merit Badge Session 2 BSA Lifeguard Training (Pool) Swimming and Water Safety (Pool)	Merit Badge Finish Time BSA Lifeguard Training (Pool) Swimming and Water Safety (Pool) Mile Swim (Pool)	Depart Camp
11:00	Staff Check In / Staff Lunch					Merit Badge Finish Time	Staff Check Out
12:00		Program Areas Close	Program Areas Close	Program Areas Close	Program Areas Close	Program Areas Close	
12:30		Lunch (Dining Hall)	Lunch (Dining Hall)	Lunch (Dining Hall)	Lunch (Dining Hall)	Lunch (Dining Hall)	
1:00	Check In						
1:30	Swim Checks Begin						

Weekly Schedule—Afternoon & Evening

Time	Day 1 - Sunday	Day 2 - Monday	Day 3 - Tuesday	Day 4 - Wednesday Order of the Arrow Day	Day 5 - Thursday	Day 6 - Friday	Day 7 - Saturday
1:45		Merit Badge Session 3 Leave No Trace Training (Nature) BSA Lifeguard	Merit Badge Session 3 Leave No Trace Training (Nature) BSA Lifeguard	Merit Badge Session 3 Leave No Trace Training (Nature) BSA Lifeguard Training (Pool)	Merit Badge Session 3 Leave No Trace Training (Nature) BSA Lifeguard	Bears Gone Bananas Camp Olympics	
2:45		Merit Badge Session 4 Scoutmaster Golf Rules (Gilwell) BSA Lifeguard Training (Pool)	Merit Badge Session 4 Scoutmaster Golf (Gilwell) BSA Lifeguard Training (Pool)	Merit Badge Session 4 Scoutmaster Golf (Gilwell) BSA Lifeguard Training (Pool)	Merit Badge Session 4 Scoutmaster Golf (Gilwell) BSA Lifeguard Training (Pool)	Bears Gone Bananas Camp Olympics	
3:45		Open Program: Rifle Archery Shotgun Pool Handicraft Totin' Chit Firem'n Chit Paul Bunyan Climbing Lake	Open Program: Rifle Archery Shotgun Pool Handicraft Totin' Chit Firem'n Chit Paul Bunyan Climbing Lake	Open Program: Rifle Archery Shotgun Pool Handicraft Totin' Chit Firem'n Chit Paul Bunyan Climbing Lake	Open Program: Rifle Archery Shotgun Pool Handicraft Totin' Chit Firem'n Chit Paul Bunyan Climbing Lake Weather and Climate Program Wildlands	Bears Gone Bananas Camp Olympics	
4:00	Camp Orientation			De Anza Trail Night Departs		Bears Gone Bananas	
4:30	SPL / SM Meeting		SPL / SM Meeting (Lodge)		SPL / SM Meeting (Lodge)	Bears Gone Bananas	
5:00		Program Areas	Program Areas	Program Areas Close	Program Areas	Program Areas	
5:30	Evening Flags	Evening Flags	Evening Flags	Evening Flags	Evening Flags	Evening Flags	
5:45	Dinner (Dining Hall)	Dinner (Dining Hall)	Dinner (Dining Hall)	Dinner (Dining Hall) De Anza Trail Night Dinner	Dinner (Dining Hall)	Dinner (Dining Hall)	
7:00	Camp Emergency Drill (Finish at Flagpoles)	Evening Program Modules 1 - Blackpowder Rifle 2 - Tomahawks 3 - Pool 4 - Handicraft	Evening Program Modules 1 - Blackpowder Rifle 2 - Tomahawks 3 - Pool 4 - Handicraft	Evening Program Modules 1 - Blackpowder Rifle 2 - Tomahawks 3 - Pool 4 - Handicraft De Anza Trail Night Tomahawk Challenge	Evening Program Modules 1 - Blackpowder Rifle 2 - Tomahawks 3 - Pool 4 - Handicraft	Camp Games to teach your Troop (Tahquitz Bowl)	
8:00	Welcome Campfire (Bear Trap Bowl) Guest - NYLT			Commissioners Campfire (Bear Trap Bowl) Guest - Foxfire De Anza Trail Night Campfire	Astronomy Stargazing Night (Fort) Wilderness Survival Night (Fort)	Scout Campfire and Awards (Bear Trap Bowl) Guest - Wood Badge Awarding of the	
9:00	Cracker Barrel (Lodge)			OA Night (Dining Hall & Camp Brown)		Cracker Barrel (Lodge)	
10:00	Lights Out	Lights Out	Lights Out	Lights Out	Lights Out	Lights Out	

