

THE NORTHERN NeXus OF ADVENTURE

SPIRIT OF ADVENTURE CAMPS



2017 Leader's Guide

Northern NeXus of Adventure

T.L. Storer Scout Reservation | Wah-Tut-Ca Scout Reservation



BOY SCOUTS OF AMERICA®
THE SPIRIT OF ADVENTURE COUNCIL

Welcome to the Northern NeXus of Adventure!

CHOOSE YOUR OWN ADVENTURE

In the development of the Spirit of Adventure Council, a great deal of thought went into how we can build our camping programs. The Spirit of Adventure Council recognizes that Scouts and Units have many choices when selecting a summer camp program. A vision was forged that combines the vast physical outdoor camps and facilities into a dynamic menu of opportunities. This vision recognizes that one size does not fit all needs. As a result, the Northern NeXus of Adventure was created. Through the Northern NeXus of Adventure, our great camps have been connected in a way that provides a wide variety of options for units and Scouts to select from.

As we enter the second year of the Northern NeXus of Adventure, we will continue to work together to link the Spirit of Adventure's three northern-most camps in ways that will highlight their natural features and build upon their past program successes. All the camps will continue to have the same great opportunities for program that we've always had. T.L. Storer will continue to run a Scheduled Merit Badge Program and Wah-Tut-Ca will continue to run Open Program. Both camps will continue to expand and improve to provide innovative programs found nowhere else.

After a successful first year, the new Rare Adventure Program, a highlight of the Northern NeXus experience, continues to develop and grow into a thriving programs for individuals, patrols, and units. Rare Adventures combines our resources at each camp, allowing us to be able to provide incredible programs that you will not find in any other Scout Camp. Less than a twenty minute drive apart, take a trip over to Wah-Tut-Ca for a ride on the Craig Ryder whaleboat or take a drive over to T.L. Storer to experience the caving tower.

The Northern NeXus recognizes that one size does not fit all. The theme of the NeXus is "Choose Your Own Adventure". This theme encourages Scouts and units to thoughtfully design a summer camp program they can call their own. Through our menu of different options, we hope to provide a unique experience not provided anywhere else.

The core administration from last summer has returned for 2017 and we are excited for the opportunity to continue to grow the NeXus. Since August, we have been working hard to improve the qualities of our services and implement growth to our programs. We want to continue to be an open line of communication for feedback and ideas as we move the NeXus forward together.

Summer Camp is often a highlight of the summer Boy Scout experience for units and Scouts alike. We take the weight of the importance of our program and the experience we provide very seriously. As opportunities to learn about, advance in, and experience the great outdoors get harder to find, we hope to provide this opportunity in a setting that is comfortable, flexible, and meets the needs of each individual Scout and unit. We want each Scout's time spent at the NeXus to be the highlight of their summer, creating memorable experiences and developing skills that will last a lifetime.

Again, we recognize that you and your unit have choices. Our goal is to provide something that is truly unique. We sincerely believe there is nothing like a Spirit of Adventure Camp and look forward to joining in the *Spirit of Adventure* with you this summer.

Your 2017 NeXus Camp Directors,

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Know someone interested in joining our team?

Camp Staff Applications are available online at ScoutSpirit.org/Camping

Office Phones

T.L. Storer Scout Reservation

(603) 942-5483*

Wah-Tut-Ca Scout Reservation

(603) 942-5233*

Spirit of Adventure Council Administrative Office

(617) 615-0004

*A staff administrator will receive and deliver messages to campers and leaders during camp. The camp business lines will only be answered from June 18th through August 8th during the following hours: Sunday- 10 AM to 12 AM, Monday- Friday 9 AM to 12 AM, and Saturday- 9 AM to 11 AM.

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Notable Dates, Deadlines, and Changes

Overview of changes and new things:

Saturday dinner

New this year, we are highly encouraging Unit leadership to arrive early and join the NeXus Leadership for dinner at 5:30 PM on Saturday. This would include 2 adults and the 2 youth leaders for the week. Check out page 14 for more information!

Bicycles at Wah-Tut-Ca

Mountain Bikes are now allowed at Wah-Tut-Ca! Please see the Northern NeXus Bike Safety Policy on page 11 for more information!

Dates and Deadlines

Traditional Troop Weeks

Week One July 2nd to July 8th

Week Two July 9th to July 15th

Week Three July 16th to July 22rd

Week Four July 23th to July 29th

Week Five July 30st to August 5th

Specialty Weeks

Brownsea at TL Storer July 2nd- July 8th

NYLT at TL Storer July 9th - July 15th

NYLT at TL Storer July 30th – August 5th

Eagle Week at TL Storer July 2nd – July 8th

Eagle Week at TL Storer July 30th – August 5th

Scuba at TL Storer July 30th – August 5th

Discovery at WTCSR July 30th- August 5th

Deadlines for 2017

\$50 Deposit by April 1st

Initial Merit Badge Registration (TLS) by May 1st

Pay in full by June 1st

Med Forms at least TWO WEEKS prior to your week

RVSP to Saturday Dinner at least a WEEK in Advance

Additional Important Dates

Program Guide release early 2017

Parent Guide release March 2017

SPL Guide release April 2017

Leaders Meetings May 23, 24, 25 [Locations to be announced]

Pre-Camp Swim Test Dates to Come

How to Book

To book a week for your unit at the Northern NeXus of Adventure, Call our office at 617-615-0004, or if you would like to speak with one of the Camp Directors or the Director of Operations see the above contact section.

Once our online registration goes live the respective camp director will contact you to have you register the individual youth in your unit.

2017 Northern NeXus of Adventure Camp Fees

Scout Week with Troop (Dining Hall and Patrol Cooking) - \$445

Scout Week with Troop with Adventure Card Discount - \$356

Provisional and Specialty weeks - \$475

Provisional and Specialty weeks with Adventure Card Discount - \$380

Adult Fees - with Meals*** n/a \$25/day

Adult Fees - without Meals*** n/a \$10/day

*****First two Leaders Free.** Units are allowed 1 adult for each 8 youth in camp at no additional charge, with a minimum of 2 adults at all times no matter the size of the Unit. Units with 23 youth or less can bring 2 adults at no additional charge; a Unit with up to 24-31 youth can have up to 3 adults at no charge; a unit with 32-39 youth can have up to 4 adults at no charge, etc.

Refunds

Refunds prior to June 1st – Participants will receive refund of payments made to date less the \$50.00 deposit.

Refunds after June 1st– No fees will be refunded. (If a physician provides a letter stating that the participant cannot attend for medical reasons, Scouts will receive a full refund less the \$50.00 deposit.)

After arrival at Camp:

- If a Scout becomes ill or is injured while attending camp, and is sent home by order of the camp medical director, prior to Wednesday, the Scout will be entitled to a 50% refund. Homesickness is not considered a refundable medical reason
- If the Scout is sent home after Wednesday, there will be no refunds.
- Scouts who leave camp for behavior issues or by their own choice or for other reasons will not be granted a refund.

All refunds should be requested in writing through email or mail by the unit's adult leadership to the NeXus Operations Director or at the camp.

- No refunds can be granted for any reason after August 31, 2017. The \$50.00 per Scout deposit is non-refundable after it has been paid.
- No refunds can be issued at the camps and any refund issued will be processed by the Spirit of Adventure Council Administrative offices.

Note: The \$50 is based upon the number of Scouts attending in the unit. This deposit may be transferred to a new Scout attending.

Council Camperships

Very often generous organizations and individuals provide camperships for Scouts to attend summer camp. If a unit has such a need and has exhausted its own efforts to finance an individual Scout, contact the Council Administrative Offices for a Campership application. If money for camperships is available, a working arrangement will be developed for individual Scouts. Camperships are usually only for a portion of the total cost. Prior to arrival at Camp, unit's should see a credit through DoubleKnot on their registration for any camperships that were awarded for Scout's in the unit. Individuals and Units are responsible to maintain records for the receipt of any camperships for proof during Sunday check-in. Further information on Camperships and application details will come directly from the Spirit of Adventure Council.

Mail

To get mail to a Scout at one of the NeXus Camps, address it to:

Scout's Name
Unit
Campsite
Wah-Tut-Ca Scout Reservation
292 Blake's Hill Road
Northwood, NH. 03261

Scout's Name
Unit
Campsite
T.L. Storer Scout Camp
1513 Province Road
Barnstead, NH 03218

Getting Here

Wah-Tut-Ca is located at 292 Blake's Hill Road, Northwood, New Hampshire. If you plan to use your GPS to get here please be advised that many GPS units will direct you to take Blake's Hill Road from Route 43. That end of Blake's Hill Road is an unimproved, muddy, dirt road which is not passable for many vehicles. If your GPS tries to take you this way continue on Route 43 to Route 4/202, make a left and continue to follow the GPS directions from there.

If using a GPS to get to T.L. Storer please be advised when following the directions. For best entrance into camp please use **4 Adams Pond Road**. Driving directions are included below if you prefer the tried and true map and compass approach.

