



CAMP EMERSON AT BOSEKER SCOUT RESERVATION



A part of the California Inland Empire Council

2019 Camp Leader's Guide

Celebrating The Journey
Continuing the Adventure
1919-2019



BOY SCOUTS OF AMERICA®
CALIFORNIA INLAND EMPIRE COUNCIL

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Dear Unit Leader,

Welcome to Camp Emerson!

Located about a mile in elevation, high in the San Jacinto Range, 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 cast a pink and purple haze on majestic Tahquitz Peak, and dusk fades into the night sky with stars so big and bright that you can almost reach up and touch them. These sights - these experiences will create memories that last a lifetime.

If you are interested in a high quality program with an enthusiastic and well trained staff, then Emerson is your camp. Our Staff will meet you at the camp entrance and lead you on a camp tour as well as assist you to your campsite. Our staff will be at the ready to assist you with any of your needs, whether in your campsite or with a merit badge or Program Event. Whatever your needs might be just let us know so that we may assist with your efforts.

The task of the Unit Leader is to make sure that youth advantage of Camp Emerson's program opportunities. Emerson has a plethora of merit badges to access. Camp Emerson is continuing the Outpost program for all campers, as a part of the E-Team program. An Outpost is an overnight experience aimed at allowing Scouts to earn new skills and have new experiences.

Once again, we'd like to welcome you to this special place and encourage you to gain full access to the opportunities at camp this summer. Summer Camp is important to the development of the youth of your Unit, and your Scouts are going to gain a lot of development this week with many frontiers and horizons open to them. Our staff is here to help and guide you every step of the way as we step forward into the future together.

The Camping Program of the California Inland Empire Council is proud to be a part of your Troop's effort in serving youth; we look forward to meeting all of you this summer.

In the Spirit of Scouting,

Crystal Pastorian

Camp Director

campemerson@Scouting.org

Kelly Cromwell

Program Director

Visit our Council Website:

www.bsa-ciec.org

Follow us on Facebook:

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

2019 Camp Emerson Dates

Session #1 6/16—6/22

Session #2 6/23—6/29

Session #3 7/7—7/13

Session #4 7/14—7/20



Fees and Payment Schedule

Fees are all-inclusive and include Shooting Sports and E-Team.

To reserve your spot—\$300 deposit due with registration form. This fee is non-refundable, but will be applied to your overall camp fees. Please submit one check per unit.

The council refund policy is available at www.ciec-bsa.org

Camp Fees

All Campsites: Campsites are reserved on a first come, first served basis.

2019 Pricing: \$385 for Scouts, \$200 for Leaders. Reservations require a \$50 per Scout deposit in addition to the initial \$300 deposit.

Regular Pricing, for reservations made after 12/31/2018 through 6/3/19: Pricing becomes \$385 for youth and \$200 for adults. \$50 deposit per youth due with reservation, remaining balance by June 3rd.

One Leader is free, with 5 Scouts attending.

Out of Council Units pay at the same rate as listed above. For Scouts wishing to attend a second week of camp or are attending Jamboree, they receive a \$100 discount off the regular price.

Can I Register In Early July?

Please note a Scout should be prepared. Late registrations will be processed on a case by case basis based on the load of the camp for the week desired and on the condition that we can still order food. California Inland Empire Council is aware of the shifting needs of Southern California and that camps might close for various reasons and this is the basis of our policy.

Special Programs

High Adventure E-Team is available at no extra cost for First Class and above Scouts who are 13 years of age or older. This program includes metalworking, geocaching, climbing, and low COPE activities along with team building and leadership skills.

Mountain Bikes will be available at camp, for those Scouts wishing to participate in the Mountain Biking program.



Pre-Camp Leader Orientation Meeting

There will be a pre-camp Leader meeting at Jack Dembo Scout Center on **April 13th, 2019 at 10AM**. Please be sure that your Senior Patrol Leader or Crew President attends. This will help to enable their success and the success of the rest of the Unit during camp.

Unit Leadership

It is the policy of the Boy Scouts of America that trips and outings are never led by only one adult. At least two adult Leaders, one of whom must be at least 21 years of age, are required to be in camp for the entire week. The second adult must be at least 18 years old. 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. **REMINDER**, ALL adult Leaders **MUST** be registered with the BSA. The Unit must advise the office of any pending court orders regarding custody.

Our Camp Philosophy

We are here to help your Scouts have a great experience. For your Scouts to have the best week possible, the Unit must carefully plan its program. The staff can be a tremendous help to you and your Scouts in making the most of their short time in camp. Be sure to see us for anything you might need or want. You might be surprised what we can come up with if we have advanced notice. Remember camp is for fun, friends, and adventure. Again, if you want to know – just ASK!

The Camp Community

Living in a camp community is a very enriching experience. Your Scout's week at camp will go by very quickly, and scheduling merit badges "from dawn to dusk" is not the best way to have a positive Scouting experience. Encourage your Scouts, and yourselves, to allow enough personal time to enjoy the beauty of the camp, plus the many amenities we have to offer. The Troop and Patrols should work together sharing ideas, learning new skills and teaching others. The staff encourages the "learn by doing" concept, and the Scouts will learn most effectively by taking that philosophy to heart. We, as the staff are always happy to support each Scout's endeavors.



Here are some suggestions to reinforce the Patrol method in camp:

- Have Patrol duties (daily trash pick-up, campsite flag ceremonies, etc.)
- Have Patrol Leaders sign up for activities during open program
- Have a Patrol sign up to do the morning/evening flag ceremony
- Eat together by Patrols
- Carry and display Patrol flags
- Sign up to do a camp service project
- Show spirit with patrol yells



Camp Citizenship

Each Scout becomes a citizen of camp as soon as they arrive at camp, with responsibilities, rights, and privileges granted to all alike. The Scout Oath and Law are the foundation of government with each Leader being an officer of the camp and responsible for his Scouts. Let's respect the rights, property, and wishes of those camping with us and let's teach this respect to our Scouts. It is important training for good citizenship. Use the Scout Oath and Law as your guide.