The Climbing Tower



Climbing



Search & Rescue



Wilderness Survival



AND ...

Climb on Safely (Adults)

De Anza Trail Night

Handicrafts



Art



Basketry



Leatherwork



Wood Carving



The Pool



Swimming



Lifesaving



AND ...

BSA Lifeguard

Swimming & Water Rescue

Polar Bear Swim

Mile Swim

The Nature Lodge



Environmental
Science



First Aid



Astronomy



Forestry



AND ...

Wildlands Conservancy Special Presentation

Leave No Trace Training

First Aid & CPR Training

Centennial Loop Hike

The Lake



Canoeing



Metalwork



The Ranges



Archery



Rifle



Shotgun



AND ...

Black Powder Rifles

Tomahawk Throw

Outdoor Skills



Camping



Pioneering



AND ...

Paul Bunyan Woodsman Award

Basic Training (Trail to First Class)



BASIC TRAINING



At Camp Emerson's Outdoor Education Center, our Basic Training program is second to none. Newer Scouts can hone their skills in a supportive, learning environment to prepare for the next step in their Scouting Journey!

New SCOUT Academy

Requirements

- 1— Basic Scouting signs, symbols, & sayings
- 4A-B— Basic knots and whipping & fusing a rope
- 5—Pocketknife safety

TENDERFOOT Trail

Requirements

- 3— Practical uses of basic knots & how to care for and use a knife, saw, and axe
- 4— Basic First Aid
- 5— Hiking & what to do if you get lost

SECOND CLASS School

Requirements

- 2A-D,F-G— Cooking & knots, including how to prepare a cooking fire, set up a lightweight stove, and tie the bowline & sheet bend knots
- 5 A-B— Swimming & aquatics safety

FIRST CLASS University

Requirements

- 3— Lashings, hitches, & building camp gadgets
- 5— Plant identification & how to recognize and respond to hazardous weather
- 6A-C— BSA Swimmer Test & the basics of boats

DE ANZA TRAIL NIGHT AT CAMP EMERSON

This summer, take your Scouting experience to the next level by going back through time, to the days of the Mountain Men of early California. Cook as a Patrol, learn Mountain Man skills, play Scout games and finish the night with some campfire songs and sleep under the stars.

Special Evening Program Includes:

Tomahawk Throwing Challenge

Dutch Oven Cooking

Camp Games and Songs

Campfire

A visit from Lord Baden-Powell



Interested in visiting us for this special opportunity at Camp Emerson this summer?

Go to <http://www.ciecbbsa.org/camping/camp-emerson/summer-camp-scouts-bsa/70580>

and click on De Anza Trail Night or call us at 909-793-2463 to reserve your spot TODAY!

This adventure is for Scouts First Class in rank and above, and Adult Leaders. The cost is an additional \$25 for the experience. We only have space for 40 Scouts and Adults, so sign up today!



BEARS GONE BANANAS!

On Friday afternoon at Camp, join us for the Emerson Olympics!

Patrols compete in a series of challenges to test their grit, determination, skills, and belly flop ability – all while holding a banana Each Scout competes in ONE Individual event per team, so choose your events wisely!

The ceremonial eating of the banana closes the Emerson Olympics!

Featuring:

Individual Events:

- ∂ Basket Weave Competition
- ∂ Scout Log Roll and Scoutmaster Belly Flop Competition

Team Events:

- ∂ Log Saw and Branding
- ∂ Canoe Race
- ∂ Black Powder Competition
- ∂ Lashing Cube Duel



More Fun for Leaders!

