

Summer Camp 2015



Camp Seminole
Pushmataha Area Council

Camp Seminole

Camp Seminole is owned and operated by the Pushmataha Area Council. Please direct all reservations, questions, and requests for information to the Council Service Center:

Boy Scouts of America
Pushmataha Are Council
420 31st Avenue North
Columbus, MS 39705
Phone—662.328.7228
Fax—662.328.7052

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What's Awesome about CAMP SEMINOLE?

WHAT'S AWESOME AT CAMP SEMINOLE

Awesome Program, Food, and Staff!!!

Awesome Merit Badges (Including 17 new ones for 2015)

Awesome First Year Camper Program

Awesome Camp Shirts and Hats

New Shower Facilities

Awesome Leader Activities

(Staff V. Scoutmaster Volleyball, Leader Trainings,

Awesome Menu + Awesome Cooks=Happy Campers!!!

- Tetherball
- Volleyball
- Basketball
- Dodgeball
- Mile Swim
- PAC Man
- Ultimate Frisbee
- Free Swimming Time
- Free Boating Time
- Conservation Projects
- Games
- Hiking
- Fishing
- Ping-Pong

TRADING POST

The Camp Trading Post is well stocked with T-shirts Hats, merit Badges pamphlets, Scouting literature, handicraft supplies, patches, camping gear, games, souvenirs, in addition to snacks, candy, cold drinks, and ice cream. The Trading Post accepts cash and checks. The Camp Trading Post is also willing to set up individual accounts or unit accounts to help your Scouts manage their money throughout the week. The Trading Post will be closed 30 minutes before all Meals. Lost and Found should be turned in or picked up at the trading post.

Greetings from the Directors

Dear Leaders

Thank you for choosing Camp Seminole as your Summer Camp home for 2015. We are very excited about Summer Camp this year and glad you will be joining us for the adventure. We will have some new programs and some of the old Camp Seminole Traditions. In 2015 we have something for everyone from the 1st year campers to the veteran Scoutmasters, and everyone in between. Take a look through this Leaders Guide and you will see some of these great programs.

We know that your boys and your leaders will enjoy themselves this year, because we have planned camp with them in mind. We have an excellent 1st year Camper Program, over 40 merit badges, Extreme Excursion hikes, and lots of fun games and activities. We also are offering Adult Leader Trainings throughout the week for your Leaders.

With many new programs at Camp Seminole, there are also some updates to current facilities. Some Facilities that have been updated over the last couple of years are the Kirby Training Center and the Central Showers behind the Dinning Hall.

A long-term camping experience is a very important part of Scouting. It keeps a boy on track for advancement and provides excitement, which keeps scouts active. Therefore please share this exciting information with your Troop. A team from the Order of the Arrow is available to come, share, and answer questions of your Scouts, Leaders, and Parents. Call the Scout Office today to schedule them. NOW!

Our trained staff of program counselors, supervised by experienced Directors are committed to providing a quality camping experience for you and your Scouts. You can be assured of a strong welcome, a staff committed to meet your needs, great food, quality program, and lots of ADVENTURE!

Yours in Service,

Allen McBroom
Council VP of Programs

Micah Huffman
Camp Director

Eric Bickford
Program Director

Camp Fees, Dates, and Registration

MAKING CAMP RESERVATIONS

To reserve your spot at Camp Seminole, fill out the Reservation Form on page 4 and submit a \$100.00 payment per Troop by March 6th 2015.

CAMP SCHEDULE

Staff Week: May 31– June 6

Week 1: June 7-June 13

Check-in is Sunday between 1 p.m. and 4 p.m.

Check-out is Saturday by 10 a.m.

CAMP FEES

Camp Seminole 2015 summer fees are \$210 per Scout (some programs require additional costs see pages 19-21 for additional details).

There will be an Early Bird discount of \$20 for Scouts registered and paid in full by May 1st, 2015, bringing your fee to only \$190.

LEADER FEES AND TWO DEEP LEADERSHIP

Each adult leader pays \$50.00 for the week of camp. Adults are allowed to swap out, but should pay for each meal that overlaps.

All units are required to have two leaders in camp at all times. The unit leader or anyone serving as unit leader must be at least 21 years old and a registered member of the Boy Scouts of America. The second adult may be a registered Scouter at least 18 years old or the parent of a participating unit member. Units not meeting the two deep leadership requirement will be asked to leave camp. There will be no refund of fees if a unit is asked to leave camp because of noncompliance with the national policies of the BSA.

PROVISIONAL CAMPING

Provisional Camping is available at Camp Seminole. Individual youth will be placed in another Troop for the week they are at camp. This option is offered to assist individual youth in coming to camp. It is not intended to relieve a Troop of its responsibility to provide leadership in a long-term camp experience. We urge you to try to bring both Scouts and leaders to camp for the best results.

