

CAMP FALLING ROCK

2010

BOY SCOUT CAMP

PROGRAM

You're in for an exciting week of Scouting Fun and Adventure! You'll want to study the information in this guide very closely to help you prepare for your troop's Summer Camp Experience. You know best what your troop needs, and this guide will help you identify and exploit the resources available at camp to help you meet those needs.

Advancement Records

Merit Badges:

Simon Kenton Council camps use a special Summer Camp Merit Badge Record due to the volume of merit badges being worked towards by Scouts. Prior to arrival at camp, complete a Merit Badge Record (Blue card) for each merit badge a Scout wishes to pursue. Make sure that all information on the left side of the form is complete and correct, including Scout's Name, Unit Number, Merit Badge, and any requirements already completed. The unit leader should sign the form, indicating approval for the Scout to work on the merit badge. The Scout gives the unit-approved Summer Camp Merit Badge Record to the merit badge instructor at their first session. The merit badge instructor retains the record while the Scout works towards the merit badge, making note of the requirements completed. Additionally, the merit badge instructor keeps track of attendance and completed requirements on a master roster. The instructor also posts a public roster at the dining hall, so unit leadership can track progress during the week. On Friday afternoon, the merit badge instructor completes all merit badge records and master rosters. The merit badge records are sorted to the unit's advancement packet for distribution after closing campfire. The master roster is submitted to the camp office and kept on file at the Council Service Center for one year.

Rank Requirements:

Our camp staff provides instruction in the particular skills, but we will not sign for requirements in a Scout's handbook. The unit determines the point at which a Scout "completes" a requirement, and unit leader signs the Scout's book. The first-year camper program does provide a signed requirements sheet to the unit, recommending requirements completed in the program. This is distributed in the unit's advancement packet upon checkout.

Other Awards:

Records for awards such as BSA Lifeguard, Mile Swim, Snorkeling BSA, Toten' Chip, etc., will be generated by the Camp Staff. Completed records will be part of the unit's advancement packet.

Flexible Scheduling

You will notice that many merit badges fall under flexible scheduling (Noted by the word "Open" on the Tentative Schedule). This is designed to meet the needs of individual Scouts by eliminating large classes and concentrating on more personal instruction. Scouts will be able to work at their own pace without the constraints of block schedules and the individual needs of many other Scouts. After all, your boys just spent nine months in classes at school. Camp is and should be more than just a series of lectures. A few program areas (such as aquatics) have retained a more rigid schedule. This is primarily due to safety concerns and limited resources. If your troop has never encountered flexible scheduling, it may seem strange for the first day or two. Give it a chance. By the end of the week, you'll be an expert and wonder why high schools don't use this method.

Here's how flexible/open scheduling works:

Scouts may come to work on a badge at any time during the open period - just walk in and talk to the instructor. For future sessions, Scouts should come back at a time mutually agreeable with the instructor or the same time each day. Usually, Scouts will find themselves working in small groups, rather than in large classes. Scouts will be able to join sessions in progress, and then catch up on what they missed prior to arrival after others leave. Session length will vary and depend on the subject and the Scout's knowledge of the subject. In planning individual Scout's schedules, you may want to allow 45 minutes to an hour for each badge. Requirements that Scouts are very familiar with will be completed very quickly. Scouts will receive additional instruction in those areas of a badge where they are struggling or have little knowledge. Scouts may begin work on additional badges mid-week if they find they have extra time.

Scouts will receive credit only for the requirements that they actually complete at camp. Counselors will be happy to review requirements completed before camp to help a Scout finish a badge.

Scouts will no longer have to worry about rushing all the way across camp from one class to the next. Because very few badges begin at a particular time, Scouts should be able to plan their journey across camp more accordingly.

If a particular session or area is very busy, ask the instructor if there is a better time to try to come back.

Flexible scheduling exists to accommodate those Scouts who work best at their own pace. It also accommodates those Scouts who need more structure in a camp schedule by allowing you to develop a schedule for them.

Make enough copies of the Camp Schedule for each Scout, each patrol, and each troop leader. Using the Camp Schedule, block out times for troop wide activities. This is your Troop Schedule. Next have patrols block out time for activities the patrol members are going to do together. This is their Patrol Schedule. The open blocks (the free time) remaining on a Scout's schedule defines the time that he has to pursue his personal camp goals and activities. This is the Scout's Schedule.

If a Scout finds a conflict between a Troop or Patrol program obligation and his personal schedule, he should ask the camp staff member he is working with on his personal program for possible solutions. The camp staff is usually flexible and accommodating.