Napping Merit Badge



Great for leaders looking to perfect the art of midday rest!

Scoutmaster Golf



Fore! Take aim and swing away. Compete against other leaders for the top score!

Emerson Bear Teeth

In order to have some good fun and competition, campers at Camp Emerson collect Bear Teeth!

Bear Teeth are earned from Camp Staff by doing your Good Turn Daily, Being Prepared, exemplifying the Scout Oath and Law, and being excellent Scouts.

Bear Teeth will be worn on your Camp Emblem that you need to wear when at camp. Each area will have its own type of Bear Teeth to award, so be sure to get them all to finish your Camp Emblem!



Why Collect Bear Teeth?

The unit that best exemplifies Scout Spirit, the Scout Oath, Law, Slogan and Motto will receive the ultimate prize. Recognition at our final evening flags, eternal glory and...

Ralph Waldo, the Emerson Bear. For you to take back to your unit to have, admire and take with you on outings, including future trips up to his home at Camp Emerson!



Which Program is Right for You?

Merit Badge	Rating	Comments
Climbing	Advanced	Requires good physical strength & climbing skill – must climb the tower several times
Search & Rescue	Advanced	
Wilderness Survival	Advanced	Requires advanced outdoor skills, including building & sleeping outdoors in a shelter; not recommended for young or inexperienced Scouts
Art	Beginner	Short – May not require the full week
Basketry	Beginner	
Leatherwork	Beginner	
Woodcarving	Beginner	
Swimming	Intermediate	Must complete BSA Swimmer Test
Lifesaving	Advanced	Prerequisites: Swimming Merit Badge must be completed prior to camp Requires: Strong swimming skills, physical strength, stamina
Environmental Science	Intermediate	
Astronomy	Intermediate	Requires: Astronomy over-nighter
Forestry	Beginner	Scouts must collect samples of at least 15 different trees & plants
First Aid	Beginner	
Canoeing	Intermediate	Requires: physical strength to paddle & turn over a swamped canoe
Metalwork	Advanced	Requires: physical strength, stamina, some risk working with metal and extreme heat
Rifle Shooting	Intermediate	Requires: Accuracy—qualifying can sometimes be a challenge
Shotgun Shooting	Intermediate	Requires: physical strength & size; not recommended for small or very young Scouts
Archery	Beginner	Must be able to draw back the bow
Pioneering	Intermediate	Requires: mastery of basic knots and lashings
Camping	Beginner	

Which Program is Right for You?

Additional Adventures	Rating	Comments
Trail to First Class	Beginner	Perfect option for young & inexperienced Scouts!
Paul Bunyan Woodsman Award	Advanced	Recommended for older Scouts
BSA Lifeguard	Advanced	Requires advanced swimming skills, physical strength, high stamina; not recommended for Scouts under 16
Climb on Safely	Intermediate	
Swimming & Water Rescue	Intermediate	Requires physical strength, stamina, and moderate swimming skills
First Aid & CPR Training	Beginner	
Leave No Trace	Beginner	
Polar Bear Swim	Beginner	Cold water is expected
Mile Swim	Advanced	Requires moderate-to-advanced swimming skills & significant physical stamina
Black Powder Rifles	Advanced	Recommended for Scouts 13+ Requires: physical strength & size
Tomahawk Throw	Beginner	
Wildlands Conservancy Weather & Climate Presentation	Beginner	
Bear-Olympics	Beginner	Mix of activities suitable for all types of Scouts
De Anza Trail Night Experience	Advanced	Recommended for older Scouts
Centennial Loop Hike	Intermediate	

Section IV **Appendix**



SHOOTING SPORTS AUTHORIZATION

Supplements BSA Annual Health and Medical Record "Part A: Informed Consent, Release Agreement, and Authorization" (BSA Doc # 680-001*) and Activity Consent Form (BSA Doc # 680-673**)

The California Inland Empire Council adheres to Scouts BSA's longstanding policy of teaching its youth and adult members the safe, responsible, intelligent handling, care, and use of firearms, air rifles, BB guns, and archery equipment in planned, carefully managed, and supervised programs. Planned shooting sports activities are conducted under the supervision of currently certified BSA National Shooting Sports Directors or National Rifle Association Firearms Instructors, or USAA Archery Instructors. California law requires express parental permission for participation by minors in certain shooting sports activities and programs.