Check In

Check-in time is between 1:00PM and 3:00PM. One Leader will check in and need to provide or show copies of:

- Unit Roster—to include any Leaders that will be arriving throughout the week (you can use the roster from your DoubleKnot Registration)
- Health Forms (Parts A, B, and C with a medical professional's certification of exam)

Food Service

Nutritious meals are prepared by the camp chefs and eaten in a covered dining area. Individual Scouts or adults with special dietary needs must inform the California Inland Empire Council Service Center well in advance and upon arrival at camp to ensure that we can meet your needs.

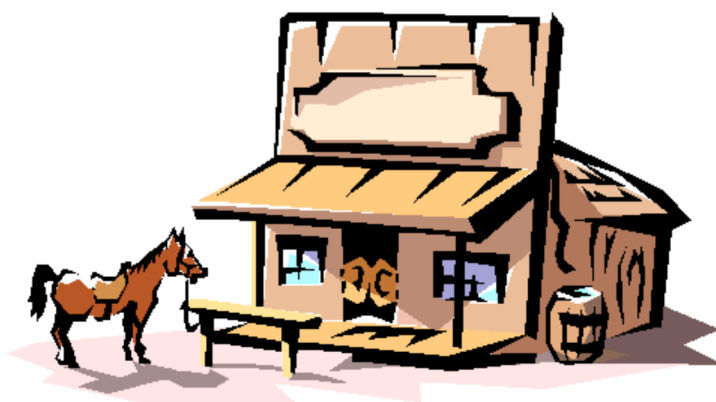
Each Troop will have a meal or two for which they are responsible for cleaning up the dining area. The schedule will be posted on the camp bulletin board.

Tents

Our platformed campsites (Coil, Harris, Mellor, Swartzel, Goldware, Hayes and Cahuilla Flats) include one tent on a platform and two beds with mattresses for every two campers. Primitive campsites do NOT include tents. Units must provide their own tents and beds for all campers in Primitive sites. Please see the attached map for all campsite locations.

Trading Post

Camp Emerson is proud to provide a Trading Post facility to serve visitors and staff with smiling faces and knowledgeable personnel. We take care in selecting those items to support the summer camp program and endeavor to ensure those items are always available. Camp area directors tell us what is needed to complete a merit badge. Often, those supplies are available in a cost effective kit rather than at a much lower cost than buying the items separately.



Knowing that once here, it is not convenient to leave camp for that forgotten item, we stock assorted sundries that experience has shown campers tend to forget or not bring in sufficient quantity to last the week. We have everything needed to ensure that a Scout is "CLEAN".

The camp experience is not complete without those things that are unique to Camp Emerson. T-shirts, patches, and hats to wear throughout the year—and long after Camp has ended—are some of the ways to help preserve those happy days at Camp.



Proud Scouts, having earned the privilege to carry a pocketknife while at Camp are anxious to acquire their first knife. The Trading Post stocks a nice selection of safe, affordable knives that can be purchased under established guidelines.

Recognizing that we all need that occasional reward after a hard day of Scouting, or that mid-day break, we offer a large selection of ice cold soft drinks, snack items, healthy snacks, candy bars and of course, ICE CREAM!

We cannot possibly hope to list everything we pack into our Trading Post, but we can tell you that enormous effort, care and love goes into what goes into your Trading Post and we look forward to seeing your bright, shining faces, new, and veteran campers.

For your convenience, we accept most major credit cards and cash is always welcome.



DAILY TRADING POST HOURS

Trading Post hours will be posted throughout camp.

Illness and First Aid

It is the responsibility of the Troop's adult Leadership to quickly report any and all illnesses or injuries to the Camp Health Officer. Minor first aid treatment can be conducted in your campsite. First Aid treatment is given at the camp health office located in the main lodge, which is available 24 hours a day. Arrangements have been made with nearby hospitals for any emergency treatment that may be needed during the week. Parents are notified as soon as possible if medical treatment is necessary. All prescription medications MUST be kept in the health office by the medical officer. Prescription medication must be listed on the health form that is signed by the doctor, and kept in the original container/packaging with all labels and dispensing directions attached.



Visitor Policy

Visitors must check-in at the Camp Office when arriving and when leaving. All Leaders and Scouts must check out before leaving camp during the week.

No parent or Leader may take a Scout out of Camp without prior notification to the Camp Director and Unit Leader.

Religious Observance

An inter-faith Scout's Own Service is scheduled every session on the first night in camp. All units are invited to attend. Grace will be led before every meal in a manner befitting Scouting custom. A SCOUT IS REVERENT.

Special Needs Scouts

Campsites are available for use by the physically challenged.

Scouts and Leaders should check with the Boseker Scout Reservation staff and the CIEC's Camping Department for availability and accessibility to facilities. For dietary and other food related needs, please contact the Camp Director who will work with the caterer to do our best to meet your needs.



The community of Idyllwild normally enforces a strict fire ban during the summer months and therefore restricts campfires in campsites. Because the possibility of forest fire is ever present, fire safety is everyone's responsibility. Encourage and practice fire safety within your campsite area at all times. A fire drill will be conducted shortly after your arrival in camp! All vehicles must be backed in to parking spaces in the parking lot at all times. All drivers must keep their keys with them at all times in case of evacuation.



Boseker Scout Reservation is a smoke free property. Official BSA policy states that no Leader shall smoke in view of Scouts at any time. There is no reason for Scouts to have lighters, matches, hot sparks, flint & steel or any other means of starting a fire. Liquid fuel stoves and lanterns are not allowed at C.I.E.C. camps. Propane stoves and lanterns are permitted if the Fire Department determines it is a fire safe climate, however, flames must be kept to a minimum and stoves should not be used in place of a campfire. Electric lanterns are a safe option.

National Council policy requires that each Unit post a completed Unit Fireguard Chart in their campsite. These forms will be provided on the day you arrive in camp.

Each campsite is provided with a set or sets of fire tools. We ask that you do not remove these tools from your campsite. Proper means of extinguishing fires should be on hand at all times.