Merit Badges Available at Camp Falling Rock

Camp Programs (Tentative)

Archery MB	Lifesaving MB
Art MB	Mammal Study MB
Astronomy MB	Mile Swim BSA
Backpacking MB	Motor boating MB
Basketry MB	Mountain Biking
Bird Study MB	Nature MB
Camping MB	Oceanography MB
Canoeing MB	Orienteering MB
Cinematography MB	Painting MB
Climbing MB	Photography MB
Computers MB	Pioneering MB
Cooking MB	Pottery MB
Emergency Preparedness MB	Reptile & Amphibian Study MB
Environmental Science MB	Rifle Shooting MB
Fire Safety MB	(Muzzle loading Option)
First Aid MB	Rowing MB
First-Class Emphasis Program	Safety MB
Fish & Wildlife Management MB	Shotgun Shooting MB
Fishing MB	Soil & Water Conservation MB
Fly Fishing MB	Space Exploration MB
Forestry MB	Swimming Instruction
Gardening MB	Swimming MB
Geology MB	Snorkeling BSA
Hiking MB	Textiles MB
* Horsemanship MB	Weather MB
Indian Lore MB	Wilderness Survival MB
Insect Study MB	Woodcarving MB
Kayaking BSA	
Leatherwork MB	
BSA Lifeguard	

Check www.skcbbsa.org in Spring 2010 for an updated listing.

* Horsemanship MB –

- a) Scouts must be fourteen and First Class.
- b) The Horsemanship book should have been read before summer camp.
- c) Scout will be expected to wear jeans, slick soled boots, helmets will be provided for riding. Hiking boot with thick tread will not be acceptable.
- d) Program will require Scout to attend all morning or all afternoon session exclusively for the week.
- e) Only ten Scouts can take the program in a week, five in the morning and five in the afternoon. These will be awarded on a first come first serve basis. Preregistration is advised, however, remaining openings will be offered the first day of camp. To preregister, please email Scout name, age, troop number, and week attending camp to Camp Director Troy Parkinson (tparkinson24@gmail.com) under subject heading “horsemanship”.
- f) Due to the inherent cost of maintaining horses, the horsemanship program will cost an additional \$30. This should be paid to the trading post prior to the first attending session.

Counselor-in-Training Program:

One of the wonderful things about Simon Kenton Council Camps is that the vast majority of the staff members are former campers. It is common for many Scouts, after experiencing the friendship and dedication of our summer camp staff, to want to return for additional weeks in camp and eventually become staff members themselves. A well constructed counselor-in-training program maintains the quality of the camp staff. Over ninety percent of the staff has gone through at least one year of this two-year program. At our camps, CIT's are not junior staff members. They are in a fun, rewarding and challenging training program, not a free labor pool. There is a Staff Trainer whose full-time job is to work with the CIT's.

CIT-A

Scouts, who are at least 14 years old as of June 1st are eligible for CIT-A. This one-week program is a combination of a leadership training program and a behind-the-scenes tour of camp. In various sessions, Scouts learn such skills from how to throw together a hilarious skit in ten minutes to how to effectively help a scout learn a skill over the course of a week. The CIT's also learn about the Aims and Methods of Scouting and how we use such ideas as the patrol method in summer camp operations. Participating in initiative games or developing a crazy and original name, flag, handshake and song with the other members of the CIT-A patrol, Scouts learn more about camp and about Scouting.

The cost for this one-week program is \$100.

CIT-B

Scouts, who are at least 15 years old as of June 1st and who have taken CIT-A, are eligible for CIT-B. This two-week program builds on the training gained in CIT-A and gives the Scouts a chance to spend time in each of the areas of camp, learning more of what it would be like to work on staff. They are expected to "Set the Example" not only for the Scouts and leaders of the troops in camp, but also for the CIT-A's. This time is an excellent opportunity for these Scouts to get an idea of where they would like to potentially serve the next year as a staff member. Since it is a camp training program, it is also the last time for many of these boys to experience camp without the responsibilities of being a camp staff member.

The cost for this two-week program is \$100.

Applications

Scouts who are interested in becoming a part of the Counselor-in-Training program should submit a CIT Application to the Council Service Center by May 1st. Scouts may also sign-up for a later session while they are at camp.

Camp Falling Rock Special Programs

The Brownsea Adventure

A Program for the New Scout in Your Troop.

What is it?

The Brownsea Adventure is a program designed for scouts who have just joined a troop or have just transitioned from Webelos. This is a transitional program to help Scouts understand the patrol method, learn basic Scouting skills, and experience many of the programs available at Camp Falling Rock.