From I-93N Take I-93N to Exit 15E in Concord, New Hampshire. Take I-393 East to Route 4 East. Take Route 4 East to the traffic rotary in Epsom, about 8 miles from I-93. Continue East on Route 4 into Northwood, NH.

For WTC, turn right onto Blake's Hill Road, about 7 miles from the rotary. The camp entrance is approximately 1 1/2 miles on the right.

For Storer, turn left onto Main St. Main Street turns right and becomes NH-107 North. Continue on Jenness Pond Road. Turn right onto Old Barnstead Road. Continue onto Wild Goose Pond Road. Turn left onto Province Road. Storer will be on the left.

From Route 125 Take Route 125 North into New Hampshire, through Plaistow, Kingston, Brentwood and into Lee, NH. From the traffic rotary in Lee, NH, take Route 4 West (3/4 around the rotary). Follow Route 4 West for approximately 13 miles to:

For WTC, Blake's Hill Road in Northwood, NH. Turn left onto Blake's Hill Road. The camp entrance is approximately 1 1/2 miles on the right.

For Storer, turn right onto Main St. Main Street turns right and becomes NH-107 North. Continue on Jenness Pond Road. Turn right onto Old Barnstead Road. Continue onto Wild Goose Pond Road. Turn left onto Province Road. Storer will be on the left.

From I-95 Take I-95N to exit 4 (the Route 4/Route 16 split) in New Hampshire. Follow Route 4W/16N for 5.7 miles to exit 6W - Route 4 west. Follow Route 4 west for about 22 miles to:

WTC, Blake's Hill Road in Northwood, NH. Turn left onto Blake's Hill Road. The camp entrance is approximately 1 1/2 miles on the right.

Storer, turn right onto Main St. Main Street turns right and becomes NH-107 North. Continue on Jenness Pond Road. Turn right onto Old Barnstead Road. Continue onto Wild Goose Pond Road. Turn left onto Province Road. Storer will be on the left.

Camp Policies

The Camp Director reserves the right to dismiss anyone from camp for violation of the following camp policies and standards:

Liquid Fuels: Fuel that is in or attached to an appliance may remain in the site.

Bulk fuel containers must be stored in the fuel shed at the Ranger's station. Ask camp administration for assistance. Liquid fuel is approved for use in campsites, but propane is recommended. Only adults can use liquid fuels in camp.

Inspections: Campsites must be in good condition and will be inspected daily for health, safety, and appearance.

Behavior: Everyone in camp is expected to uphold the Boy Scout Oath and Law at all times. Improper language, irresponsibility, dishonesty, or any violation of the Scout Oath and Law will not be tolerated.

Drugs and Alcohol: The possession or use of alcoholic beverages and non-prescribed drugs by any person in camp, including adults, is strictly forbidden and are grounds for instant dismissal. The Scout Executive and proper authorities will be notified immediately.

Smoking: A Scout Camp is hardly the place for a boy to learn to smoke or to further the habit. Unit leaders should not permit any Scout to smoke or use smokeless tobacco. For leaders (18 years old or older) who wish to smoke, a designated smoking area will be available; it is the only place in camp you are allowed to smoke. Please use caution and stay away from the boys while smoking. **There is no smoking in any of the buildings at camp or in tents.**

Campfires: Fires are allowed only in the fire ring located in every campsite. Fire rings in the campsite should not be altered, moved, or created.

No Flames in Tents: No open fires in tents are allowed under any circumstances. This includes all types of lanterns, candle, lighters and matches.

Vehicles: Because of potential safety hazards, vehicle use during the week at camp will be strictly controlled. The posted speed limit in camp is 5 MPH though this may be too fast if there's a lot of traffic. Please use common sense and drive safely.

Drivers must be at least 18 years old with a valid driver's license, and vehicles must be properly registered and insured. There must be a seat belt for everyone in the vehicle, and no one is allowed to ride in the bed of trucks or trailers per BSA Policy.

All vehicles must be parked in the camp parking lots. Any requests for special vehicles in camp for health or other reasons should be coordinated with the Camp Director.

Trailers: Unit equipment trailers are allowed in campsites. Trailer wheels must be chocked.

Gambling: Gambling is illegal and will not be allowed in camp.

Firearms, ammunition, and archery equipment:

Personal shooting sports equipment, including bows, are not traditionally allowed on camp property. If you would like to bring your own bows or other shooting sports equipment, permission must be given by the Shooting Sports Director and Camp Director prior to bringing the equipment onto camp property. If permission is given in advance, equipment must be locked

in the camp's safe when not in use, used only at the discretion of the Shooting Sports Director, and must be in compliance with all BSA policies and laws.

Large Knives: Sheath knives, oversized pocket knives and machetes have no place in summer camp and should be left at home.

Visitors: Visitors in camp must check in at the reservation office. All visitors are required to wear wristbands and may also not participate in any activities.

Tree Damage: No trees, dead or alive, are to be cut without specific permission from the Camp Director or Camp Ranger.

Protection of Camp Property: Wah-Tut-Ca and Storer are your camps and we ask that you treat the facilities and equipment as if they were your own. Units will be billed for anything that is maliciously damaged, destroyed, or lost.

Chainsaws: Per BSA policy we cannot allow the use of chainsaws for any reason without the direct authorization and approval of the camp ranger.

Fireworks: No fireworks of any kind are allowed in camp.

Fighting: Fighting is not allowed in camp, and it is grounds for immediate dismissal.

Pets: Per BSA policy pets are not allowed in camp. Please leave them at home.

Code of Conduct

The law of camp is simple. It is the Scout Oath and Law.

Discipline

Normally, discipline of a camper is the responsibility of the adult unit leader in charge at summer camp. Under no circumstances shall a camper be deprived of food, isolated, subject to corporal punishment, or be subjected to abusive physical exercise as a means of punishment.

We recommend a three step process to handle any discipline problems. First, the Scoutmaster should issue a verbal warning. If the problem persists bring it to the attention of the camp director who will issue a second warning. After a third offense the

Camp Director will contact the boy's parents and will consider sending him home.

Our leadership team has many years of experience working with boys in this age group and is more than willing to work with you to keep a rowdy group under control.

We'd much rather be proactive and avoid situations where boys need to be sent home.

Language

Verbal abuse, discriminatory or derogatory remarks, and off-color conversation shall not be tolerated.

Discrimination

The camp programs of the Spirit of Adventure Council are open to all registered youth regardless of sex, race, creed, color or national origin, ethnic background, sexual orientation, or economic status

Quiet Hours

A Scout is Courteous. Quiet hours are from 11:00pm – 7:00am. There should be no loud noises or other noisy events to disturb others. Leaders are responsible for their units conduct. If your Unit plays Reveille or Taps, it must be sounded at 7am and 11pm, respectively, with no variance.

Wild Animals

Our camp is a wilderness area that is the home of many wild animals from chipmunks to fisher cats to black bears. We have not had any campers injured by a wild animal and would like to keep this record. To maintain safety for all, we require all campers and leaders to observe these guidelines:

- All food should be sealed in airtight containers and away from tents.
- No food in tents

Cell Phones

In the past we have had policies preventing the use of cellular phones while in camp. Going forward we are actively promoting the use of cell phones. We encourage the use of hashtags such as #ScoutingThrives, #NotherNeXus, #NeXus, #LetsPlayOutside, #WahTutCa, #Storer, #SpiritOfAdventure, and #SOA. By doing this we are joining the 21st century and actively promoting what we do and what the NeXus has to offer. However, we do ask that during times of instruction phones be kept away unless specifically asked to take them out.

Please make sure all Scouts in your unit are abiding by the policies of the social media site as well as living up to the Scout Oath and Law in their posts. We do encourage each unit to implement and enforce their own cell phone policy that is congruent with their unit's values throughout the year.

We carry no insurance on personal items, including cell phones. Make sure Scouts know to be careful when using their phones in the outdoors.

What to Bring to Camp

A Unit packing list is included in Appendix E and an individual packing list is included in Appendix D.

What Not to Bring to Camp

Based on New Hampshire State Law, BSA policy and Spirit of Adventure Council policy, the following items should remain at home:

- Firearms
- Ammunition
- Fireworks
- Sheath knives
- Archery equipment
- Motorized or remote controlled toys
- Valuables
- Pets
- Aerosol cans of any type
- Alcohol and drugs
- Medications (prescription or OTC) that you do not plan to turn in to the nurse
- Distracting electronic devices (video games, MP3 players, tablets, etc.)
- A poor attitude

NOTE: Unfortunately, even at Scout Camp, losses sometimes occur. **We carry no insurance on personal items, including personal vehicles**

NeXus Mountain Bike Safety Policy

All Scouts and Leaders attending either T.L. Storer or Wah-Tut-Ca are encouraged to bring their bicycles and helmets to camp. It is the responsibility of the Unit leader to make sure that all bikes the Unit brings are safe to use and properly maintained. The following rules have been established in order to make mountain biking around camp fun, feasible, safe, and ecologically sound as possible. These rules must be strictly followed with the understanding that abuse of these rules by any individual in camp will require the camp management or Unit Leader to revoke their bike riding privileges until the end of their week at camp.