Each campsite is furnished with two fire buckets outside each tent and shovel or rake.

Wildfires in camp should be reported directly to the camp office so that an alarm may be sounded. The fire bell located by the main lodge is a Community fire bell, alerting Idyllwild to a wildfire in Camp. Falsely ringing the bell will incur large fines on the offender, and not Boseker Scout Reservation.

Fireworks of any kind are illegal and strictly prohibited in camp. Possession of fireworks will be grounds for immediate dismissal from camp property and could result in criminal prosecution.

Prohibited/Restricted Items

DO NOT BRING TO CAMP:

Alcoholic Beverages	Illegal Drugs
Fireworks/Air Horns	Ammunition
Hot Sparks/Flint & Steel	Personal Firearms
Pets	Cap Guns

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.

Controlled substances are prohibited from Scout activities and properties during summer camp. Personal medications are to be kept locked at the Health Office.

The Boy Scouts of America and the CIEC prohibit the use of alcoholic beverages and controlled substances at encampments or activities on property owned and/or operated by the Boy Scouts of America, or at any activity involving participation of youth members.

Valuable Personal Property

In consideration of the risk of loss, theft or damage, we recommend that no valuable or fragile personal items be brought to camp. We do not have storage capability for such items. Valuable items should not be left in swimming pool changing rooms. Leaders are also urged to maintain their Scouts' money in individual envelopes and return it only when the Scout needs it. We recommend keeping it in a lockable container or locked in your vehicle. Clothing should be clearly marked with full name and troop number. Check at the Camp Office for "Lost and Found" items. Any items of value — knives, watches, etc. should be turned in to the Camp Administration for safekeeping. The California Inland Empire Council is not responsible for securing or for the loss of personal items. It is your responsibility to keep track of all personal valuables while at camp. All unclaimed lost and found items remaining at the conclusion of summer camp will be donated.

Food in Camp

There shall be no food in the unit campsites at any time. Any food brought from home must remain in the car. Food items purchased at the trading post can be eaten on the way back to camp, but must not be stored overnight. We do not want to encourage the local raccoons and skunks to invade your campsites. Please remember to dispose of your trash properly.

Personal Safety

- Closed toed shoes are REQUIRED throughout camp. The only exception is in the shower where sandals may be worn
- Travel only on designated trails
- Report safety issues to the Camp Director immediately.
- All camps operate on the buddy system. Scouts need to have a buddy in program areas, on hikes, and in any other activity they are engaged in.
- Initiations and/or hazing are strictly forbidden by BSA National Policy
- Non-prescription drugs and alcohol have no place in camp and are prohibited.
- No flames of any kind are allowed in a tent or outside a designated fire ring at any time.
- Fireworks are prohibited by county law throughout our mountain area.
- Pets of any kind are not permitted at camp without express permission of the Council.
- Scouts and Adults are required to use the Buddy System throughout the week.

Aquatics Safety

All Scouts and Leaders are required to take the BSA Swimmer's Test before participating in any aquatic activity.



Shooting Sports Safety

Permission from a parent or guardian is required for Scouts to shoot at any of our ranges. This permission is part of the California Inland Empire Council's Consent Form for Participation in a Council-Operated Camp or Activity and can be found online at <http://www.bsa-ciec.org/document/parentguardian-consent-form-council-activity>



Red flags are used to warn Scouts of potentially dangerous areas, usually around firing ranges. Range Masters are responsible for range safety and anyone can be dismissed from the range or camp for violating safety rules. Personal firearms and ammunition are prohibited in camp, and BSA national standards, as well as insurance requirements, prohibit their presence on the property. Due to new regulations and an extension of state law, personal archery equipment is also not allowed.

Adult Leader Involvement

The CIEC Camps are dedicated to creating a positive camping experience for the Scouts and their Leaders. To that end we have to expect a certain level of Leader involvement in the summer camp program. We have a variety of programs that are available to youth and adults alike such as Safe Swim Defense and Safety Afloat, Leave No Trace, and others. Leaders are welcome to participate in the activities at our program areas during appropriate times. In addition to being responsible for the Scouts in their Units, Leaders are also asked to help out when they can at camp-wide activities. We appreciate your commitment to the success of the Scouts in your Unit, and your participation in the camp program.

Adult Leaders' Meeting

There will be Unit Leaders' meetings scheduled throughout the week that will be held in the "Leaders' Lounge." Various activity updates and other information will be shared in a group discussion format. All Leaders are invited, and every Unit should be represented.

Senior Patrol Leaders' Meeting

A Senior Patrol Leaders' Meeting will be conducted on Monday, Wednesday and Thursday at the beginning of lunch in the Leaders' Lounge at the Lodge. SPL's or assigned Scouts for the duration of the week should bring a pen and paper with them during attendance at the meeting. Please make sure to go to the front of the lunch line to pick up your lunch before going to the meeting.

Camp Cleanliness

Units are responsible for the care of the camp and campsites, including the general shower and latrine areas. If sharing campsites each troop has an equal responsibility in maintaining campsite cleanliness. Scout Leaders and senior patrol leaders must be proactive and coordinate cleaning and campsite maintenance. Leaders must pay close and frequent attention to the general cleanliness of their Scouts. The Camp Commissioner will be conducting daily campsite inspections.

Unit Assignments

Each Troop/Patrol will have duties and responsibilities to fulfill to help with the general operation of the camp. Every Unit will be assigned a day to clean the camp showers, latrines and dining hall. It is everyone's responsibility to ensure that camp trails, common areas, and wilderness areas remain absolutely litter-free. Also, Troops and Patrols can sign up to lead the daily flag ceremonies and grace at general assemblies. The Duty Roster will be posted on the camp bulletin board.

Personal Vehicle Policy

All 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.