Reservation Form

2015 SUMMER CAMP RESERVATION FORM

Troop Information:

Troop # _____ Council _____

District _____

Estimated Attendance:

We estimate we will have _____ youth attend camp

(\$210 per youth, \$20 discount if paid in full by Friday, May 1st, 2015)

We estimate we will have _____ male leaders and _____ female leaders at camp

(\$50 per leader, paid in full by Friday, May 1st 2015)

Minimum Deposit Due \$100/Troop (Due to the Council Office By Friday, March 6th, 2015)

Total Deposit Submitted \$ _____

Date Submitted _____

The Dates for Camp are: June 7th-June 13th, 2015

Campsite Preference: (Sioux, Apache, and Choctaw)

First Choice

Second Choice

Third Choice

Contact Information:

Scoutmaster's Name _____ Address _____

Phone Number _____ City _____ State _____ Zip _____

Cell Phone Number _____ Email Address _____

Mail to: Pushmataha Area Council

P.O. Box 9570

Columbus, MS 39705

*Campsites will be assigned to accommodate the number of paid youth and adults.

*A Troop is more likely to receive their preference of campsite if money is paid in full and MB forms are turned in on time.

*If a Troop is not able to meet the two-deep leadership requirement they will be placed with another Troop.

\$100 per Troop deposit due with reservation (This deposit can be used to cover fees for camp)

*To receive the Early Bird discount, final payments for Scouts and Leaders due by May 1st, 2015

Campership Form

Pushmataha Area Council

Boy Scouts of America

Financial Assistance Request Form

The Pushmataha Area Council financial assistance application must be filled out completely by a parent or guardian. Funds are limited to need and availability. As a general rule a maximum of 50% of fees for assistance will be awarded. **Due to the Council office by April 10th, 2015**

Council Event _____ Boy Scout Summer Camp _____ National Membership Fee _____

Webelos Resident Camp _____ Cub Scout Day Camp _____

District: _____ Unit Type: Pack / Troop / Crew Unit #:

Scout's Name: _____ Date of Birth: // Phone: _____

Email: _____

Parent/Guardian Name: _____ Address: _____

City: _____ State: _____ County: _____ Zip: _____

Parent/Guardian Place of Employment :(Father) _____

Parent/Guardian Place of Employment: (Mother) _____

Annual household Income including child support, alimony, and government assistance \$ _____

Our family will financially assist by providing \$ toward the above requested item's). \$ _____

Reason for request: _____

Do you receive any government assistance? Explain: _____ Yes No

Does the Scout live in a single parent family? _____ Yes No

Does the Scout participate in the annual popcorn sale? Amount sold _____ Yes No

Does your unit support the Family Friends of Scouting Campaign? (Starts in 2015) _____ Yes No

Does your unit conduct a money-earning project to help Scouts earn their own way? _____ Yes No

The Pushmataha Area Council has my permission to use this information to _____ Yes No

obtain data from the local school district for purposes of reporting to the

United Way & other foundations.

Scout's most recent report card grade in Math _____ and Reading/Language Arts _____

Does the Scout have any disabilities? Yes or No If yes, what type _____

How long has your Scout been in Scouting? _____

Number of children under 18 in household? _____

Parent/Guardian Signature: _____ Date: _____

Thank you for involving your son in Scouting!!

ALL INFORMATION WILL REMAIN CONFIDENTIAL

ATTENTION: JEREMY WHITMORE

Return to: Pushmataha Area Council, BSA

P.O. Box 9570 (Approval on Reverse Side)

Columbus, MS 39705

Or Fax to: (662) 328-7052 revised 5/2/2012

Campership Form

For Official Use Only

The Scout named herein is approved for \$_____.

If not approved, reason: _____

Approved by Scout Executive

Signature/Name Date

Approved by Financial Assistance Committee Member

Signature/Name Date

Entered by:

Signature/Name Date

Policies and Procedures

REFUND POLICY

1. Written refund requests submitted will be considered only for personal illness or death of immediate family. No refund requests will be accepted after ten (10) days following the close of camp.
2. A service charge of twenty-five percent (25%) of the full activity fee will be assessed on all refunds.
3. Refund checks will be issued within 30 days following approval.
4. Fees are non-refundable, but transferable within the same unit to a Scout not currently registered for the event. No transferring of Scouts within two weeks of your arrival date at camp.

TENTS

Campsites will be provide with camp style cots and standard 2-man wall tents on platforms designed to house two Scouts or one to two leaders.

PERSONAL POSSESSIONS

Camp is an outdoor experience. Personal items such as radios, stereos, TV's, CD and MP3 players, electronic games, etc. should not be brought to camp. No personal pets should be brought to camp. In all cases, personal valuables (watches, wallets, money) should not be left out in the open at camp. It is virtually impossible to provide security for these items. It is recommended that each unit bring a lockable storage container to secure valuables while not in the campsite

TELEPHONES

Questions before camp can answered by calling the Scout Service Center at (662) 328-7228 In the case of an emergency, the Camp Director can be reached at (601) 513-3870

Experience has shown that youth who bring cell phones get more homesick, not less. You are strongly encouraged not to let your Scouts bring a cell phone to camp.

MEDICAL SERVICES

The Health Lodge is open 24 hours a day, and is staffed by trained medical technician. Any emergency that cannot be treated at the Health Lodge will be referred to a local Hospital or a doctor's clinic in Starkville. The unit leader, assistant leader, or the Camp Director will transport the patient to the outside medical facility.

HEALTH FORMS

ALL adults and youth attending camp must complete the medical form (Parts A, B, & C) (available at the Scout Service Center or at <http://www.scouting.org/filestore/HealthSafety/pdf/whole.pdf>). Please summit copies only. Originals should be kept with the Troop records. Youth and adults without the proper health form will not be allowed to stay at camp.