- 1) All bikes must be of the mountain bike variety - no street bikes will be allowed.
- 2) Bikes are subject to inspection at any time by the designated staff and Unit Leaders who may remove the bike if it fails inspection. See Appendix H. Many mountain bikes look alike. In order to secure your bike, the use of bike locks is encouraged.
- 3) It is at the discretion of the camp management or unit leaders whether or not a bike should be confiscated upon a subsequent violation.
- 4) Scouts assume all liability for the care, maintenance and condition of their bike. The camp will not be responsible for injury due to unsatisfactory maintenance of personal bikes. If the Camp determines a bike to be unsafe and un-repairable with the means at our disposal, the bike will be impounded for the duration of the Scout's stay.
- 5) Scouts bringing a personal mountain bike to camp must also bring an ANSI approved helmet, and must wear the helmet at all times.
- 6) Personal mountain bikes may be used for transportation to and from program areas. Bikes may only be ridden on camp roads at an acceptable speed able to maintain control at all times.
- 7) Scouts must store their bikes in their unit's campsite.
- 8) At program areas bikes may only be parked at designated areas. Each program is responsible for designating appropriate parking areas.
- 9) When approaching pedestrians from behind, the biker must warn the pedestrians of their approach and announce which side they will be passing them on.
- 10) Bikes may not be ridden between dusk and dawn. If a bike is not back to its owner's site before sunset it needs to be walked (not ridden) back.
- 11) Only single riders will be permitted on a mountain bike.
- 12) Regardless of whether a Scout is on foot or on a bike, he/she must travel with a buddy.
- 13) Mountain bikes may not be ridden across parade fields.
- 14) Bikes may be confiscated by camp management or Unit Leaders, for violation of bike rules
- 15) Bikes may only be ridden on roads, not trails or path

Uniform

It is recommended that a Scout have at least one complete Official Boy Scout Field Uniform for his stay in camp. The Field Uniform consists of a Scout short-sleeved shirt, Scout shorts, and Scout Socks. Leaders are encouraged to have a complete uniform; appropriate use of the uniform in your Unit depends upon your example. The Field Uniform is to be worn every day to evening meals and for Unit pictures. Activity uniforms (Scout shorts, Scout socks and a Scouting T-shirt) should be worn at all other times though alternates to the Activity Uniform may be used at the Unit's discretion. Shoes or appropriate footwear should be worn at all times, by all persons. Open-toed shoes are not permitted.

Fires in campsites

Self-contained stoves and lanterns may be used, but not in tents. Fires are only allowed within the sites fire ring and no additional fire rings may be created. The only exception is for Storer personnel for fire building instruction during scheduled classes if conditions permit. Charcoal fires for unit cooking may be allowed in approved containers with supervision. You must check with Camp Leadership Team before starting a charcoal fire. Liquid fuels or starters shall not be used for starting any type of fire, including damp wood, charcoal, and ceremonial fires. Non-liquid charcoal starters are available for grilling and cooking.

Lanterns and Stoves

Propane stoves and battery or propane lanterns are allowed. The use of liquid fuel may only be used in a manner consistent with the Guide to Safe Scouting. Excess fuel must be stored with the Ranger in approved lockers.

Clotheslines

Clotheslines should be strung away from trails at least 6' off the ground. Visibility ribbons should be secured to prevent accidents, especially when there are no items left on the clotheslines. Don't use tent outriggers or guidelines.

Saws and Axes

Saws and axes should only be used and stored in the site's axe yard or in the supply tent. Only Scouts with a Totin' Chip card or under the direct supervision of a Unit leader or an older Scout assigned by the unit leader will use axes or saws.

Knives

Knives with fixed blades or knives having blades longer than 4" are prohibited for both Scouts and leaders with the exception of knives designated for cooking purposes only. They are to be kept in a sheath when not in use and may not be carried by Scouts at any time.

Trash in Campsites

We ask all Scouts to be clean and maintain a high level of cleanliness in their campsites. If you have trash in your site please bag it up and put your trash bag next to your site sign before 8pm. The Commissioner staff will go around camp every evening and collect the trash and leave a new trash bag for your site.

Restricted Areas

While none of the program areas or equipment should be used without supervision of the NeXus staff, the following areas of the camps require special attention.

Aquatics Areas: Entry to the waterfront is restricted to an approved entrance and exit and only when waterfront personnel permit such use. Under no circumstances should any Scouts be in the water along the camp shores unless an approved aquatic activity is taking place, supervised by the Aquatics Director. Waterfront personnel are in complete charge of all Waterfront activities.

Rifle, Archery and Tomahawk Ranges: Use of these areas is under the direct supervision of the appropriate Range Officers. Range Officers will control access to the range.

C.O.P.E. at Storer: The use of the C.O.P.E. area is restricted to approved times and all activities must be supervised by the C.O.P.E. staff. C.O.P.E. personnel are in complete charge

of all C.O.P.E. area activities. Units and individuals must have the permission of the C.O.P.E. staff to enter the area.

Climbing: The bouldering wall and climbing tower should only be used under direct supervision of the Climbing staff. If your unit wishes to use these facilities, please schedule a time with the Climbing staff.

The Kiln at WTC: Two or three times throughout the week, the handicrafts staff will be firing Scouts' artwork. The kiln gets extremely hot, and the shed that it's in gets pretty warm, too. No one should be in the shed without the Handicrafts Director present.

Unit Leadership

The heart of the summer camp experience lies in the Unit campsite. The activities and learning experiences that happen in the site are as important as what takes place in the rest of camp. In order for the Scouts in your Unit to have a good experience at camp, skilled adult leadership in the site is invaluable. If you're a new leader, we'd be happy to help get you up to speed on running a good program for your Unit - just ask a Commissioner, that's what they're there for. The information below outlines what we expect from adult leaders to make the week run smoothly.

Saturday Dinner

NEW THIS YEAR- We are highly encouraging Unit leadership to arrive early and join the NeXus Leadership for dinner at 5:30 PM on Saturday. This would include 2 adults and the 2 youth leaders for the week. This is the perfect time to turn in the rest of the medical forms, get a feeling for the campsite to let us know if everything you will need for the week is there, and bring as much troop and personal gear you can get from the Scouts ahead of the rush on Sundays. We will have a working dinner meeting to set the ease and solve problems before the entire unit shows up on Sunday morning. The dinner will only be located at one of the NeXus camps per week, so please note which camp your unit leadership should be in attendance at during your week:

July 01 - Wah-Tut-Ca Scout Reservation
July 07- T.L. Storer Scout Reservation
July 14- Wah-Tut-Ca Scout Reservation
July 21- T.L. Storer Scout Reservation
July 28- Wah-Tut-Ca Scout reservation

You may arrive at the camp you are booked to stay at any time after 1pm on the Saturday Prior to your week at the NeXus; registration will begin at 3:30 pm at the designated camp. We recommend that you take the time prior to registration walk around the campsite to make sure you can communicate any additional needs that you may have. After registration we will have a leader's meeting and dinner at 5:30 pm.

This is a day off for most of the staff and therefore we won't be providing many services. Please treat this as a unit camping trip as you will be responsible for the meds of any youth that come up as part of the leadership core of the unit. The goal of the new Saturday program is to get on the same page for Sunday, so that we can address any needs as soon as possible.

Responsibilities of the Adult Leader

One of the most important roles of the unit leader is to insure the safety and well-being of the Scouts in his/her unit. This is usually easy if you obey the rules and regulations of the Boy Scouts of America and of the Reservation Staff.

Adult Coverage

Each unit must provide at least two adult leaders during their unit's entire stay. For proper supervision, Units will be required to have one adult, 21 years of age or older, and enough additional adults, 18 or over for a ratio of 1 adult to 8 boys. In addition, Unit Leaders are directly responsible for the supervision of all members of their unit.

Scouts shall not be permitted to roam camp unsupervised. Units will use the "buddy system" in camp and a check-in/checkout board in their campsite for all Scouts. In all movement of boys, the buddy system will be used. In no case, will boys be permitted to move about without a buddy.

If a leader wishes to leave camp, arrangements should be made with the Camp Director for coverage. Under *no* circumstances may the Unit be left with only one leader, or unattended. If adult leadership changes during the week, please advise the Camp Leadership. **Anyone entering or leaving Wah-Tut-Ca or Storer during the week must sign in or out at the Camp Service Center.**

Please fill out an Adult Leader & Visitor Registration Form for your Unit so we know what leaders to expect during the week and assist your unit on figuring how much you may owe in leaders fees. To remain flexible for any changes in coverage for your unit, leader's fees are due by Thursday at 5 PM to the camp Business Manager.

Leadership Meetings

There will be a Scoutmasters' meeting on Sunday night at 7 PM. At least one adult from each unit is asked to attend. This will be an opportunity to meet key camp personnel face to face. We will go over safety regulations and information for the week. Any immediate concerns can be addressed at this meeting as well.