Mail at Camp

Outgoing mail should be dropped in the mailbox at the trading post. Incoming mail will be delivered at the evening assembly. To ensure that your Scouts get their mail while they are in camp, encourage parents and family members to send mail well in advance of your Troop's week in camp. We recommend sending mail 7 days in advance of when it should be delivered. The mailing address at Camp Emerson is:

Scout's Name and Unit #
c/o Camp Emerson, Week #
P O Box 639
Idyllwild, CA
92549



If you want to get a message to your Scout and forgot to post a letter in the mail, you are more than welcome to contact our Program Director at campemerson@Scouting.org. We will then print the email out, put it in an envelope and make sure it is delivered to your Scout at the evening flag ceremony.

Telephone

One of the questions from parents is where their Scout will be and how they can be reached. Please encourage parents to write and not to call unless it is an emergency. The camp telephone number is (951) 659-2690 and is equipped with an answering machine.

The camp phone is answered from 8:30am – 4:30pm M-F.

Preventing Homesickness

One of the biggest challenges facing Scouts at camp is homesickness. This can be especially true for 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 stress the fun the Scout will have at camp with all the new experiences that are in store. 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 everything at home.



At camp, the staff will help to fight homesickness by keeping the Scouts busy with fun and challenging activities. Unit Leaders need to keep a sharp lookout for homesick Scouts and should tell their Commissioner, who can help brainstorm activities to keep the Scout busy.

A big cause of homesickness is a phone call home. If a Scout is not homesick there's a good chance he will be after he calls home. Scouts are discouraged from bringing cell phones to camp. Parents should be discouraged from having their Scouts call home except in an emergency.

Merit Badge Pre-Registration

Merit badge sign-ups will be done online through our registration web page. To sign-up for merit badges the Scouts and their Leader must first sit down and fill out a merit badge schedule for the week. The instructions for online registration will be emailed to the Unit Leader listed on the camp registration. Please be sure to print the merit badge schedule for each scout prior to your arrival at camp. Online Merit Badge Signups will open on May (date TBD)



Blue Cards

Boseker Scout Reservation will be using Blue Cards. Area Directors will be available to answer any questions or discuss partials on either Wednesday or Thursday evenings.

Building a Program around the Schedule

The purpose of Scout Camp is to support the year round program of a Scouting Unit, as well as to fulfill the mission and vision of the Boy Scouts of America. However, there are intangible things that we often forget about, that are just as important – if not more. Scouts come to camp for fun, friends, and adventure. Where else will your Scout have a squirrel run through their tent in the morning as they're getting ready for the morning flag ceremony? Where else will they have an opportunity to grow current friendships, and make ones that will last a lifetime? Where else will they discover the best place to see the Milky Way in the night sky? The daily or weekly schedule in camp is only an instrument for planning and administering the program. It is a timetable for certain formal activities and a checklist of opportunities. Arguably fun, friends, and adventure is a big part of Scouting, but it isn't always found on the schedule. It is found in free experiences or in doing unscheduled or unplanned activities.

Planning a Unit Program

The process of getting a Troop ready to go to camp has several phases. Each phase must be coordinated and linked in a logical sequence to make the experience a reality in the lives of Scouts. In each Unit the sequence of events may be different. However, shown below is a checklist of things to be accomplished in preparation for camp:

- Making Preparations: Contact Volunteer Services at the Jack Dembo Scout Center after completion of the Unit plan for securing the total camp fee from each Scout.
- Establishing Your Goals: You need to have a serious session with yourself. "What do I want to accomplish as a Scoutmaster? How can I ensure a well-organized, balanced program for summer camp – a program that will enrich the life of each Scout and, at the same time, strengthen the Patrol and Troop organization for its year round operation? What are my goals for my Troop?"
- Organize Patrols: Confirm Patrol organization for summer camp. "Natural" Patrols, which operate the year round, are most desirable; however, if this is impossible, create new Patrols for the summer camp experience. At any rate organize Patrols prior to coming to camp.
- Create a List of Wants: Find out what the Scouts want! Ask them - don't just guess. They'll want to do some things on their own, other things by Patrols and others still with the whole Troop. Have each Patrol meet to list its own ideas.
- Create a List of Needs: Use the Unit Advancement Record chart to determine each Scout's advancement needs. Build each Scout's week-long program around those needs.
- Establish Patrol Leader's Council Goals: Have a session with the Patrol Leader's Council. As Leaders of the Scouts, the thought and time spent in this meeting will open the doors to real adventure. Have the Patrol Leader's Council determine the Unit's direction in camp.
- Plan the Program: After considering your goals, Patrol organization, individual Scout wants, advancement needs, Patrol Leader's Council goals, develop a realistic list of objectives for summer camp. Then plan a program. Follow up on the Scouts not signed up for camp. Sell them and their parents on going because of the program you have planned.

Over-Programming

There are more activities at camp than anyone can accomplish in a single week, which is why we suggest Scouts and adult Leaders select a small number of activities to enjoy rather than trying to cram too many experiences into the week. Scouts and their Leaders are not obligated to take part in every activity. Young Scouts in particular seem to enjoy spending their week eating ice cream at the trading post, catching frogs, and goofing around with friends, rather than being rushed from activity to activity. It is important to remember that Scouts grow and learn just as much from these leisurely pursuits as they do from earning Merit Badges and picking up camping skills. One of the goals of Scouts BSA is to foster a love of the outdoors, and sometimes that is best accomplished by simply being outdoors.

Experience tells us . . .

Summer camp is not a merit badge mill, where you pay a fee and get four badges automatically. Instead, camp offers merit badges as one portion of the overall program. Scouts and Units who are only looking to rack up merit badges are missing out on some of the best that Camp Emerson has to offer.

As merit badge counselors our staff are not allowed to, and will not add or detract from, the most recent listing of merit badge requirements.

The most difficult badges to earn are those requiring a great deal of advanced planning, physical skill, coordination, or stamina. Certain badges should be reserved only for more mature Scouts. These include, but are not limited to shotgun shooting, archery, lifesaving, climbing, and metalwork. When in doubt, contact the Program Director or Camp Director, **BEFORE COMPLETING ONLINE REGISTRATION!**



Many badges have advanced work that could be done at home and not at camp. Camp is not an ideal venue for written work, and the smart Scout is the one who comes to camp with the majority of written work already done.