MEDICATIONS

All prescription medications and over the counter medications taken on a regular basis must be checked in with the health officer during the check-in process. The health officer will determine to administer the medication or have the Scout Leader administer the medication. No Scout should have medication in their possession except for emergency situations. All medications must be submitted in their original containers and will be issued per the instructions printed on the container. If your dosage is different than what the bottle/packaging states, have your doctor update your dosage instructions prior to your arrival at camp.

INSURANCE COVERAGE

Each troop in the Pushmataha Area Council should have unit accident insurance. This is secondary coverage and will be filed after any other policy has been filed and has paid. If there is no other policy, this will be the primary insurance. **If out of council please bring a copy of your Units Insurance from the Council Office.**

FOOTWEAR

No open toe shoes are permitted (**VIBES**, sandals, flip-flops, etc.). Shoes must be worn at all times while at camp. This applies to campers, leaders, staff, and visitors.

Policies and Procedures

KEEP IN CONTACT

Mail will be passed out at the flag ceremonies daily. All outgoing mail should be placed in the outgoing mailbox located at the Trading Post. Mail that is not fully addressed to campers or adult leaders is very difficult to deliver. Please make sure that the Troop number is written on all letters and packages. Mail should be addressed as follows:

Scout's Name and Troop Number

Camp Seminole

40 Camp Seminole Road

Starkville, MS, 39759

VISITORS

Visitors during the week must check in at the Administration building upon arriving at camp. Visitors are invited to dine with their Scouts in our Dining Hall. Meals can be paid for in the Trading Post (The Cost for all Meals is \$5.00) All visitors are required to leave camp by 10:00pm and should check out at the Administration Building.

IDENTIFICATION BRACELETS

All persons on camp will be identified by a bracelet. Visitor's will receive a bracelet at the Administration Building upon check in. Any person on camp not wearing a bracelet will be directed to check. Visitors will be asked to turn back in there bracelet when they check out.

FAMILY NIGHT

Family night will start at 4:30 PM on Wednesday. Families are encouraged to come and participate in Wednesday evening Vespers, Families may eat in the Dining Hall for \$6.00 per person. Each family or visitor should notify the Scout Leader as to how many would be eating at the dining facility. Visitors on Family Night will be parked in the Activity Field. If a scout is to check out on family night he is to notify the leader and the camp office

DIETARY NEEDS

Any special dietary needs should be reported to the Camp Director no later than 2 weeks prior to your arrival at camp. Requests can be emailed to micah.huffman@scouting.org.

QUARTERMASTER SERVICES

Limited equipment is available at camp for Troop use. To be certain you have what you need, check the Troop equipment list found on page 15. Equipment may be signed out from the Commissioner or Quartermaster responsible for your campsite. Troops are responsible for all equipment checked out and must return it in good condition. Damaged or destroyed equipment will be charged to the Troop.

LEAVING CAMP

For your protection, all campers (youth and adult) who leave camp must check out at the Administration Building. All youth must have the Part B of the Medical form completed and proper identification must be presented at the Administration Building before a Scout may leave camp.

YOUTH PROTECTION

National policy prevents youths (ages 6-17) and adults (ages 18 and older) from showering or sleeping together, except for parent/son relationships. Hazing in any form is not permitted by adults or other youth. The "Buddy System" will be used throughout camp.

CAMP EMERGENCY PROCEDURES

There is a camp-wide plan to help leaders deal with fire, flood, lost persons, injury, accident or fatality. This plan will be posted in all campsites, buildings, and program areas. The Troop Fireguard Plan will be in effect. Each troop will appoint a troop fireguard to maintain fire equipment at the site. Troops sharing a campsite should share this responsibility. The Camp Office will keep Leaders up to date with weather conditions.

LOST AND FOUND

Lost and found items will be brought to the Trading Post at Camp Seminole. Encourage Scouts to mark all possessions with their name and Troop number.

Policies and Procedures

FIREARMS, AMMUNITION, BOWS, AND SUCH

Personal firearms of any type (Rifles, shotguns, handguns, BB guns, pellet guns, paintball guns, black powder guns), ammunition, fireworks, and personal archery equipment are not allowed in camp. Camp Seminole will provide all equipment needed for shooting sports activities.

FIRES, LIQUID, AND PROPANE FUELS

Fires are to be built only in designated areas. Liquid or propane fuels are to be used only under adult supervision. Propane cylinders and cans of liquid fuel must be stored under lock and key. No bulk fuel may be stored in campsites. It must be kept in camp storage. There will be no open flames in tents. This includes mosquito coils, gas lanterns, stoves, and candles.

ALCOHOL, TOBACCO, ILLEGAL DRUGS, OR STIMULANTS

The consumption, possession, or use of alcohol, illegal drugs, or controlled substances while participating at Camp Seminole is not permitted. We will enforce all local, state, or federal laws where violations involving the above are reported. Violators will be reported to law enforcement, and will be asked to leave camp. **In accordance with national BSA policy, as outlined in "Guide to Safe Scouting", adult leaders should support the attitude that young adults are better off without tobacco and will not allow the use of tobacco products at any BSA activity involving youth participants. Smoking (Including Electronic) and Smokeless Tobacco are not allowed on Camp Seminole Property.**

PEST CONTROL

Camp leaders should prepare their Scouts to handle the typical insects found in the outdoors. It may be helpful to bring insect repellent or a mosquito bar. Clean campsites discourage ants, roaches, stinging insects, and "four-footed, furry friends" who love to check out the garbage and food caches.