There will also be a Senior Patrol Leaders' meeting at 7:30 PM. At least one youth representative (preferably the SPL) from each unit is asked to attend. This meeting will involve at a minimum signing up for shower cleaning and for flag ceremonies. Other SPL meetings may be held to go over other camp activities and to plan Friday night's campfire.

Two Scoutmaster Roundtables will also be held during the week on Tuesday and Thursday. Use this time to meet with the camp Commissioner to discuss how the week is progressing for the Unit.

Youth Protection

All registered leaders listed on the Unit Adult Registration form and any other adults who will be remaining at camp for more than 24 hours must have a current Youth Protection Training Certificate. Certification is valid for two years.

Leader Conduct

Scouters should avoid unnecessary or inappropriate physical contact with Scouts. Two deep leadership is required at all times. Any one-on-one meeting must be held in a public setting.

Visiting Days for Parents

All visitors must check-in and checkout at the reservation office and receive a wristband upon their arrival or departure from camp.

Parents and friends are welcome to visit camp at any time. However, because most boys are at camp for only one week, frequent visits interfere with the Unit program and his activities. It is at the Scoutmaster's discretion to encourage or discourage visits by parents, and parents should clear all visits with their unit leader.

Generally, parents will be permitted to sit with their sons, provided space is available. If space is limited, a special guest table will be arranged. Day visitor meal costs vary by meal; tickets are available at the Trading Post.

The best time for parents to visit is during Wednesday's eat in site meal.

Camp Procedures

Motor Vehicles and Parking

Each unit will be allowed one vehicle into the campsite on Sunday. Once the unit trailer and gear are dropped off the vehicle must be removed from camp roads to the designated parking areas. Please make sure all vehicles are in a designated parking spot no later than 4:00 PM on Sunday.

Reservation Office

The reservation offices are open from mid-June through mid-August.

Office hours are:

Sunday- 10 AM to 12 AM

Monday- Friday 9 AM to 12 AM

Saturday- 9 AM to 11 AM

To get in touch with us any other time, please refer to the contact information above or call our council administrative offices at (617) 615-0004.

Leaving Camp

Once the adult and youth rosters are turned in, the individuals on those lists are considered to be signed into camp. Anyone leaving or arriving at camp after that point must sign out/in as appropriate at the reservation office. Scouts may only leave camp with an authorized adult and must be accompanied by their Scoutmaster to the Camp's reservation office to sign out. The authorized adult must sign an early release form and provide photo identification, which will be copied and kept on record.

Emergency Procedures

The health and safety of everyone in camp is our primary concern. The best defense against any emergency is preparedness. Being prepared and understanding policies and practices governing the actions of staff and campers are the adult leaders' responsibilities. Each leader must not only know what to do in an emergency, but also what can be done to prevent them. Please become very familiar with the contents of this section. In time of crisis, there is only limited time to react. An emergency drill will be conducted within the first 24 hours of camp.

General

In any emergency, the following should be kept in mind:

- Notify the nearest staff member immediately
- do not make any premature decisions or give any instructions or information unless relayed to you by the Camp Director or his designee.
- Leaders/Staff members, above all, should remain calm and collected. Set the proper frame of mind and avoid panic during the emergency.
- a siren emergency may only be initiated and ended by the Camp Director or his designee. Not all emergencies are camp-wide; only the Camp Director can determine the severity of emergencies.
- unless it is a life-threatening emergency, the Camp Director must be consulted before emergency services can be called.

Siren

A camp-wide emergency will be signaled by blasts from the camp siren. Non-camp wide emergencies will be relayed down through the chain of command. Follow all instructions exactly. A full set of written emergency procedures will be distributed upon your arrival at camp.

Reporting

When an emergency presents itself, the following steps should be followed:

- Take all steps to ensure that no further injury or potential injurious situations have been addressed.
- Report the emergency to the nearest staff member.
- Give a very clear and calm report: who, what, when, where, how, etc.

Welcome to the NeXus

The Plan for Sunday

We recommended that you have your Scouts arrive around 11:00. After 10 am, only one vehicle per unit will be allowed in the site or past the camp road gate. We ask that all additional vehicles be in the parking lot by 10:00; please plan accordingly. Remember that the first meal served in the dining hall for the whole camp will be dinner at 5:30. Keep in mind that no services will be provided until 10:00 a.m. on Sunday when the Reservation offices open.

A greeter will be at the camp gate starting around 11:00 a.m. to guide people along to the main parking lot and answer questions. There will be staff in the parking lot to assist with parking starting around 10:00 A.M. If your campsite is along the road before the Reservation Office, as soon as your gear is unloaded, we ask that you move the vehicle to the main parking lot so that there is no blockage of the camp road or of the access to the campsite. Even if you didn't carpool to camp, carpooling from the top of the hill of Wah-Tut-Ca or the entrance of Storer to the site is recommended whenever possible.

Occasionally a unit asks about arriving on Saturday to get an early start on setting up. With the addition of the Saturday program, we ask that only the unit leadership arrive on Saturday.

Please remember that Saturday is the only day during the week in which the majority of the staff have a day off. We ask that you respect those staff members who may still be in camp during their time off and take note that no services, other than those outlines in the Saturday program section, will be provided until 10 am on Sunday morning.

Planning Your Unit Program

Elements of a good program:

- Patrol Activities: The patrol is the preferred method of Scouting. Camp provides a week-long opportunity to make it come alive.
- Unit Activities: An opportunity to allow your junior leaders to lead and build Troop spirit.
- Camp-wide Activities: A weekly highlight; a time to make new friends and share new experiences.
- Conservation projects: An opportunity to leave behind your mark. Check in with our Discovery/Nature Director.
- Advancement opportunities: Every Scout progressing along the Eagle Trail.
- Free Time: Time to grow, think, and enjoy the programs that interest you most.

Some Planning Ideas:

- Determine the activities the Unit would enjoy.
- Determine the need for advancement in the Unit, either rank advancement or merit badges.
- Compare the Unit program ideas with the existing summer camp program.
- Do as much planning as you can before arriving to Camp. Find out what the Scouts are interested in. If the Unit writes down their activities and goals for the week, they are much easier to accomplish.
- Read the NeXus Program Guide to get an idea of the programs offered this year at the Reservation. Use the menus of suggested activities to plan the highlights of your week at camp. Camp staff is prepared to serve your Unit.

With your help, we'll do the best we can to make the week a success for your Unit.

Know what you want, communicate your desires to us, and together we'll make it succeed. Additionally, you should meet with each Scout attending camp to help them plan individual goals to make sure they get the most they can out of their time at camp.

The 2017 Northern NeXus of Adventure Program Guide will be released in Early 2017.

Daily Schedule

Here is the new daily schedule for the NeXus:

- We recommend your Unit wake up by 7 AM each day to perform campsite chores and get ready for campsite inspections.
- Camp will meet by the flagpoles for 8 AM for colors with breakfast to immediately follow.
- Program areas open immediately after breakfast until 12:15 PM.
- Lunch begins at 12:30 PM.
- A siesta will follow immediately after lunch until 2 PM.
- Program areas open from 2 PM to 5 PM.
- Camp will meet outside by the flagpoles for 5:30 PM with dinner to immediately follow.
- Evening program runs from 6:30 PM to 8:00 PM.

Rare Adventures

Rare Adventures can be small adventures such as going on an expedition exploring the backwoods while hearing the history of Wah-Tut-Ca Scout Reservation with one of our backwoods experts from our Discovery area to going on an overnight low impact camping trip to a local peak. Adventures can be as big as spending an afternoon taking over Northwood Lake by sailing The Craig Ryder or soaking up the sun while enjoying the water park. If diving down isn't right for you, spend the afternoon using our climbing cave and COPE course at T.L. Storer.

Most of the Rare Adventures will be offered on a sign up basis. There will be an opportunity to sign up for Rare Adventures before the summer starts as well as being able to sign up the Saturday/Sunday your unit arrives in Camp. Units can sign up as a whole for a Rare Adventure (Doing a troop shoot at a range, sailing The Craig Ryder, climbing a local peak, etc.) or individual scouts can sign up to participate in adventures on their own. Units must have participation on both levels in order to earn the Spirit of

Adventure Camping Award and the Unit Adventure Award.

Saturday Checkout

In order to keep up the enthusiasm that has built up during the week check out will be Saturday morning. This will give everyone a full day of program on Friday.

The new schedule for the Final 24 hours in camp is as follows:

Friday

- Friday lunch at 12:30 PM
- Siesta until 2 PM
- Full afternoon of program
- Early release forms no longer need to be filled out as of 5:00 PM. Proper dismissal of the Scouts is the responsibility of the Unit leadership.
- Dinner at 5:30PM
- Program from 6:30PM to 8PM.
- Closing campfire at 9PM.