Try doing something new at camp to get a well-rounded experience. Try a handicraft badge, a nature badge, or an aquatics badge. Most importantly **HAVE FUN!**

Be prepared when you come to camp. Have patrols already organized. Elect Patrol Leaders. Work on ideas as Patrols and have the Patrol Leaders represent the group at camp.

Organize your campsite with Patrol camping areas, camp gadgets, and other amenities. Your campsite is your home for a week, so work at making it feel like home by bringing banners and flags to dress it up. Also, a lawn chair and sunshade go a long way to make your campsite more comfortable.

Be spirited. The Troop that comes to camp with energy and Scout Spirit raises the bar for the rest of the camp. Prepare a Troop cheer and show everyone that you're number one. Spirited troops tend to end up first in line for meals too.

Final Unit Checklist before You Head for Camp

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CHECK IN: Check-in time is between 1:00 PM and 3:00 PM on Sunday. Check-in can take some time. Please be prompt and patient.

ANNUAL HEALTH & MEDICAL RECORD: These are due at check-in. Absolutely no one may stay in camp without the proper, complete, and up-to-date medical forms. Any prescription or Over The Counter medications (in the original packaging) must be turned in along with the physicals at check-In to the Camp Medic.

UNIT ROSTER: Please bring a list of all Scouts and leaders, as well as any information regarding mid-week leader changes you may have.

EARLY DEPARTURE FORM: If a Scout is leaving camp early, the Consent to Leave Early must be filled out and turned in during check-in.

CAMP LEADER'S GUIDE: Bring this Camp Leader's Guide with you to camp for further reference.

SUNDAY LUNCH: Bring a sack lunch for Sunday. No meals will be available until Sunday dinner.

MERIT BADGE CARDS: Blue Cards are necessary. All Scouts must be registered for merit badges online BEFORE coming to camp.



OUT OF COUNCIL TROOPS: A copy of your Accident & Sickness Insurance Claim Form must be presented at check-in and then kept in the possession of the adult leader in charge.

UNIT VEHICLE INFORMATION PLAN: In the event of an emergency, a swift evacuation requires your support. We require a list of how many vehicles your unit has brought to camp, with the number of seats in each vehicle, at check-in. Please use the form included at the back of this guide.



The Camp Commissioner is at camp to help your Troop. Commissioners are the front-line staff of the summer camp team. Your Camp Commissioner will meet with you daily to see how things are going, follow up on any problems, and help out whenever possible. The commissioner staff is your Troop's first source to check for answers. Your Commissioner knows what is going on and will get your questions answered so that your Scouts can enjoy the best camp can offer.



The Commissioner Staff will:

- Help you design a week's well-rounded program to meet your Troop's specific needs.
- Help your Troop and its Patrols to sign up for activities.
- Help you understand the camp's program and how to take advantage of its features and solve problems.
- Help you secure campsite equipment.
- Assist your Troop in finding Service Projects that you can do at camp. (1 per week requested)
- Develop the leadership skills of your Patrol Leader and Senior Patrol Leader.
- Help arrange inter-troop activities such as campfires, games, etc.
- Work with adult Leaders to resolve any problems that may arise during the week.
- Help and encourage Troop and Patrol spirit through development of flags, yells, and songs.
- Assist with homesick or troubled Scouts.
- Ask! If your Commissioner doesn't know, they will find you the answer.

Merit Badge Philosophy

A Merit Badge is recognition for what a Scout has done. The Merit Badge program was designed to help Scouts become familiar with their world and stimulate interest in new areas. Furthermore, the program was designed to get Scouts out to meet new people and gain a working knowledge of a given subject.

To earn a Merit Badge at camp, a Scout must complete the requirements of that badge. A Scout must demonstrate the required knowledge to earn the badge, but we will give him every opportunity to satisfy the requirements he needs. Receiving a Merit Badge certifies the Scout's knowledge. Signing off the application for First Aid Merit Badge implies a Scout knows how to splint a broken bone and can confidently do so in an emergency situation.

If the Scout does not complete the requirements, the Scout will not receive the Merit Badge (see Partial Policy). The responsibility for completing requirements lies solely with the Scout and the Scout alone.

We recommend that the average Scout sign-up for **2 to 4 Merit Badges**, depending on the individual. This should give him plenty of opportunities to earn the Merit Badge and take part in the other program offerings of the camp.

Partial Policy

There are many badges that have requirements that cannot be completed at camp. Some of these are due to time requirements and others simply cannot be done in a summer camp setting. It is the policy of the National Council of the Boy Scouts of America that there is no time limit (other than the Scout's 18th birthday) on a Scout completing a Merit Badge after receiving a partial. Boser Scout Reservation will honor partials regardless of date or location that requirements were completed. Counselors will ask Scouts to review requirements already signed off to ensure that they are able to properly complete the Merit Badge. It is necessary for Scouts to bring the Merit Badge partial to camp.

In those cases when requirements are not completed at camp, a partial indicating the requirements that have been done will be issued and given to the Unit Leader.

Many of these requirements can be completed before a Scout arrives at camp. A Scout can contact a Merit Badge counselor for that badge, go over the work he has done, and bring a partial to camp with him.

Camp Advancement

Any Scout may earn any Merit Badge at any time. Scouts don't need to have had a rank advancement to be eligible. However, if you, as the Scout Leader, do not feel the Scout is ready to tackle certain badges, it is your responsibility to counsel the Scout to seek other opportunities. It is our experience that Scouts who jump into badges that they are not ready for tend to become frustrated and are more likely to fall away from Scouting.