CONDUCT AND DISCIPLINE

All Scouts and adult leaders at Camp Seminole are governed by the Scout Law and Oath and will conduct themselves accordingly. Scouts and adult leaders will strive to provide a safe, wholesome, and moral atmosphere to allow all Scouts the opportunity to enjoy their outdoor experience at Camp Seminole. Adult Leaders will keep the Camp Director advised of any problems encountered with their Scouts or Scouts from other units. The Camp Director retains the authority to resolve all disputes involving disciplinary problems with individual Scouts or problems between Scouts of different units. Sanctions will be decided by the Camp Director and may include, but are not limited to, removal from specific programs or removal from Camp Seminole.

VEHICLES/ TRAILERS

Only approved vehicles will be allowed to park in front of camp entrances or on the road after the initial unloading Sunday afternoon. **All other vehicles and trailers are expected to be kept in the parking lot at all times. Only Staff or Vehicles Approved by the Camp Director are allowed to park in front of the COPE Lodge.** Troops may only have one truck in trailer at a time unloading in front of the Campsites.

SWIM CLASSIFICATION

On Sunday afternoon Scouts and leaders will be classified according to their swimming ability. Scouts and adults must take this test in order to participate in any aquatic programs or activities. They will also be given the opportunity to move up in ability groups during the week.

Classification of swimming groups will be as follows:

1. **Swimmer:** Jump feet first into water over the head in depth, level off, and begin swimming. Swim 75 yards in a strong manner using one or more of the following strokes: sidestroke, breaststroke, trudgen, or crawl. Swim 25 yards using a resting backstroke. The 100 yards must be completed in one swim without stops and must include at least one sharp turn. After completing the swim, rest by floating.
2. **Beginners:** Jump feet first into water over the head in depth, level off, swim 25 feet on the surface, stop, turn sharply, swim 25 feet back to the starting point.
3. **Non-Swimmers:** All others.

Note: Swimming requirements are the same for youth and adults.

Policies and Procedures

Dinning Hall Procedures

1. Troops will be assigned tables on Sunday afternoon, and they will sit at those tables for every meal.
2. Table waiters will be assigned by the troop for every table and will help serve one meal beginning on Sunday evening. They are responsible for clean-up of the table and checking out with the Dining Hall Steward. Troops are responsible for posting a table waiter schedule on the troop patrol board in the campsite.
3. Starting on Mondays, troops are encouraged to invite a staff member to join them for a meal.

Bikes On Camp

Bikes are allowed at Camp Seminole but Scouts must follow the rules listed below. Scouts not following the rules below will be asked to put there bikes up. Scouts are encouraged to put their name on their bike and bring a bike lock.

Bike Rules:

1. Scouts must wear a Helmet at all times while riding there bike.
2. Bikes are not allowed on any concrete porches or sidewalks. Pedestrians have the right away.
3. Bikes are not to ridden before Flag Raising or after Flag Lowering.
4. Bikes should not block trails, campsite entrances, or walkways, Bikes should be on a bike rack.

CAMP EMERGENCY PROCEDURES

There is a camp-wide plan to help leaders deal with fire, flood, lost persons, injury, accident or fatality. This plan will be posted in all campsites, buildings, and program areas. The Troop Fireguard Plan will be in effect. Each troop will appoint a troop fireguard to maintain fire equipment at the site. Troops sharing a campsite should share this responsibility. The Camp Office will keep Leaders up to date with weather conditions. The Directors will hold a drill the first night of camp and will notify all of Camp Emergency Procedures.

WATONALA LODGE

A LEGEND OF SERVICE, A LIFETIME OF FRIENDSHIP



ORDER OF THE ARROW AT SUMMER CAMP

The purpose of the Order of the Arrow is fourfold:

- To recognize those Scout campers who best exemplify the Scout Oath and Law in their daily lives
- To develop and maintain camping traditions and spirit
- To promote Scout camping
- To crystallize the Scout habit of helpfulness into a life purpose of leadership in cheerful service to others

Watonala Lodge has over 70 years of service to the Pushmataha Area Council, and has been nationally accredited as a Gold Standard Lodge under the Journey to Excellence Guidelines. We Thrive on fun, fellowship, and service to our camp!

To be a member of the Order of the Arrow, a scout must be 1st Class, have 15 days and nights of camping (one long term camp), be appointed by his Scoutmaster and elected by his peers. He should also be registered as an active member of a chartered unit. Adults may also be nominated by their unit committee.

Elections– Each troop with qualified Scouts are urged to hold an annual election. Those Elected may be called out at the Spring Camporee or Summer Camp. An election is scheduled for the troop's Court of Honor/ Summer Camp promotion night, or Wednesday night of Summer Camp. Elected scouts and nominated leaders may attend either the pre-camp or post-camp ordeal at Camp Seminole.

For more information about OA activities during the year visit www.watonala.org.

DON'T FORGET YOUR OA SASH!