Program Goals:

1. To provide a well organized program, based upon the Patrol Method led by qualified instructors.
2. To maintain a low instructor to boy ratio.
3. To teach the basic skills necessary to succeed in Scouting and the outdoor program.
4. To instill in the boys a respect for the Scouting methods and ideals found in the Outdoor Code and Scout Law.
5. To provide an exciting and memorable summer camp experience

Schedule:

This program is an all-day program every day of summer camp. The boys' time will be divided into four main periods during the week.

1. Brownsea Troop Time – inter-patrol activities, special topics, field trips, and the Brownsea Outpost.
2. Patrol Time – Specific time used to learn Scout skills and patrol methods.
3. Camp Time – This will be an opportunity for each patrol to sample the various offerings of Boy Scout Camp. For example, they may tour the Climbing Tower, shoot rifles at the range, or even participate in an excursion with the nature staff.
4. Free Time – Time for the boys to “hang out” with their home troop and new friends.

Why the Brownsea Adventure?

Upon his return from South Africa in 1903, Lord Robert Baden-Powell created the foundation for what would soon become the world's largest youth movement: the Boy Scouts. Baden-Powell decided to train boys as “peace” Scouts: ready at all times to help others. He discussed his ideas with many people, found a site on Brownsea Island off the coast of England, and there he pitched his camp on the 25th of July, 1907. The Boy's Brigade helped him to collect a mixed party of boys. They did not, of course, wear uniforms; some wore trouser and others shorts with shirts and ties. For shoulder-knots, they had long twists of colored wool hanging almost down to the elbow. Brownsea was not an ideal campsite, but there was plenty of woodland on the island for Scouting games. The following is Baden-Powell's report on the camp: “The troop of boys was divided up into ‘Patrols’ of five, the senior boy in each being [the] Patrol Leader. This organization was the secret of our success. Each Patrol Leader was given full responsibility for the behavior of his patrol at all times, in camp and in the field. The patrol was the unit of work or play, and each patrol was camped in a separate spot. The boys were put ‘on their honor’ to carry out orders. Responsibility and competitive rivalry were thus at once established; and a good standard of development was encouraged throughout the troops from day to day. The troop was trained progressively in the subjects of Scouting.” In the spirit of the original Brownsea Island Camp, we at Camp Falling Rock have created the Brownsea Adventure. This program is designed for new Scouts: those coming to summer camp for the very first time and working on their Tenderfoot through First Class ranks. In this program, Scouts will form a patrol, elect a patrol leader, and operate as a patrol. Each patrol will be assigned a Troop Guide from the camp staff. The Troop Guide's main duty will be to teach the Patrol Method, provide a strong foundation of Scout skills, and ensure that the boys have both an exciting and memorable experience at Camp Falling Rock. Each Scout should have the opportunity to serve as the Patrol Leader or Assistant Patrol Leader and have an assigned task that they must perform during their time as a leader. The Patrol Leader and Assistant Patrol Leader election will take place every morning and a Patrol Leaders' Council will convene daily. At Brownsea Island, Baden-Powell used innovative teaching techniques to engage the boys and enhance their learning experience. According to Baden-Powell, the best way to instruct boys was to teach in “short installments with ample illustrative examples when sitting around the campfire ... with demonstrations.” Making friends along the way is key to a Scout's success in the Brownsea Adventure.

Advancement at Brownsea

Although the activities conducted in the Brownsea Adventure are based on the Tenderfoot, Second Class, and First Class ranks, the objective of the program will be to assist the Scouts in mastering skills they will use for the rest of their lives and in Boy Scouting. The Scouts will work toward beads that represent specific components of Scouting such as nature, camping, first aid, and personal fitness. After earning the bead for a specific component, the Scout may then demonstrate the skill to his Scoutmaster and prove that he has retained the knowledge necessary to advance in rank.

Scoutmasters will be given a progress report for each boy at the end of the week. The Brownsea Adventure will be a hands-on experience where verbal instruction is kept to a minimum and the Scouts spend the majority of their time practicing what they have learned. This practice will come in the form of games, inter-patrol competitions, and projects. Fun is the key word for this program. We want Scouts to enjoy what Scouting has to offer and return to Camp Falling Rock next year! A strong partnership between the troop's leadership and the camp staff can make these goals happen. Scouts will have the opportunity to earn the First Aid Merit Badge during Brownsea, but will not have the opportunity to work on other merit badges. Other opportunities include: The Rocky Ridge Trail Award (5-mile hike), Fir'mn Chit, and Totin'Chip

Brownsea Outpost & 1-Mile Orienteering Course

After completing the 1 mile Orienteering Course, Scouts will prepare a campfire, and get ready for a dinner of kings. They will hold their own retreat before dinner, and hold some team related activities after dinner. They will go on a nature hike and play in a nature game. After a long evening they will settle down for a crackerbarrel and get ready for a movie to end the night. After a long night underneath the stars, they will wake up bright and early to clean up camp and head up to the swimming pool for a Polar Bear Swim.