The steps that all Scouts should follow to earn Merit Badges in or out of camp are as follows:

- **Pick a Subject:** Talk to your Scouts about their interests. Have them read the requirements of the Merit Badges you think might interest them. Have them pick one to earn and give your approval. Before they arrive at camp have them find out which requirements can be started at home.
- **Sign-Up for Merit Badge:** Have your Scouts sign up for the Merit Badges online before arriving.
- **Show Your Stuff:** They must attend the scheduled Merit Badge sessions. When they go they should take along the things they have done to meet the requirements. The counselor may ask them to demonstrate a few times to make sure they know their stuff and can do the things required to earn the badge.
- **Get the Badge:** When counselors are satisfied that the Scout has met all of the requirements the counselor will check off on the Scout's record that they have done so. Signed Blue Cards for the Merit Badge will be available Saturday morning.

ADVANCEMENT RECORDS

Counselors keep a record of Merit Badge session attendance, and requirement completion. Counselors sign off on blue cards for completed Merit Badges. If a Scout does not complete all of the requirements of the badge or activity, the counselor will issue a Merit Badge "partial." Blue cards and partials are distributed to the Scoutmasters on Saturday morning. Should there be any questions regarding a badge or requirement for a Scout, the Area Directors will be readily available Saturday morning after breakfast in the Leaders' Lodge to answer any questions.

MERIT BADGE SIGNUPS ARE ONLINE WITH THE USER ID YOU USED TO MAKE PAYMENTS.

MERIT BADGE SIGNUPS WILL OPEN in May (date TBD)

Questions on Signups?

Please contact Crystal at campemerson@Scouting.org

CAMP EMERSON—A GLIMPSE OF CAMP LIFE...

Day 1 Schedule

1:00 PM—3:00 PM	Arrival, check-in as a Unit, get escorted to your site, take swim test, and setup your campsite.
4:15	All Adults & SPL report to Dining Hall for Leader's Meeting.
5:45	Assemble for Evening Flags and Dinner
8:00	Opening Campfire
8:45	Cracker Barrel
10:00 PM	Lights Out

Day 2 Thru 6 Schedule

6:00 AM	Reveille
7:00	Breakfast, clean up (Troop Assignments)
8:00	Morning Flag ceremony
8:30-12:00	Merit Badge Sessions Open
12:30 PM	Lunch, clean up (Troop Assignments)
1:45-5:15	Merit Badge Sessions Open
5:45	Evening Flag
6:00-7:00	Dinner, clean up (Troop Assignments)
7:00-9:00	Open Program/Troop Time (Days 2 & 4)
7:00-8:00	Open Program/Troop Time (Days 3 & 5)
8:00	Campfire (Days 3 & 5)
10:00 PM	Lights out. Quiet time in your campsite

Day 7 Schedule

6:00 AM	Reveille
7:00	Breakfast, clean up (Troop Assignments)
8:00	Morning Flag ceremony
8:30	Cleanup Campsites for inspection
10:00 AM	Departure no later than 10:00AM

Scouts OWN will be observed during camp—Date & Time TBD

(This schedule is subject to change at the discretion of the Program Director)

Program Areas

Aquatics

Canoeing Merit Badge:

Canoeing or completion of the Canoeing Merit Badge is contingent upon water levels at the lake



the

Safe Swim Defense and Safety Afloat:

All Scoutmasters should attend this short informational class. It is a requirement for troop swims or other troop aquatics activities. You don't have to get wet!



Aquatics Programs

Canoeing Merit Badge
Polar Bear Swim
Scoutmaster's Belly Flop
Lifesaving Merit Badge
Swimming Merit Badge
Learn to Swim



High Adventure

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- Cycling (Mountain Bike) Merit Badge
- Climbing Merit Badge
- Geocaching Merit Badge

E-Team

We meet every afternoon for an intensive We team-build to the max at E-Team; we go into the backwoods of camp where only the bravest dare venture for our Challenging Outdoor Personal Experience (COPE) activities.

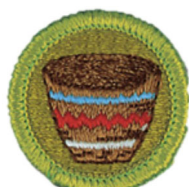
Excitement, and the time of your life await you at E-Team, all you have to do is sign up today!



Handicraft is an area in camp where Scouts can learn to work with their hands making woodcarving, leatherwork, and other art projects that they will be able to bring home at the end of the week. It's a great place for those scouts who are detail-oriented, like creative expression, or who just want to have fun! Open Handicraft happens in the afternoon Monday through Thursday during which Scouts and Leaders alike are welcome to come and work on independent projects.

Handicraft Merit Badges:

- **Leatherwork Merit Badge:** A great merit badge for everyone that introduces many of the uses and creations of leather.
- **Art Merit Badge:** Teaches different painting and drawing techniques as well as artistic style.
- **Indian Lore Merit Badge:** A slightly more intensive badge for scouts looking to learn about the history and culture of Native Americans.
- **Basketry Merit Badge:** This is a fun activity good for all Scouts.
- **Wood Carving:** A traditional merit badge that employs the use of your knife for a carving adventure in a safe manner!



Camp-wide Nature Trail:

A self-guided tour of camp featuring a look at the myriad of plants and trees at Camp Emerson.

Nature Merit Badges

- Astronomy
- Environmental Science
- Fish and Wildlife Management
- Geology
- Mammal Study
- Nature
- Soil and Water Conservation



Axe Yard

Scouts can earn their Totin' Chip here, allowing them to carry and use knives, axes, and saws. They can also go the extra mile and earn the Paul Bunyan Woodsman Award.



Giant Pioneering Yard

With rope and pioneering poles galore, this is the place to step up and practice your knot tying skills. Need a little extra for your campsite gateway? Stop by and see if you can beat the staff with your pioneering skills!

- Emergency Preparedness
- Camping
- First Aid
- Orienteering
- Search and Rescue
- Signs, Signals & Codes
- Wilderness Survival
- Pioneering



Open Rifle Shoot

Using the .22 rifles Scouts will have an opportunity to shoot for the first time, practice for the Merit Badge, or just hone their skills.

Senior Patrol Leader and Scoutmaster Rifle Competition

One SPL and one Scoutmaster from each Troop are invited up to the range to shoot for their Troop. The finest shooters in camp will be presented with awards at Friday's campfire.

Open Shotgun Shoot

Using the 20 gauge shotguns, the range will be open for Scoutmasters and Scouts to learn how to shoot for the first time, or just for fun.