Saturday

- Breakfast: Cereal, muffins or bagels, and fruit served at the Dining Hall.
- Closing ceremonies will take place after breakfast
- Various awards will be handed out.
- Advancement paperwork and medications returned along with Unit pictures.
- Pack up your campsite and check out with a staff member who will meet you in your site after breakfast.
- Unit campsite checkout inspections.
- Units should plan to leave camp by 11:00 AM on Saturday to give us time to reset the sites for the next week.
- Early check out forms are not required and proper dismissal of the Scouts is the responsibility of the Troop leadership.
- Please make sure to fill out your camp evaluation before leaving for the week.

Health Lodge

A Health Officer is present in Camp at all times and a local doctor is on call for emergencies. All first aid treatment will be given and recorded at the Health Lodge. All injuries and illnesses must be reported to the Health officer, and no injuries should be treated by Unit Leaders.

The Health Officer will disperse medications for Leaders and Scouts. This mandate is in compliance with New Hampshire State health and safety codes. Per New Hampshire state law, **the only medications that are allowed to be kept on person are epi pens and inhalers**. This means that **all medications must be given to the Health officer upon check-in and must be in the original pharmacy containers**. This applies to Scouts and adults and to prescription and OTC medications.

To aid check in at the health lodge, each person with medications should place original pharmacy containers in a sealable plastic bag with name, Unit number, week, and campsite written on the outside of the bag. Instructions for dispensing medication should be clearly indicated on the original pharmacy containers, on the Annual Health and Medical Record, or more detailed instructions are needed, on a separate sheet included with the bag of medications.

If an injury or illness requires that someone be sent to the hospital, the Health Officer and Camp Director will determine if they should be sent via car or ambulance. In either case, his medical form and a "hospital packet" must accompany him. The hospital packets are located in the Health Lodge. It includes: a map to the hospital, insurance information, and important phone numbers. This policy applies to all campers, leaders, and staff.

Preparing to Check in at the Health Lodge

Medical forms will be reviewed prior to your Unit arriving in camp. All completed forms should be mailed a minimum of 10 days prior to your Unit's arrival at camp.

Address the package "**Attn: Health Lodge**" and send to the appropriate camp address. The medical staff will contact the unit leader if there are any issues with a medical form and you will have the opportunity to correct them prior to arriving at camp. This will streamline the check in process and save your Unit thirty minutes or more on Sunday.

We recommend that you make two copies of each form. Send us one copy of each medical form and retain a second copy for the Unit's use which you should bring to camp with you. The parents should keep the original. We are required to keep a copy of all medical forms for 5 years so we are unable to return them at the end of the week.

Due to BSA policies regarding information security, we are unable to accept medical forms via email.

A completed and signed Annual Health and Medical Record (AMHR) is required for every Scout and adult leader prior to arriving at the NeXus. The form is available at <http://www.scoutspirit.org/camping/>. In order to complete the form, each person must:

- Complete parts A, B and C. Part C must be signed by a licensed physician or nurse practitioner.
- Part C requires that you have had a physical within the last twelve months. An AHMR is valid through the end of the 12th month from the date it was administered by your medical provider. For example, a physical administered July 3, 2015, would be valid until July 31, 2016.
- Parents must have signed Part A: Informed Consent, Release Agreement, and Authorization as well as the Medications section of Part B within the last 12 months. A physician does not need to sign the Medications section as it is not required by the State of New Hampshire.
- Even if your Scout is not bringing any medication to camp, the Medications section must be signed in order for the Nurse to give any over-the-counter medication.
- Include a photocopy of both sides of medical insurance card in accordance with Part B

Upon arrival at camp, a medical check will be made. Any Scout without a complete and signed medical form will be *unable* to take part in any activity at camp until he has a completed health form. Forms must be received at the camp's reservation office within 24 hours of the Scout's arrival. Adults (18 years and older) who will be staying in camp overnight or for more than 12 hours and who wish to participate in camp activities must have a completed medical form on file.

It is recommended that you collect an Annual Health and Medical Record form from each person (youth and adult) attending camp at least a month prior to your week at camp to review and correct as needed.

Medications - Per New Hampshire state law, **the only medications that are allowed to be kept on person are EpiPens and asthma inhalers**. This means that **all medications must be given to the Health officer upon check-in and must be in the original pharmacy containers**. This applies to Scouts and adults and to prescription and over the counter medications. Camp has a wide variety of OTC medications on hand to deal with aches and pains, stomach ailments, cough and cold, allergies, bug bites and poison ivy, and we frequently have multiple options for each ailment. Leaving OTC medications at home will speed up Sunday check-in.

To aid check in at the health lodge, each person with medications should place original pharmacy containers in a sealable plastic bag with name, Unit number, week, and campsite written on the outside of the bag. Instructions for dispensing medication should be clearly indicated on the original pharmacy containers, on the Annual Health and Medical Record, or, if more detailed instructions are needed, on a separate sheet included with the medications.

If a person in your unit has a disability please contact the appropriate camp director. The NeXus staff will help in any way possible to make accommodations to ensure all participants have the best possible experience.

Provisional Camping

Individual Scouts can attend camp without their unit. A provisional Troop with a Scoutmaster and Assistant Scoutmaster provided by each camp are offered during the whole summer camp season. There is so much to do at the NeXus that one week is not enough for many boys and they stay a second or third week with our provisional unit. The cost for provisional camping is the same as the basic fees. Interested Scouts or their unit leaders should contact the Council Administrative Offices for additional information.

The Dining Hall

Our Dining Hall is set up to serve cafeteria style (breakfast & lunch) and family style (dinner only) this year. Our Steward will be present before, during, and after all meals to ensure that service runs smoothly and to coordinate with the kitchen. We ask that questions during the meal be directed to the Steward instead of the Food Service Director and that you cooperate with any requests the Steward may have. The meal times for the NeXus are: 8:00 AM for Breakfast, 12:30 PM for Lunch, and 5:30 for Dinner.

Patrol Cooking

This year we will be opening patrol cooking on the Wild Goose Side of T.L. Storer. We will be providing cooking kits as well as a fully stocked commissary. In order to accommodate the menus that the patrols will be cooking, administration will be working with units to make sure the menu is submitted by June 1st this isn't to say menu changes can't be made further on, but that we will be most flexible if we know ahead of time initial plan.

Day Visitor Meal Fees

The cost for meals for day visitors is \$3.00 for breakfast, \$5.00 for lunch, and \$10.00 for dinner. Visitors may purchase meal tickets at the Trading Post or with someone in the camp Reservation Office outside of Trading Post hours. If a unit is cooking in site but would like to eat one or more meals in the dining hall, the unit leader must notify the Camp Director at least 2 weeks prior to their week of camp. The unit will be charged the meal fee for each person eating in the dining hall.

Eat-in-Site Night

Eat-in-site night, Wednesday night, is an opportunity to do some Troop cooking while at camp. On that night, food may be picked up between 3:00 p.m. and 5:30 p.m. from the Dining Hall, and all unused food should be returned by 6:30 p.m. We ask that all Units submit their eat-in-site night food request form to the kitchen by Monday Lunch.

The form is available in Appendix E and it is recommended that your Unit plan your meal before arriving in camp. This form will also be available to you when your Unit meets with the dining hall steward on Sunday. If there are other items you wish to purchase, we will be happy to provide directions to the local supermarket. If your Unit is planning an elaborate meal on Wednesday night, you may find it easier to bring some of your own ingredients.

Unit Pictures

Unit pictures will be taken on Mondays during Siesta from 1:00 PM to 2:00 PM. The order in which pictures are taken is on a first come, first served basis. Getting there early is recommended to avoid a long line at the end. We will still make arrangements to take the photo in the case of a rainy day. Even if no Scout is interested in purchasing the photo, units are required to have a picture taken for the camp archives and to be included in the end of the week show. The cost per photo is \$10.00 and must be paid in one payment as a unit to the camp Business Manager before lunch on Monday.

Vespers Service

A Scout is Reverent. The Chapel is available for those Units or individuals wishing to hold services at any time. Any unit wishing to invite their spiritual leader or Troop Chaplain to conduct a service may do so. Your spiritual leader is the guest of the Camp for meals while serving the spiritual needs of your Unit. The nondenominational services and inspirational talks at Wah-tut-Ca will be on Monday immediately after dinner. The non-denominational services and inspirational talks at Storer will be on

Tuesday. The entire staff will be in attendance which means no program will be open until the service is complete. Attendance at these services is highly encouraged because a Scout is reverent.

Siesta

This is a good time for the Unit to regroup after a long morning of activities. Each day right after lunch until 2:00 PM all program areas and the Trading Post will close. Use this time to rest up for the rest of the day, or spend some time together in the campsite planning, talking, working on advancement, or just plain enjoying everyone's company.

Campfires

Campfires are one of the most memorable times in a week at summer camp. They are in fact showcases of comedic and musical talent where laughter and singing can be heard echoing across the lake for hours into the evening. In the grand tradition of both NeXus camps, the staff performs the campfire on Sunday evening. On Friday evening, the show is turned over to the Units. Units can sign up for the songs, skits, and cheers they would like to perform with the program director. Remember, for successful campfire audience participation is key so plan your events accordingly.