Minor Participant's Name: _____ Age: _____

As the parent or guardian of the minor participant listed above, I hereby give my express consent and permission to the California Inland Empire Council BSA and its Shooting Sports Staff for the participant to engage in the following lawful, recreational shooting sports, including instruction in the safe handling of the devices listed below and related activities. In the case of activities involving firearms, I hereby additionally consent to the participant being furnished and possessing live ammunition for use during such activities. These permissions are intended to comply with any applicable provisions for parental consent found in California Penal Code §§ 19915, 27505, 29615, and 29655, or similar provisions.

(Please mark each applicable category of permission granted, and Initial each entry)

Cub Scouts/Webelos

- Air Rifles (pellet gun) (Webelos, AOL Scouts) Initial _____
- Archery, bow and arrow Initial _____
- BB Devices (BB gun) Initial _____
- Wrist Rockets Initial _____

Scouts BSA/Venturing/Explorer/Sea Scout:

- Air Rifles (pellet gun) Initial _____
- Archery, bow and arrow Initial _____
- BB Devices (BB gun) Initial _____
- BSA Airsoft Initial _____
- Chalk Ball Initial _____
- Knife throwing Initial _____
- Long Guns (Rifle, Shotgun) Initial _____
- Muzzle Loading Rifle (Black Powder) Initial _____
- Tomahawk Throwing Initial _____
- Wrist Rockets Initial _____

* Informed Consent, Release Agreement, and Authorization: I understand that participation in Scouting activities involves the risk of personal injury, including death, due to the physical, mental, and emotional challenges in the activities offered. Information about those activities may be obtained from the venue, activity coordinators, or your local council. I also understand that participation in these activities is entirely voluntary and requires participants to follow instructions and abide by all applicable rules and the standards of conduct. I have carefully considered the risk involved and hereby give my informed consent for my child to participate in all activities offered in the program. I further authorize the sharing of the information on this form with any BSA volunteers or professionals who need to know of medical conditions that may require special consideration in conducting Scouting activities.

** I understand that participation in Scouting activities involves a certain degree of risk and can be physically, mentally, and emotionally demanding. I have carefully considered the risk involved and have given consent for myself or my child to participate in this activity. I also understand that participation in this activity is entirely voluntary and requires participants to abide by applicable rules and standards of conduct. I release the Boy Scouts of America, the local council, the activity coordinators, and all employees, volunteers, related parties, or other organizations associated with the activity from any and all claims or liability arising out of this participation.

Parent or Guardian Name (print): _____

Signature: _____

Date: _____



Swim Check Instructions

Unit Swim checks may be done at any time during the year. Swim checks are good for one calendar year from the date of issue. We accept swim checks from other camps, but the Aquatics Director has the right to retest as needed.

CIEC has determined the following may administer the swim checks per option #C:

Aquatic Instructor, BSA
BSA, Red Cross Lifeguard, and or Other lifeguard certification
BSA Swimming and Water Rescue Certification
Swimming Instructor i.e. Red Cross Basic Swim Instructor/Water Safety Instructor

In addition to the test administrator, unit leader(s) must be present to oversee the swim check to ensure YPT guidelines and all Safe Swim Defense/Safety Afloat policies outlined in the current Guide to Safe Scouting are followed. Unit Leaders must be 21 years or older and have current YPT, Safe Swim Defense and Safety Afloat training available at my.scouting.org

Swim Checks must be held to the standards of outlined in the Aquatic Supervision Guide available for free download:

<https://www.scouting.org/outdoor-programs/aquatics/forms/>

Chapter 5: Swim Classification Tests. A one to one ratio of test administrator to swimmer is required. Do NOT have 10 scouts testing with 1 administrator watching.