Daily Camp Schedule

		DAILY SCHEDULE					
Time	SUNDAY	MONDAY	TUESDAY	WEDNESDAY	THURSDAY	FRIDAY	SATURDAY
6:00 AM			EXTREME EXCURSION - Meet at Flag Pole				
6:30 AM			MILE SWIM PRACTICE			MILE SWIM	
7:20 AM			FLAG RAISING				
7:30 AM			BREAKFAST				
7:30 AM			SENIOR PATROL LEADERS MEETING—Back Porch of the Dining Hall				
8:15-9:30 AM			MERIT BADGE SESSION # 1				DEPART CAMP
9:40-10:55 AM			MERIT BADGE SESSION # 2				
11:05-12:20 PM			MERIT BADGE SESSION # 3				
12:30 PM			LUNCH AT THE DINING HALL				
1:30-2:45 PM			MERIT BADGE SESSION # 4				
2:55-4:10 PM			MERIT BADGE SESSION # 5				
4:20-5:35 PM			MERIT BADGE SESSION # 6 OPEN SWIMMING, BOATING, AND ARCHERY				
5:55 PM			FLAG LOWERING				
6:00 PM			DINNER (CLASS A UNIFORM)				
7:00 PM	VESPERS AT CHAPEL	LEADERS MEETING AT KIRBY	LEADERS MEETING AT KIRBY	LEADERS MEETING AT KIRBY	LEADERS MEETING AT KIRBY	LEADERS MEETING AT KIRBY	
7:30 PM	LEADERS MEETING AT ADMINISTRATION BUILDING	EVENING ACTIVITY 7:30 PM	EVENING ACTIVITY 7:30 PM	FAMILY NIGHT VESPEERS 7:30 AT CHAPEL	EVENING ACTIVITY 7:30 PM	CLOSING CAMPFIRE FLAG POLE 7:45	
8:00- 8:30 PM	OPENING CAMPFIRE FLAG-POLE 8:15 PM	SM & SE FIRESIDE CHAT 8:00 PM KIRBY	TRADING POST HOURS				
9:00-9:30 PM		LATE NIGHT SNACK ATTACK 9:30	8:00 AM – 12:25 AM 1:15 PM. – 5:45 PM 6:30 PM – 9:00 PM				
10:00 PM		TAPS-ALL SCOUTS SHOULD BE IN YOUR CAMPSITES					

Leader Meetings and Activities

LEADER ACTIVITIES AND MEETINGS

LEADERS MEETINGS

We will hold daily Adult Leader Meetings each Evening at 7:00 PM in the Kirby Training Center to address camp activities and programs, as well as other needs your unit may have.

THE SCOUTMASTER BADGE

The Scoutmaster Merit Badge Program is designed to encourage adult leaders to participate fully in the Camp Seminole program. The badge is available for all adults attending Camp Seminole Summer Camp. Camp Seminole recognizes each adult leader participating with a totem or recognition. You will be given a list of requirements when you arrive at camp.

ADULT LEADER TRAINING

Adult Leader Training will be offered throughout the week for Leaders at Camp Seminole. All These trainings will be available to any leader wanting or needing to complete them. Each training will have a certain time it will be offered and will be only offered at that time. Below is a schedule of when the trainings will be offered.

Training	Training Length	Day
Safety Afloat	1 hour	Tuesday
Safe Swim Defense	1 hour	Tuesday
BSA Lifeguard	All week	Monday-Friday
Scoutmaster Open Form	1 Hour	Wednesday
Leave No Trace Orientation	2 hours	Friday
CPR/AED Certification (Fee of \$15.00)	2 hours	Thursday
First Aid Certification (Fee of \$15.00)	2 hours	Thursday
This is Scouting	1 hour	Monday
Youth Protection	1 hour	Monday
Weather Hazards Training	1 hour	Wednesday

Check in and Check Out Procedures

SUNDAY CHECK IN PROCEDURES

1. Arrive at Camp Seminole between 1:00 and 4:00 PM. Please wait in the parking lot if you arrive early. Registration begins at 1:00 PM. The entire Troop should be in CLASS A uniform for a Troop photo.
2. Upon arrival, a Staff Guide will meet you at the main Camp Seminole Parking Lot.
3. The Scoutmaster and Senior Patrol Leader will be escorted to the Administration Building for check in. Please bring your Troop roster, any outstanding fee payments, and proof of accident insurance if Out of Council Troop.
4. The Troop will then be escorted to the Health Lodge for Health form checks and medication instructions. A qualified health officer will review the medical form. Any Scout or Scouter without a completed Health form (signed by a physician) will be asked to leave camp until he/she can acquire one. The Health Form is available at the Scout Service Center or at <http://www.scouting.org/filestore/HealthSafety/pdf/whole.pdf>. Bring all medications in their original containers with clearly written directions. Medications will be dispensed at mealtimes.
5. The Staff Guide will lead the Troop to take their Troop Photo.
6. While an adult transports Troop gear (in ONE vehicle) to the campsite, the Staff Guide will lead the troop to there Campsite.
7. At the campsite, you should make basic tent assignments and, orient your Scouts. All taking the swim test will change into their swimsuits and proceed to the Waterfront. If the weather situation is dangerous, swim checks will continue once the weather has cleared, or on Monday, before each Aquatics class.
8. The Troop Guide will lead the Troop on a Tour of Camp and to take Swim Test.
9. Once the Tour is over return to your campsite to settle in and set up.
10. Report to the flagpole in Field Uniform for flag lowering at 5:55 PM.
11. Chapel Service begins at 7:00 PM at the Chapel.
12. Adult Leaders will meet in the Administration Building for the Leader Meeting at 7:30 PM.
13. Report to the flagpole for escort to the Opening Campfire at 8:30 PM.