Foxfire Trading Company

On the Frontier

In the early 1700's the land west of the Appalachian Mountains was a vast "untamed" wilderness, untouched by saw or plow. This frontier was explored by a legendary group of men known as long hunters, who lived by their wit and brawn. Equipped with only a "front stuffer", a knife, a hawk and possible bag these men lived for months in a land where they were often not welcome.

The Program

Step back in time to the era of the fur trade and live as the long hunters did over 200 years ago. Learn the old ways of living on and with the land. This program takes skills learned in Scouting and in The Foxfire Trading Company, combines them and puts them in the test. Participants will cook, eat, sleep and play just like the pioneers did. The uniform of the week is the mountain man shirt that you will receive at the beginning used by the long hunter. Other activities include muzzle loading, blacksmithing,

leatherworking, tracking, 'hawk and knife throwing, and other skills necessary to live on the land. No hunting or trapping is actually conducted on the Frontier!

To Participate

Participants must be at least 14 years of age, be able to pack their gear into a primitive camp and be confident enough in their outdoor skills to live away from the main camp. Scouts will not be able to take merit badges or participate in any regular camp programs. However, participants will journey back to main camp for the Wednesday Night Campfire.

The Cost

The Foxfire Trading Company on the Frontier costs an additional \$30.00 (\$40.00 for out-of-council participants). This fee covers the cost of the mountain man shirt, a knife kit and numerous small supplies for the week. Scouts **WILL** make many things to take home. Adult, two-deep leadership is provided by the Foxfire Trading Company staff. If a Scout is unable to attend camp during the same week as his troop, he may attend another week; the troop does not need to be at camp for a Scout to be on the Frontier.

What to Bring

- ❖ Health Form & a signed CFR Informed Consent Form
- ❖ Natural color pants (brown, black, dark gray or dark green)
- ❖ Personal toiletries (i.e. toothbrush, towel, soap etc.)
- ❖ Bedroll or sleeping bag
- ❖ Rain gear
- ❖ Boots or heavy leather shoes (brown or black)-moccasins optional
- ❖ Water bottle
- ❖ Backpack (to carry gear)
- ❖ Extra shirts
- ❖ DO NOT BRING firearms, large knives, or any electronic gadgets

What to Expect

When participants arrive at camp, they will be taken to a separate area for a shakedown. The Foxfire Trading Company staff will conduct the shakedown with each Scout to ensure that only items need on the Frontier will be taken along. Participants will eat dinner in the Dining Hall at main camp. After dinner the company hikes out to the Frontier. The Foxfire Trading Company looks forward to seeing you at The Rock this summer. Keep your powder dry!

CFR Biking Program

Each ride is a half day ride. Routes include on and off road trails. Riders will be off camp at times. This program is not recommended for the weak. Personal bikes may be used upon approval of area director. Helmets must be worn at all times. The cost is \$5.00, and tickets may be purchased at the Trading Post.

Equipment provided by camp:

- ❖ Bikes
- ❖ Helmet
- ❖ Participants must bring:
- ❖ Health Form
- ❖ CFR Informed Consent Form
- ❖ Clothes that can get very dirty.
- ❖ Leather or biking gloves.
- ❖ Water bottle
- ❖ Day pack

CFR Climbing/Rappelling Program

Falling Rock is fortunate to have a natural rappelling site as well as a 40+ foot climbing/rappelling wall. To provide a varied experience to the Scouts, the cliffs will be used for rappelling only on Thursday. The wall will be open on Monday, Tuesday, Wednesday, and Friday for climbing and rappelling.

All participants must use camp climbing/rappelling equipment. NO personal gear is permitted.

Participants must bring:

- ❖ Health Form
- ❖ CFR Informed Consent Form
- ❖ Long pants
- ❖ Close fitting clothes (no baggies)
- ❖ Boots
- ❖ Water bottle
- ❖ Leather gloves
- ❖ Climbing shoes optional for tower

National Accreditation

All Simon Kenton Council Summer Camps are accredited by the Boy Scouts of America.

Visited annually by a team knowledgeable and trained in camping standards, our camps maintain a top rating for their facilities, programs, and staff.

Rules for acceptance and participation in the programs are the same for everyone without regard to race, color, age, handicap, or national origin.