Please use the BSA's Unit Swim Classification Record on the following pages for program check in.

Questions: please feel free to contact Sarah Franklin, CIEC Aquatic Committee Chair
ciecaquatics@gmail.com

Unit Swim Classification Record

This is the individual's swim classification as of this date. Any change in status after this date (i.e., nonswimmer to beginner or beginner to swimmer) would require a reclassification test performed by an approved test administrator. Changes and corrections to the following chart should be initialed and dated by the test administrator.

SPECIAL NOTE: When swim tests are conducted away from camp, the camp aquatics director retains the right to review or retest any or all participants to ensure that standards have been maintained.

Unit Number _____

Date of Swim Test _____

	Full Name (Print) <small>(Draw lines through blank spaces.)</small>	Medical Recheck	Swim Classification		
			Nonswimmer	Beginner	Swimmer
1					
2					
3					
4					
5					
6					
7					
8					
9					
10					
11					
12					
13					
14					
15					

NAME OF PERSON CONDUCTING THE TEST:

Print Name

Signature

Qualification

Council/Agency (Red Cross, YMCA, etc.)

UNIT LEADER:

Print Name

Signature

SWIM CLASSIFICATION PROCEDURES

The swim classification of individuals participating in a Boy Scouts of America activity is a key element in both Safe Swim Defense and Safety Afloat. **The swim classification tests should be renewed annually, preferably at the beginning of each outdoor season.** Traditionally, the swim classification test has only been conducted at a long-term summer camp. However, there is no restriction that this be the only place the test can be conducted. It may be more useful to conduct the swim classification prior to a unit going to summer camp.

All persons participating in BSA aquatics are classified according to swimming ability. The classification tests and test procedures have been developed and structured to demonstrate a skill level consistent with the circumstances in which the individual will be in the water (e.g., the swimmer's test demonstrates the minimum level of swimming ability for recreational and instructional activity in a confined body of water with a maximum 12-foot depth).

ADMINISTRATION OF SWIM CLASSIFICATION TEST (THE LOCAL COUNCIL CHOOSES ONE OF THESE OPTIONS):

OPTION A (at camp):

The swim classification test is completed the first day by camp aquatics personnel.

OPTION B (Council conducted/council controlled):

The council controls the swim classification process by predetermined dates, locations, and approved personnel to serve as test administrators. When the unit goes to summer camp, each individual will be issued a buddy tag under the direction of the camp aquatics director for use at the camp.

OPTION C (At unit level with council-approved aquatics resource people):

The swim classification test done at a unit level should be conducted by one of the following council-approved resource people: **Aquatics Instructor, BSA; Aquatics Cub Supervisor; BSA Lifeguard; BSA Swimming & Water Rescue; or other lifeguard, swimming instructor, etc.** When the unit goes to summer camp, each individual will be issued a buddy tag under the direction of the camp aquatics director for use at the camp.

TO THE TEST ADMINISTRATOR

The various components of each test evaluate the several skills essential to the minimum level of swimming ability. **Each step of the test is important and should be followed as listed below:**

SWIMMER'S TEST:

Jump feetfirst into water over the head in depth, level off, and begin swimming. Swim 75 yards in a strong manner using one or more of the following strokes: sidestroke, breaststroke, trudgen, or crawl; then swim 25 yards using an easy resting backstroke. The 100 yards must be swum continuously and include at least one sharp turn. After completing the swim, rest by floating.

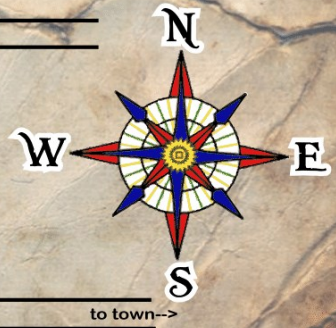
BEGINNER'S TEST:

Jump feetfirst into water over the head in depth, level off, swim 25 feet on the surface, stop, turn sharply, resume swimming as before, and return to starting place.



Map Courtesy of
Steve "Glowworm" Kersey
revised 2019-11

Camp Brown
Camp Emerson



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