Flag Ceremonies

Units are asked to participate in running flag ceremonies at both breakfast and dinner. The staff will run the flag ceremony on Sunday night. Units are encouraged to bring their own history and traditions. There are 10 opportunities during the week to run ceremonies so all interested Units are asked to sign up at the Sunday night Senior Patrol Leaders' meeting.

Ice

Ice will always be made available in the kitchen. Please feel free to stop by the Dining Hall anytime you or your Unit needs ice.

Shower Houses

Two Shower facilities are available at Storer:

- Adams Shower House across from Handicraft
- Goose Shower House next to Old Timers Lodge.

Two Shower facilities are available at Wah-Tut-Ca:

- New shower facility across from the dining hall.
- Shower facility located between the boathouse and Medicine Bow campsite.

Please be good to our shower houses. Always remember to leave things "better than you found it."

Laundry Services

The camp does not have any laundry services available. However, there are laundry facilities located on Loudon Road in Concord, and directions are available in the reservation office.

Fishing

New Hampshire is a great place to fish. There are plenty of locations to fish from shore and we have many boats available at the Waterfront if you'd rather fish in some deeper water. We have some fishing gear available for use for Fishing Merit Badge, but if you want to fish from other areas in camp, we recommend that you bring your own equipment.

Quartermaster

While we do not have a typical quartermaster we do have some tools and equipment available for Units to use. Talk with a commissioner and explain the project you're working on, and we'll do our best to help facilitate that project. Equipment will be checked out to you and should be returned to the same person. Units will be charged for all damaged and lost equipment. Please return equipment immediately after use.

Commissioner Service

A great deal of your unit activities will occur under the leadership of your unit's Scouts and leaders. Each Unit attending camp has a Commissioner assigned to them throughout their stay. The Commissioner is a knowledgeable and dependable program resource for your unit. They know all about the camp and its programs and can help you get settled into your campsite and get you acquainted with the camp and its program opportunities. The Commissioner staff can guide you through the day-to-day operations of the camp and help adjust your program to meet your changing needs. They will find solutions to little problems that may arise from time to time, and much more. If you have a question or need help, see your Commissioner first. At camp, Commissioners are available to ensure that your unit receives the maximum benefit that the camp experience has to offer. They are able to assist in campsite inspections, special Unit programming, and general support. This group has a wealth of knowledge and experience. Take advantage of their assistance; they are a real asset to your Unit's operation.

Service Projects and Conservation Projects

Star and Life service projects may be carried out at camp with the approval of the Scoutmaster and the related camp personnel. Eagle Service Projects cannot be done at camp. For a list of service projects in camp just check in with the Camp Ranger or the Camp Director.

Trading Post

The camp operates a Trading Post for the sale of craft supplies, merit badge books, candy, ice cream, stamps, souvenirs, and other camping equipment. Operating hours will be clearly posted. Scouts should plan their summer camp budget to include spending money. There is no specific amount of money a boy should bring to camp. However, last year's average camper spent about \$55 at the Trading Post. Campers are responsible for safeguarding their own money.

Lost and Found

If a Scout loses something while he or she is at camp this summer, check the Lost and Found located at either camp's office before leaving. If a valuable item such as a watch or wallet is discovered missing after you get home, call the appropriate reservation office to see if it has been turned in. Lost and found must be claimed at Camp. All unclaimed items are donated to charity after the season. Have your Scout's clothing and equipment items marked with his name and Unit number. Be sure you have everything before you leave camp!

Advancement

While advancement is a key part of the Scouting program, it's important to keep a good balance between advancement work and allowing Scouts to have fun. Remember that most Scouts live in a very scheduled world School, sports, and even weekly Scout meetings. Unstructured time at camp, where Scouts get to make decisions and do what they want to do, can be very beneficial to most boys.

To get the most out of your Units week at camp, take "inventory" of your Units advancement needs and build the Unit and patrol program around these needs. Advancement will be a natural result of a Scout's participation in that program. Be sure each Scout takes his Boy Scout Handbook to Camp. Specific advancement opportunities offered at the Nexus are outlined in the program guide.

Advancement Standards

All advancement at the Nexus is accomplished by the same methods that are standard in the BSA. Advancement is accomplished through four distinct steps:

- Learning - A Scout learns by doing. He learns outdoor skills by hiking and camping. He learns Scout skills in Patrol and Unit sessions. He advances naturally by doing things with his fellow Scouts
- Testing - A Scout demonstrates his ability to members of the Patrol Leaders Council or other Troop members
- Reviewing - Three or more members of the Troop Committee conduct the Board of Review. The Board of Review for the ranks of Star, Life, and Eagle will usually occur when a Troop returns home. If there are enough bona fide members of the Troop committee in camp, then this step may be accomplished in an outdoor setting.
- Awarding - The Scout is "recognized" in front of his fellow members for his accomplishments. Once the Scoutmaster has received the Advancement Folder from the Program director on Saturday, it may be a good idea to give out, or let everyone know while the parents are there what each Scout has accomplished.

Merit Badge Applications (Blue Cards)

Proper Merit Badge applications (Blue Cards) must be used at camp. Merit Badge cards may be purchased at the Trading Post or the Scout Shop. Units wishing to use TroopMaster to print their own blue cards must use perforated Blue Card paper available from TroopMaster.

Unit leader signatures are required on all cards, and cards must be presented before a Scout can begin a Merit Badge. The provisional Scoutmaster may sign blue cards for Scouts in his provisional Troop. Completed cards will be distributed to the Scoutmaster at the end of the week. The Area Directors and Program Director will be available to discuss any problems or answer any questions. Once the summer camp season has ended all advancement records are returned to the council administrative offices.

Merit Badge Counselors

All Merit Badge Counselors at the NeXus are qualified members of the camp staff under the supervision of the Program Directors, and in many cases, under the direct supervision of an area director certified by National Camping School as a specialist in their field. All Merit Badge Counselors are also trained and certified by the Spirit of Adventure Advancement Committee.

Partial Merit Badge Completions

If a Scout has completed only a portion of the requirements for a Merit Badge, he will be given a "Partial Completion Form" stating which requirements have been met. The form will be signed by an approved Merit Badge counselor and should serve as a notice to out of camp counselors that requirements were completed with an approved counselor. This form is valid until the Scout's eighteenth birthday. A partial

completion from the Nexus will be honored at the NeXus and we typically accept partials from other Scout camps provided proper documentation is included.

At the NeXus we aim to uphold the highest standards for Merit Badge completion. Per BSA advancement standards, any Merit Badge counselor reserves the right to test a Scout on material worked on with councilors outside to verify that the Scout has completed the requirement in accordance with our standards.

We cannot accept notes that suggest the Scout has completed requirements outside of camp. If a Scout has worked with an approved council Merit Badge counselor outside of camp, we will be happy to provide documentation of the requirements they completed while at the NeXus as well as proof of our counselors' qualifications to teach that badge upon request. The Scout can take that partial back to his home counselor who can then sign off the badge as complete.

Frequently Asked Questions (FAQ)

Q: Where are the camps?

A: Wah-Tut-Ca Scout Reservation is located at 292 Blakes Hill Rd, Northwood, NH 03261

T.L. Storer Scout Reservation is located at 1513 Province Rd. Barnstead, NH 03218.

For Scout-mail please include unit and campsite. For staff mail, please include baked goods.

Q: How much do pictures cost?

A: Photos are \$10 apiece. Pictures will be taken on Monday at 1 PM. Please make any special requests regarding photos when checking in with the Business Manager on Sunday. Scoutmasters must collect all orders for photos and pay the camp Business Manager in full by lunch on Monday. Pictures will be given to the scoutmasters with all the advancement paperwork on Saturday morning.

Q: Can Scouts from Wah-Tut-Ca bring a bicycle?

A: YES

Q: What if my Unit is owed money?

A: If your Unit is owed money for any reason please contact the Council Administrative offices or the NeXus Operations Director. While no refunds will be issued at the camps, Units may speak with the NeXus Operations Director concerning account credits and refund requests.

Q: When can I arrive at camp?

A: You can arrive at camp any time on Sunday morning. The Reservation Offices will be open starting at 10:00 a.m. Expect your Unit guide to arrive at your campsite around 11 a.m.

Q: When *should* I arrive at camp?

A: We suggest planning to have the unit arrive between 10:30 and 11:00 AM to be ready to start the tour at noon. Your day will go a lot smoother if all of your scouts and leaders are ready to leave the campsite to tour by then.

Q: How many vehicles are allowed in the site?

A: On Sundays, leader vehicles will be allowed into the site, one at a time, to drop off gear. However, once they are unloaded they **MUST** be parked in one of the camp lots. No vehicles will be allowed to remain in the sites without the camp director's permission.

Q: What time is lights out?

A: 11 p.m.

Q: Does everyone need a medical form?

A: They sure do. Everyone who will be in camp for more than 12 hours or will be staying overnight and/or plans to participate in any of the camp's activities, such as swimming at our waterfront, must have a valid medical form. You **MUST** have the updated med form provided online at <http://www.scoutspirit.org/camping/> on the forms page.