Open Archery Shoot

Instruction and target shooting is available for all ages at the range. This is the perfect time for first-year Scouts to learn to shoot. Open shoot often features imaginative archery games. All Scouts and Leaders must use Camp Emerson's archery equipment. Personal equipment CANNOT be brought to camp.

Black Powder Rifle

Pour in the powder, pack the .50-caliber ball, and test your skill with a muzzleloader, like the ones used by the Mountain Men of old. By policy, Scouts must be 11 or older to fire muzzleloaders.

Shooting Sports Programs

- Archery Merit Badge
- Rifle Shooting Merit Badge
- Shotgun Shooting Merit Badge

Additional Shooting Sports Offered

- Black Powder Rifle
- Tomahawk
- Chalk Ball



New to Scouts BSA? Just joined your Troop this Spring?

Then the Trail to First Class Program is designed for you! It is designed to be flexible to allow you to earn merit badges, and rank up while at summer camp!

While we don't guarantee rank advancement but based on a Scout's skill, most of our participants leave with full rank advancements, sometimes ranking all the way up to First Class!

We highly suggest Leaders determine if the Trail to First Class program is right for a Scout. We offer 3 different sessions, 2 of them for 2 periods and 1 for 1 period. **We suggest the 2 period session for a new Scout and the 1 period for those Scouts who may be lagging behind from the previous year.**



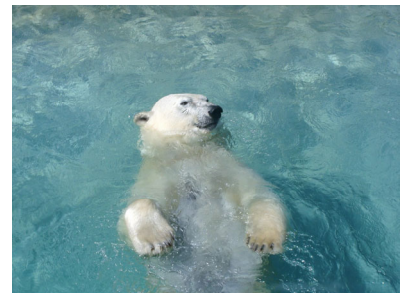
Other Merit Badge Opportunities

- Salesmanship Merit Badge
- Fingerprinting
- Metalwork
- Scouting Heritage

While merit badges are an important part of the resident camp program, they are not the main purpose of Scout camp. A Scout should have the opportunity to try new activities, learn new skills, or just have fun. Are the Scouts sitting in class all day (like school), or are they experiencing a true outdoor Scouting program working with their peers? The measure of a Scout's experience in camp is what they come home with in their head (values, growth) not in their hands (badges).

Polar Bear Swim

Participate in the Polar Bear swim on Tuesday and Thursday mornings. There will be special recognition for those that participate in all of the Polar Bear Swims.



Centennial Loop

A great way to see our camp in its entirety is to take a 4.5 mile hike on the Centennial Loop. Be one of the first to hike the Centennial Loop on the 100th anniversary of Camp Emerson. The hike will leave camp around 6AM on Friday morning.



Come join a member of our Council Executive Staff and other Unit Leaders for a luncheon.

Campfire Programs

We will have three campfires throughout your time at Camp Emerson. Our staff loves to present our skits and songs to you the first night you are with us at Camp. Wednesday night we have a focused campfire put on by members of the Cahuilla Lodge, Order of the Arrow. Friday night you have the opportunity to present your skits and songs to the staff, as well as those whom you have shared the week with.

Troop Activities

The purpose of summer camp is to support the unit's year round program. We have decided that this year we will experiment with our Friday schedule. We will continue to have the Tahquitz Peak hike on Friday morning. Program areas will still be open to enable the completion of merit badges begun earlier in the week. Other program areas will be open for the opportunity for Troops or Patrols to experience camp together, such as the Bouldering Wall.

Leader Activities / Trainings

The following activities will be available for all leaders during your stay at camp. A schedule of times will be posted

First Aid/CPR + AED Certification

Scoutmaster Specific Training & Introduction to Outdoor Leader Skills

Safe Swim Defense/Safety Afloat

Trek Safely

Youth Protection

Leave No Trace Trainer

Leave No Trace Awareness

Tread Lightly! Awareness

CIEC SUMMER CAMP REFUND POLICY

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

SEE YOU AT CAMP!



WHAT TO BRING TO CAMP EMERSON

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REMEMBER TO PUT YOUR NAME ON EVERYTHING!

- Adult/Youth Annual Health & Medical Record Form signed by a Parent
- COMPLETED Parent/Guardian Consent Form (Council Operated Camp/Activity)
- Scout Handbook
- WEAR SWIM SUITS TO CAMP! (A swim test will be given after arrival)
- Several changes of clothes (shorts, t-shirts, and at least 1 long sleeved shirt and 1 pair of pants)
- Your complete Scout uniform
- Clean socks for each day at camp
- Change of underwear for each day at camp
- Sweater and/or jacket—This is a MUST!
- Sleeping bag, mattress pads, cot, pillow
- Raincoat or poncho
- Personal tent if staying in primitive sites
- Towel
- Shower shoes (flip flops)
- Shoes/hiking boots
- Water shoes (for lake activities)
- Insect repellent, sun block, chap-stick, soap, shampoo, toothpaste & toothbrush, UN-scented deodorant, double bagged zip-loc baggies, wash cloth, comb & brush
- Watch
- Compass
- Personal first-aid kit
- Water bottle or canteen
- Flashlight & extra batteries



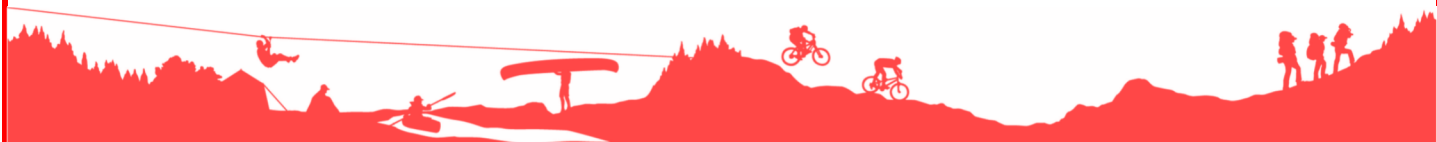
OPTIONAL

- Camp Chair
- Hat
- Camera
- Carabiner
- Spending money for Trading Post
- Notebook & pencils
- Pocket knife (MUST be in Leaders' possession until Totin' Chip is earned)