CHECK OUT PROCEDURES

As a Troop, you may plan to leave camp after the activities Friday night or Saturday morning after breakfast. Your Troop may depart camp after the following items have been completed.

1. Inform your Staff Guide when you will be leaving so that they can check you out.
2. The bathrooms, showers, tents, and campsite must be clean.
3. Trash must be bagged and placed by the campsite entrance for pickup.
4. Camp tents and cots must be inspected for damage by the Staff Guide.
5. All borrowed equipment must be returned to quartermaster.
6. **Pick up Health forms from Camp Office.**

Merit Badge Program

MERIT BADGE PROGRAM

To have a successful experience earning merit badges at camp, Scouts need to plan carefully. Many merit badges require preparation before or after your week at camp. If you wish to complete a badge at camp be sure to bring a certificate of completion of those requirements to camp, staff are not allowed to sign off on anything not completed at Camp Seminole. It is the responsibility of the Camp Staff to provide and instruct requirements that can be completed at camp. A completion or a partial with uncompleted requirements are given to Scoutmasters on the last day of camp. Every effort will be made to inform Scouts on their progress throughout the week. Leaders are encouraged to visit with the camp staff about the status of their Scouts.

Camp Seminole operates with a five-day merit badge schedule. During the week in the evening we will have games going on. However, the completion of merit badges will not be sacrificed for the games. If we experience bad weather disrupting the completion of any merit badge or if a Scout needs additional help, our staff is committed to putting the merit badge program and your Scouts first.

Troops are asked to submit the Merit Badge/Activity form by **May 15th, 2015**. Reservations for limited size sessions will be taken on a first come, first serve basis. Any extra openings will be filled at the Leaders' Meeting on Sunday evening.

Please review the Merit Badge Schedule and important information on the following pages. An "X" represents when the class is offered and an "< X X>" represents classes lasting two or more periods.

It is recommended that each Scout have a copy of the Merit Badge book or a print out of the Merit Badge Worksheets for each badge he is signed up to take. Merit Badge books are available at the Scout Service Center and the worksheets are available at meritbadge.org. There will be a limited Supply of Meritbadge books in the Camp Trading Post.

SPECIAL FEES AND REQUIREMENTS

Before signing up for programs, see pages 19-21 It contains important information to consider when signing up for a program. Beside each program are comments showing limitations on class size and age restrictions where applicable. Also, anything Scouts must bring, must reserve extra time for, and/or complete before or after camp in order to complete the program is also listed. Pay close attention as some merit badges require fees for participation.

Programs and Merit Badges at Camp

AQUATICS

The Aquatics Program at Camp Seminole provides knowledge and excitement for all levels of swimmers and boaters. Safety on the water is extremely important to us. All of our Lifeguards are BSA Lifeguard trained and Red Cross CPR Trained. The Aquatics Staff strives to make every Scout a stronger swimmer by the end of their week at camp.

SWIMMING PROGRAM: LIFESAVING, SWIMMING, Swimming Instruction, Free Swim, Safety Afloat, Safe Swim Defense, and BSA Lifeguard

BOATING PROGRAM: CANOEING, ROWING, and Free Boating

SHOOTING SPORTS

The Camp Seminole Shooting Sports Program includes: ***ARCHERY, RIFLE, and SHOTGUN*** badges. These ranges are staffed and supervised by certified instructors. On each range, a Scout can expect to learn safety and responsibility along with knowledge, history, and techniques about the sports. Throughout the week Scouts and Leaders alike will have opportunities for advancement, recreation, and competitive shooting. We recommend that Scouts attempting the merit badges are at least 13 years of age. All three merit badges can be completed at camp, but extra practice time may be required to qualify.

ECOLOGY CONSERVATION

The Camp Seminole Ecology Program will provide a better understanding of our environment and the importance of plant life and wildlife that we share it with. Also, Patrols can sign up to complete a conservation project or other service project with the Ecology Director or Camp Commissioner. The classes offered are: ***ENVIRONMENTAL SCIENCE, FORESTRY, ANIMAL SCIENCE, SOIL AND WATER CONSERVATION, REPTILE AND AMPHIBIAN STUDY, FISH AND WILDLIFE MANAGEMENT AND SUSTAINABILITY.***

HEALTH AND SAFETY

Will your Scouts be ready to save a life? Our Health and Safety Staff consists of trained medics who will teach your Scouts how to prevent injuries and save lives. Health and Safety offers the following Merit Badges: ***EMERGENCY PREPAREDNESS, FIRST AID, FINGERPRINTING, SAFETY, and TRAFFIC SAFETY.***

SCOUT SKILLS

Scout Skills at Camp Seminole will give your Scout an opportunity to learn and practice exciting new skills and crafts that will help them become a better Scout. The classes offered are: ***CHESS, LEATHERWORK/WOODWORK, INDIAN LORE, GAME DESIGN, and BASKETRY/ POTTERY .***

OUTDOOR SKILLS

Are you an outdoorsman? Do you want to learn practical skills that could help you survive in the great outdoors? These badges are for you: ***FISHING, FLY FISHING, HORSEMANSHIP, PIONEERING, GEOCACHING, SPACE EXPLORATION, and WILDERNESS SURVIVAL***