Q: Do I have to hand in all of my medications to the nurse?

A: YES! Per New Hampshire State law all medications must be kept locked up at the health lodge with the exception asthma inhalers and EpiPens.

Q: Are visitors welcome?

A: Sure thing. We love showing off camp. Just inform all visitors that they **MUST** first sign in at the Reservation Office and get a wristband. If they're going to stay for meals, don't forget to purchase additional meal tickets. Wristbands are to be worn by all scouts, leaders, and visitors.

Q: When is the absolute latest I need to have the Unit out of camp?

A: We know you had a ton of fun and don't want to leave, but we really need you to be out by 11 a.m. on Saturday. If you want to stay a second week in our provisional site, see a staff member in the reservation office or register online at ScoutSpirit.org.

Q: Are there activities adult leaders can do at camp?

A: Absolutely. As an adult you are more than welcome to participate in the area activities following the same rules as all the campers. If you're feeling handy or crafty, the ranger has a long list of projects that

need to be done around camp. We also offer Youth Protection Training, Climb on Safely, Leave No Trace, Safety Afloat, and Safe Swim Defense classes throughout the week.

Q: Is there internet access in camp?

A: YES! At Wah-Tut-Ca there will be wireless internet available in Northbrook and the Service Center. At this time we are still working toward getting reliable internet at T.L. Storer. More information about this will be released as it becomes available. However, internet access cannot always be guaranteed due to disruptions in service and a limit to the number of devices allowed on our networks.

Q: What's the policy on cell phones?

A: Cell phones are allowed to be used while at The NeXus. Please encourage all Scouts to use the hashtags given on page 10.

Q: One of my Scouts has dietary issues. What do I do?

A: We see all sorts of dietary restrictions every summer and our kitchen staff is great at making sure everyone is well fed and safe while they are at camp. Appendix B of this document is our special diet request form. It's also available online as a fillable PDF. Follow the instructions on the form, and get in touch with us if you have any questions. Bring the form with you to the dining hall on Sunday and we'll get everything worked out. We have people in camp almost every week with the more common dietary restrictions (peanut allergies, vegetarian, lactose intolerant, etc.) and typically have food on hand for these individuals. If you have a less common restriction, please get in touch with us ahead of time to make sure we have food on hand or make arrangements to bring your own if necessary.

Q: Can I bring my own guns or bows to camp?

A: No. Unless prior arrangements are made with the appropriate camp director and shooting sports director. See our full firearms policy stated earlier in this guide.

Q: Do you accept credit cards?

A: Yes, the Trading Post has a credit card machine, and we are able to accept credit cards for purchases in the trading post or for camp fees, pictures, etc.

Q: Who has to wear wristbands?

A: Everyone, except Staff who can be identified by uniform, has to wear a wristband at all times while in camp. Visitors, Leaders, and Scouts will each have different wristbands to distinguish activity level. This is for the safety of everyone so the Camp Administration can verify that everyone in camp is supposed to be there. If you need replacement wristbands at any time during the week, please see someone in the Reservation Office.

Q: Am I allowed to pick up my Scout on Friday?

A: Yes, you are allowed to sign your Scout in and out of camp at any time. However, if it is before Siesta on Friday you will need to fill out an early release form. The Parent or guardian AND the scoutmaster from the unit needs to be present with the Scout in the reservation office before they will be released from camp. After 5 pm Scouts can be picked up at the discretion of their scoutmaster.

Unit Roster

Unit: _____ **Campsite:** _____

Council/District: _____ **City/Town:** _____ **Week:** _____

Totals: Scouts: _____ Full Time Adults: _____ Part Time Adults: _____

- 1. Name: _____
Parent: _____ Home Phone: _____
Emergency Contact: _____ Phone: _____

- 2. Name: _____
Parent: _____ Home Phone: _____
Emergency Contact: _____ Phone: _____
- 3. Name: _____
Parent: _____ Home Phone: _____
Emergency Contact: _____ Phone: _____
- 4. Name: _____
Parent: _____ Home Phone: _____
Emergency Contact: _____ Phone: _____
- 5. Name: _____
Parent: _____ Home Phone: _____
Emergency Contact: _____ Phone: _____
- 6. Name: _____
Parent: _____ Home Phone: _____
Emergency Contact: _____ Phone: _____
- 7. Name: _____
Parent: _____ Home Phone: _____
Emergency Contact: _____ Phone: _____
- 8. Name: _____
Parent: _____ Home Phone: _____
Emergency Contact: _____ Phone: _____

. Name: _____
Parent: _____ Home Phone: _____
Emergency Contact: _____ Phone: _____

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Parent: _____ Home Phone: _____
Emergency Contact: _____ Phone: _____

. Name: _____
Parent: _____ Home Phone: _____
Emergency Contact: _____ Phone: _____

. Name: _____
Parent: _____ Home Phone: _____
Emergency Contact: _____ Phone: _____

Unit Adult Leader Roster

Unit: _____ Campsite: _____

Council/District: _____ City/Town: _____ Week: _____

*Please circle the meals that the leader will be present for B- Breakfast, L-Lunch, and D-Dinner.
Please reference leader's guide regarding adult leader fees and how many free adults your troop may qualify for.*

1. Name: _____

Position: _____

Days in Camp:	Sun	Mon	Tues	Wed	Thurs	Fri
	D	B L D	B L D	B L D	B L D	B L D

2. Name: _____

Position: _____

Days in Camp:	Sun	Mon	Tues	Wed	Thurs	Fri
	D	B L D	B L D	B L D	B L D	B L D

3. Name: _____

Position: _____

Days in Camp:	Sun	Mon	Tues	Wed	Thurs	Fri
	D	B L D	B L D	B L D	B L D	B L D

4. Name: _____

Position: _____

Days in Camp:	Sun	Mon	Tues	Wed	Thurs	Fri
	D	B L D	B L D	B L D	B L D	B L D

5. Name: _____

Position: _____

Days in Camp:	Sun	Mon	Tues	Wed	Thurs	Fri
	D	B L D	B L D	B L D	B L D	B L D

6. Name: _____

Position: _____

Days in Camp:	Sun	Mon	Tues	Wed	Thurs	Fri
	D	B L D	B L D	B L D	B L D	B L D

7. Name: _____

Position: _____

Days in Camp:	Sun	Mon	Tues	Wed	Thurs	Fri
	D	B L D	B L D	B L D	B L D	B L D

SPIRIT OF ADVENTURE COUNCIL | NORTHERN NEXUS OF ADVENTURE PLANNED EARLY RELEASE AUTHORIZATION FORM

This form must be completed and turned into the Reservation Office at least 24 hours prior to any Scout leaving camp. If not a separate form, the Unplanned Early Release Authorization Form, must be completed at the time of release with the presence of the Unit Leader, authorized adult picking up the scout, and a camp office staff member. Release forms are required until 5 PM on Fridays.

PROCEDURE:

1. The adult must sign in as a visitor and notify the office assistant on duty.
2. The adult must be listed on the Pick Up Authorization form.
3. The adult must be positively identified with a photo ID.
4. The bottom of this form must be completed and signed by the adult and the camp representative in the office.
5. The Scout can then be released to the adult.

Scout's Name: _____ Unit #: _____

Community: _____ Council/District: _____

Expected Release Date and Time: _____

Expected Return Date and Time: _____

Reason for Release: _____

The following individuals have authorization to pick my Scout up during his or her stay at camp.

Name: _____ Relationship: _____

Phone Number: _____ Email: _____

Name: _____ Relationship: _____

Phone Number: _____ Email: _____

Parent / Guardian Signature: _____ Date: _____

Parent / Guardian Name: _____ Phone: _____

Unit Leader Authorization: _____ Date: _____

Unit Leader Name: _____ Phone: _____

For office use only

Picked up by: _____ Time: _____

Signature: _____ Date: _____

Staff Witness: _____ Date: _____

SPIRIT OF ADVENTURE COUNCIL | NORTHERN NEXUS OF ADVENTURE SPECIAL DIET INFORMATION

Spirit of Adventure Council strives to make a stay at camp as enjoyable as possible for all Scouts and leaders, regardless of any dietary restriction that they may have. We recognize the concern that a parent or leader may have when sending a Scout with a food allergy to camp, especially for the first time. We will work closely and individually with all parents to insure that special dietary needs are met in a healthy, nutritious and enjoyable way. Our Food Service Team is trained to recognize and work with most common food allergens. We have experience dealing with allergies related to peanuts and tree nuts, grains, soy, fish and shellfish, as well as lactose and gluten intolerance.

NUT ALLERGIES: Spirit of Adventure Camp Dining Halls are Peanut and Tree Nut Free environments. Sunflower Butter is available at every meal as a meal option for Scouts and Leaders. **BE ADVISED THAT THE CAMP TRADING POSTS MAY HAVE PRODUCTS WITH NUTS IN THEM.**

We understand that some Scouts have specialized diets due to health, religious* or personal reasons. We will make an effort to meet these needs to the best of our abilities provided adequate notice is given. We offer a vegetarian offering at every meal to those giving advanced notice.