UNITS MAY WANT TO BRING

- Dolly or wagon (to carry loads to & from vehicle)
- Troop Flag
- Lanterns (battery or propane)
- Merit Badge Pamphlets Library
- Troop First Aid Kit
- Rope or Twine
- Lock Box for valuables
- Clip board and extra paper, pencils



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

- | | |
|--|---------------|
| <input type="checkbox"/> Air Rifles (pellet gun) (Webelos, AOL Scouts) | Initial _____ |
| <input type="checkbox"/> Archery, bow and arrow | Initial _____ |
| <input type="checkbox"/> BB Devices (BB gun) | Initial _____ |
| <input type="checkbox"/> Wrist Rockets | Initial _____ |

Scouts BSA/Venturing/Explorer/Sea Scout:

- | | |
|--|---------------|
| <input type="checkbox"/> Air Rifles (pellet gun) | Initial _____ |
| <input type="checkbox"/> Archery, bow and arrow | Initial _____ |
| <input type="checkbox"/> BB Devices (BB gun) | Initial _____ |
| <input type="checkbox"/> BSA Airsoft | Initial _____ |
| <input type="checkbox"/> Chalk Ball | Initial _____ |
| <input type="checkbox"/> Knife throwing | Initial _____ |
| <input type="checkbox"/> Long Guns (Rifle, Shotgun) | Initial _____ |
| <input type="checkbox"/> Muzzle Loading Rifle (Black Powder) | Initial _____ |
| <input type="checkbox"/> Tomahawk Throwing | Initial _____ |
| <input type="checkbox"/> 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.

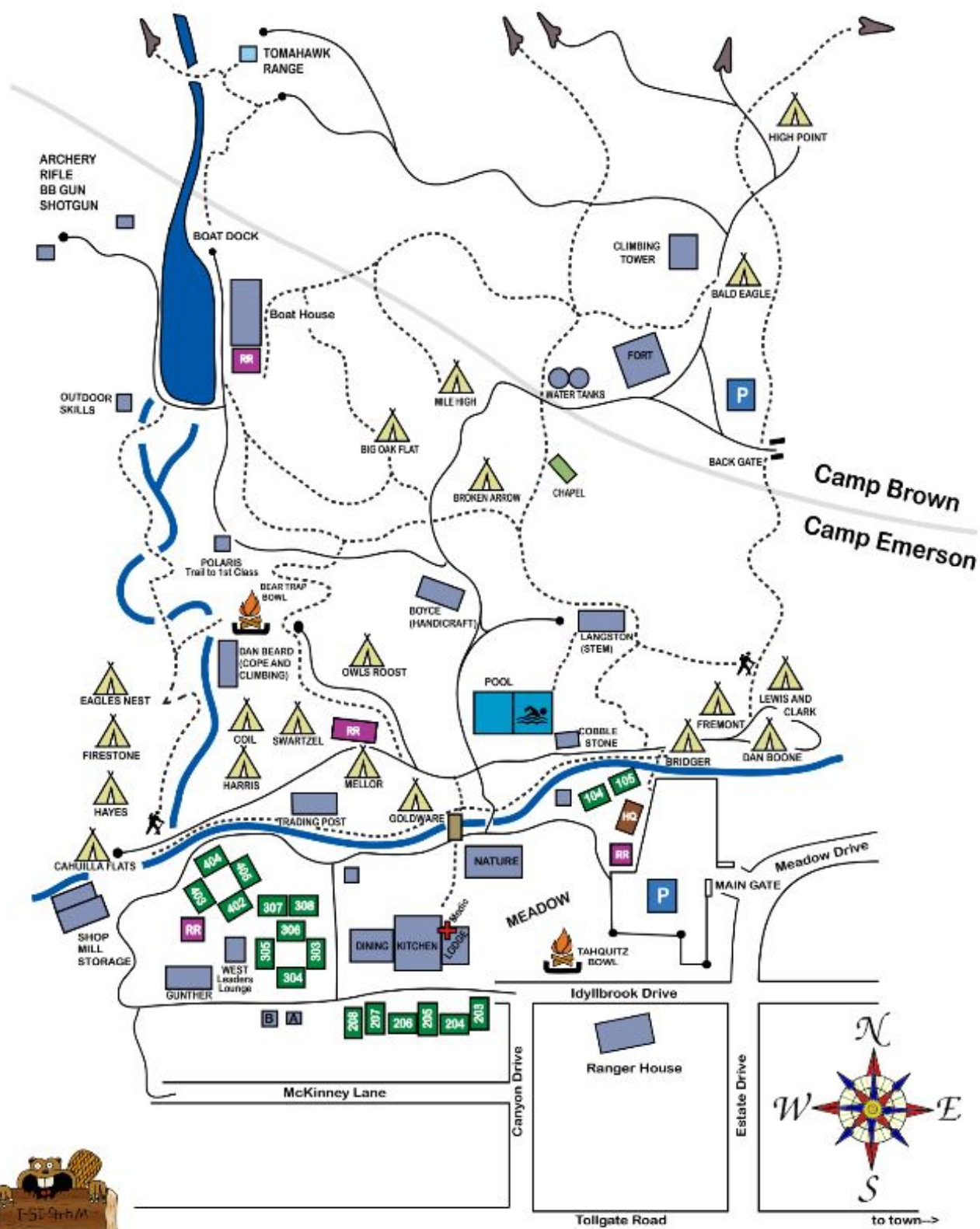
** I understand that participation in Scouting activities involves a certain degree of risk and can be physically, mentally, and emotionally demanding. I have carefully considered the risk involved and have given consent for myself or my child to participate in this activity. I also understand that participation 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: _____

Camp Emerson & Brown @ Boseker Scout Reservation



Map Courtesy of
Steve "Glowworm" Kersey
revised 2018-11

53155 Idyllbrook Drive Idyllwild CA