BUSINESS and TECHNOLOGY

The Business and Technology Program provides Scouts with the opportunity to learn and experience skills, which could lead them to a new hobby, or even a trade. The classes offered are: ***AVIATION, CITIZENSHIP IN THE NATION, FARM MECHANICS, HOMEREPAIRS, WELDING, and SALESMANSHIP.***

Programs and Advancement at Camp

QUEST ADVANCEMENT PROGRAM

This program is designed for those Scouts that are either brand new to Scouting or have not earned the First Class Rank. The QUEST program allows Scouts to work on those Scouting outdoor skills that will help them advance. In the course Our QUEST Staff will teach using the EDGE method. Please work with each Scout individually to determine what rank classes they need to sign-up for.

QUEST For Tenderfoot

- Flag (Displaying and Handling)
- Knots
- Outdoors skills (Hiking, Buddy System, & Poisonous Plants)
- Fitness
- First Aid (Heimlich Maneuver, Basic First Aid Skills)



QUEST For Second Class

- Wood Tools (Scouts will earn their Tote'n Chip)
- Map/Compass (Compass, Map Symbols, and Orient on a Map)
- Fire Building (Scouts will earn their Fireman Chit)
- Nature
- First Aid (Heart Attack, CPR)



QUEST For First Class

- First Aid (Bandages and Carries)
- Map/Compass
- Lashing, Knots
- Nature



Extreme Excursions MORNING HIKES

The Extreme Excursions is a series of 4 **BRISK** morning hikes leaving from the flagpole sharply at 6:00am on Monday, Tuesday, Wednesday, and Thursday. These 4 unique hikes are approximately 2.5 -4.0 miles long and take 1-1.5 hours each to complete. Upon completion of 3, hikers are presented with a patch at the closing campfire.

CHAPEL SERVICES

A non-denominational chapel service is held on Sunday Evening at the Chapel and Wednesday Evening at the Campfire Ring. Scout Troops with religious Chartered Organizations are encouraged to invite their Priest, Pastor, or Rabbi to visit while the Troop is at camp and help with the chapel services.

HONOR TROOP AWARD

Will your Troop earn this distinguished Award? See page 28 for the 2015 requirements.

Program Schedule

Program Area	Merit Badge	Ses 1	Ses 2	Ses 3	Ses 4	Ses 5	Ses 6
		8:15	9:40	11:05	1:30	2:55	4:20
		9:30	10:55	12:20	2:45	4:10	5:35
Aquatics	Swimming Instruction					X	
	BSA Lifeguard	<X	X	X	X	X	X>
	Canoeing	X			X		OPEN
	Lifesaving			<X	X>		
	Rowing		X			X	OPEN
	Swimming	X	X				OPEN
Ecology	Animal Science					X	X
	Forestry			X	X		
	Environmental Science					X	X
	Soil and Water Conservation (New in 2015)	X			X		
	Fish and Wildlife Management (New in 2015)	X	X				
	Reptile and Amphibian Study	X	X				
	Sustainability			X		X	
Advancement	Tenderfoot	X			X		
	2nd Class		X			X	
	1st Class			X			X
Outdoor Skills	Fishing		X		X		
	Fly Fishing (New in 2015)	X				X	
	Horsemanship	<X	x>				
	Pioneering (New in 2015)			X		X	
	Geocaching (New in 2015)		X		X		
	Space Exploration (New in 2015)	X		X			
Health and Safety	Wilderness Survival					<X	X>
	Emergency Preparedness	<X	X>				
	First Aid			X	X		
	Fingerprinting *** (New in 2015)			X*			
	Safety (New in 2015)	X			X		
	Traffic Safety (New in 2015)					X	X
Scout Skills	Chess (New in 2015)	X		X			
	Leatherwork/ Woodwork (New in 2015)		X		X		
	Indian Lore					X	X
	Game Design		X		X		
	Basketry/Pottery (New in 2015)			X		X	
Shooting Sports	Archery		X			X	OPEN
	Rifle Shooting	X			X		
	Shotgun Shooting			X			X
Business and Technology	Aviation (New In 2015)	<X	X>				
	Cit. in the Nation (New in 2015)		X		X		
	Farm Mechanics (New in 2015)					X	
	Home Repairs (New in 2015)				X		
	Welding			X			
	Salesmanship (New in 2015)		X			X	