If a Scout or Leader has a severe condition that requires them to consume a diet of highly specialized foods we encourage them to provide us with those foods and we will gladly store and prepare them for you.

Parents or leaders are welcome to contact the NeXus Operations Director at abarlow@scoutspirit.org to discuss an individual's special dietary needs or set up a meeting with one of our camp Chefs to discuss any needs on the day of their arrival. We ask that anyone special dietary needs fill out the following form and return it to the NeXus Operations Director at least 2 weeks prior to your stay at camp.

We won't let anyone go hungry. Therefore, each meal has a number of options so that even picky eaters can find something to eat. Typical options for breakfast include fruit and cereal. Typical options for lunch and dinner include sun-butter & jelly and a salad bar. If a Scout is having a particular problem finding something to eat in the dining hall, his leader can speak with the kitchen staff to make sure that he is eating enough throughout the week.

*Our camps do not keep kosher kitchens. Meals that do not meet with a Scout's kosher requirement will typically have the meal substituted with the vegetarian offering. Other arrangements can be made if this does not meet your needs.

**SPIRIT OF ADVENTURE COUNCIL | NORTHERN NEXUS OF ADVENTURE
SPECIAL DIETARY REQUEST FORM**

Scout's Name: _____ **Unit Number:** _____

Campsite: _____ **Week:** _____

Person to contact if we have any questions: _____

Phone: _____

Please List all food allergies:

Please list all special dietary requests (e.g., vegetarian, kosher*, etc.):

Please list any special foods being supplied by the scout or leader:

Is there anything else we should know about your dietary needs?

*Our camps do not keep kosher kitchens. Meals that do not meet with a Scout's kosher requirement will typically have the meal substituted with the vegetarian offering. Other arrangements can be made if this does not meet your needs.

SPIRIT OF ADVENTURE COUNCIL | NORTHERN NEXUS OF ADVENTURE

Recommended Troop Packing List

- Cooking Gear and utensils for Cook-in-Site Night. Troops using Patrol Cooking will need additional equipment
- A First-Aid kit - Each Troop is encouraged to bring a first aid kit to camp, but please remember that all injuries, no matter how small, must be reported to the Camp Nurse.
- 3 copies of the Troop roster which includes parent's names, addresses and emergency contact info.
- Lanterns
- Wood tools and eye protection
- Information for the Troop bulletin board
- American Flag
- Troop Flags
- 100 feet clothes line
- Troop record book
- Alarm clock
- Thumb tacks
- Paper, Pencils/Pens, Clipboards, etc.
- Camp craft and Scout craft tools
- Merit Badge Pamphlets, Troop Activities, Scoutmaster Minutes, Scoutmaster Handbook, SSR Program Guide, Reprints, Game Books, etc.

SPIRIT OF ADVENTURE COUNCIL | NORTHERN NEXUS OF ADVENTURE

Recommended Individual Packing List

Item	Suggested Number
<input type="checkbox"/> Backpack, foot locker, plastic bin, or trunk	1
<input type="checkbox"/> Sleeping bag or sheets and a blanket	1
<input type="checkbox"/> Pillow	1
<input type="checkbox"/> Bug net with poles	1
<input type="checkbox"/> Full uniform	1 each Scout shirt, Scout pants/shorts, Belt
<input type="checkbox"/> Walking shoes	1 Pair
<input type="checkbox"/> Hiking boots	1 Pair
<input type="checkbox"/> Underwear	7 Pairs
<input type="checkbox"/> Bathing suit	2
<input type="checkbox"/> Extra clothing (shorts, pants, shirts) ¹	1 pair pants, 2 pairs shorts, 7 t-shirts
<input type="checkbox"/> Sweatshirt or light jacket	1
<input type="checkbox"/> Cap or hat	1
<input type="checkbox"/> Socks	7 pairs
<input type="checkbox"/> Rain gear	1
<input type="checkbox"/> Bath towel, hand towel, wash cloth	2 each
<input type="checkbox"/> Toiletries including soap, shampoo, toothbrush, toothpaste, deodorant	1 each
<input type="checkbox"/> Flashlight	1
<input type="checkbox"/> Canteen or water bottle	1
<input type="checkbox"/> Completed medical form	3 (2 for camp and 1 for the Troop)
<input type="checkbox"/> Medications in original pharmacy containers	As needed
<input type="checkbox"/> Pocket knife	1
<input type="checkbox"/> Watch	1
<input type="checkbox"/> Day pack	Optional
<input type="checkbox"/> BSA Handbook and Fieldbook	1 each
<input type="checkbox"/> Merit badge books	As needed for advancement
<input type="checkbox"/> Pens or pencil and notebook	1
<input type="checkbox"/> Partial merit badge paperwork	As needed
<input type="checkbox"/> Merit badge projects/prerequisites	As needed
<input type="checkbox"/> Bug repellent (no aerosol)	As needed
<input type="checkbox"/> Fishing gear	Optional
<input type="checkbox"/> Camera and film	Optional
<input type="checkbox"/> Musical instrument	Optional
<input type="checkbox"/> OA sash	If a member
<input type="checkbox"/> Spending money	We recommend at about \$12 per day, additional for NeXus branded clothing and souvenirs

SPIRIT OF ADVENTURE COUNCIL | NORTHERN NEXUS OF ADVENTURE
Eat-in-site Food Request Form

Troop: _____ Campsite: _____ Week: _____

Day: **M T W Th F** Meal: **B L D** # of people eating: _____

Main Course	Units	QTY
Hamburg Patty	Each	
Hot dogs	Each	
Spaghetti	Lbs	
Macaroni	Lbs	
Sun butter	Cups	
Jelly	Cups	
American Cheese	Slices	
Chicken Breast	Cutlet	
Bread/Grain	Units	QTY
Hamburger Buns (12 per pack)	Pack	
Hotdog Rolls (12 per pack)	Pack	
White Bread (24 slices/loaf)	Loaf	
Oatmeal	Cups	
Drinks	Units	QTY
Milk (8 oz per carton)	carton	
Juice Mix (pouch makes 2 Gal)	pouch	
Fruits	Units	QTY
Apples	Each	
Oranges	Each	

Vegetables	Units	QTY
Potatoes	Each	
Onions	Each	
Baby Carrot	Bag	
Celery	Head	
Lettuce	Head	
Tomatoes	Each	
Cucumbers	Each	
Green peppers	Each	
Misc.	Units	QTY
BBQ Sauce	Cups	
Ketchup	Pkt	
Mustard	Pkt	
Relish	Pkt	
Mayo	Pkt	
Flour	Cups	
Salad Dressing	Cups	
Salt	Pkt	
Pepper	Pkt	
Margarine	Lbs	
Oil	Ounce	

This form will help us deliver the proper quantities and types of food that you requested for each meal. Please refer to posted menu for food availability for each meal of each day. Some substitutions may be available on a limited basis - please consult with the chefs 48 hours in advance of each meal or for special requests. Be sure to include any equipment (cook kits, chef kits, utensils, etc.) that you may need.

Bike Inspection Form

(Please make additional copies as needed)

Troop: _____ Campsite: _____ Week #: _____

_____ Bike Operator	<input type="radio"/> Brakes are in good working order
_____ Make/ Model	<input type="radio"/> Wheels are true and in good working order
_____ Serial # if Any	<input type="radio"/> Chain/shift and gears in good working order
I have read and will abide by the TL Storer Mountain Bike Safety Policy.	<input type="radio"/> Helmet is solid and approved
Operator's Initials: _____	<input type="radio"/> All nuts, bolts, & screws are tight
	<input type="radio"/> Reflectors are present
	<input type="radio"/> Handle bar is tight

_____ Bike Operator	<input type="radio"/> Brakes are in good working order
_____ Make/ Model	<input type="radio"/> Wheels are true and in good working order
_____ Serial # if Any	<input type="radio"/> Chain/shift and gears in good working order
I have read and will abide by the TL Storer Mountain Bike Safety Policy.	<input type="radio"/> Helmet is solid and approved
Operator's Initials: _____	<input type="radio"/> All nuts, bolts, & screws are tight
	<input type="radio"/> Reflectors are present
	<input type="radio"/> Handle bar is tight

_____ Bike Operator	<input type="radio"/> Brakes are in good working order
_____ Make/ Model	<input type="radio"/> Wheels are true and in good working order
_____ Serial # if Any	<input type="radio"/> Chain/shift and gears in good working order
I have read and will abide by the TL Storer Mountain Bike Safety Policy.	<input type="radio"/> Helmet is solid and approved
Operator's Initials: _____	<input type="radio"/> All nuts, bolts, & screws are tight
	<input type="radio"/> Reflectors are present
	<input type="radio"/> Handle bar is tight

I attest that all the above vehicles are safe to ride to the best of my knowledge:

SM or Unit Leader Signature

Print Name

Date