Special Fees and Requirements 1

Merit Badge	Requierments	Description
Animal Science	Limit 15, MB Workbook	Scouts will learn about different types of livestock and learn more about horse breeds
Archery	Limit 12, \$10.00,	Scouts will learn to safely shoot and handle a bow and arrow and make their own bow string and arrow.
Aviation	Limit 10, Must have Oreinteering MB, Must be 1st Class	Learn about the different types of aircraft, how they operate, and different career opportunities.
Basketry/ Pottery	Limit 16, MB work-book, must buy basketry kits from Trading Post, \$8 Pottery Fee	Learn about basketry and pottery and make 2 baskets and a bowl.
BSA Lifeguard	Must Pass Swimmers Test and have Swimming and Lifesaving MB	This program is recommended for older scouts and adults who are strong swimmers and who can dedicate the whole week to being on the waterfront
Canoeing	Limit 12	Scouts will spend their time learning to safely use and care for a canoe as well as learning the various strokes.
Chess	Limit 16, MB Workbook	Learn about the game of chess and different strategies, play against others in the class
Cit. in the Nation	Limit 16, MB Workbook, Must be 1st Class	Learn about how to be a good citizen of your nation and learn how it operates
Emergency Preparedness	Limit 15, MB Workbook, Completed 1st Aid	Emergency Preparedness is an Eagle Required Merit Badge Option. In this class scouts will learn to "Be Prepared" for different emergency situations.
Environmental Science	Limit 15, MB Workbook	Environmental Science is an Eagle Required Merit Badge Option. Scouts will study ecology, pollution prevention, environmental impact and conservation.
Farm Mechanics	Limit 16, MB Workbook	Scouts will learn about the different tools used on a farm and how to maintain them
Fingerprinting	Limit 20 MB Workbook, Class is only on Wed at lunch	Scouts will learn about their fingerprint pattern and how to take a fingerprint.
First Aid	Limit 15, MB Workbook	First Aid Merit Badge is Eagle Required. Scouts will learn Basic First Aid and how to treat basic ailments.
Fish and Wildlife Management	Limit 16 MB Workbook	Scouts will learn about different fish and wildlife in this region and learn how to manage and preserve
Fishing	Limit 15, Fishing Pole, and Fishing Tackle (some fishing tackle provided)	Scouts will learn about the different types of fishing and how to fish.
Fly Fishing	Limit 10, MB Workbook, Bring Rod if Have One	Scouts will learn about fly fishing, the different terminology, and the proper technique to fly fishing.
Forestry	Limit 15, MB Workbook	Scouts will experience forest ecology and wilderness management.
Game Design	Limit 12, MB Workbook	Scouts will learn about different games, and design their own game to play.

Special Fees and Requirements

Merit Badge	Requierments	Description
Geocaching	Limit 12, MB Workbook	In Geocaching you will learn what it involves, how to use a GPS, and complete a series of Caches.
Home Repairs	Limit 16, MB Workbook	Scouts will learn about basic home repairs and complete several projects around camp.
Horsemanship	Limit 8, Age: 13	Scouts will learn about horses, how to care for horses, and safety when riding horses.
Indian Lore	Limit 15, MB Workbook	This badge teaches about the cultural and historical aspects of various Native American tribes.
Letherwork/ Woodwork	Limit 16 MB Workbook, \$5.00	Scouts will learn about Leatherwork and Woodwork and complete projects in both classes
Lifesaving	Limit 12, Must Pass Swimmers Test, Long Pants, Long Sleeved Button Up Shirt.	This is an Eagle required merit badge option that requires physical strength and stamina. Scouts will learn basic rescue and first aid techniques.
Pioneering	Limit 16, MB Workbook	Scouts will learn about pioneering and build several pioneering projects.
Reptile and Amphibian Study	Limit 15, MB Workbook	Scouts will learn about the different species of reptiles and amphibians.
Rifle Shooting	Limit 12, Age: 13, \$15.00	Scouts will learn proper protection and safety when working with firearms.
Rowing	Limit 12, Must Pass Swimmers Test	Physical strength and stamina are required. You will learn the different strokes and techniques to become an efficient rower.
Safety	Limit 16, MB Workbook	Scouts will learn about safety and prepare a safety plan
Salesmanship	Limit 16, MB Work Book	Scouts will learn how to be a salesperson and good salesmanship
Shotgun Shooting	Limit 12, Age: 14, \$15.00	Scouts will learn firearms safety and how to clean a shotgun.
Soil and Water Conservation	Limit 16, MB Workbook	Learn about different types of soil and how water conservation works. Scouts will complete several different projects
Space Exploration	Limit 12, Must buy Kit from Trading Post	Lean about space exploration and build a model rocket
Sustainability	Limit 15, MB Workbook	This is an Eagle required merit badge option. Scouts will learn about how we can be conservation minded with our natural resources.
Swimming Instruction	Limit 10	Swimming Instruction is for scouts who need a little extra time and help learning how to swim.
Traffic Safety	Limit 16, MB Workbook	Learn about the different traffic laws and the importance of traffic safety.

Special Fees and Requirements

Merit Badge	Requierments	Description
Quest 1st Class	Limit 16, Scout Handbook	This is an Advancement Program for Scouts Working on First Class
Quest 2nd Class	Limit 16, Scout Handbook	This is an Advancement Program for Scouts Working on Second Class
Quest Tenderfoot	Limit 16, Scout Handbook	This is an Advancement Program for Scouts Working on Tender-foot
Welding	Limit 8, \$15, MB Workbook, Blue Jeans and Long Sleeve Shirt	Scouts will learn about safety when welding, and how to weld properly.
Wilderness Survival	Limit 15, MB Workbook	Scouts will learn how to prepare a shelter and sleep in it

Merit Badge/ Activity Form

MERIT BADGE/ACTIVITY FORM

Each Scout should complete this form with the Scoutmaster. Once the Scoutmaster has all of the forms collected he may turn them in at the Council Service Center. The sooner the forms are completed and turned in, the more likely a Scout is to get the desired classes. It is important that Scout and Scoutmaster give some thought when selecting the Merit Badges and other activities from the Program Schedule on page 20.

PLEASE SUBMIT BY MAY 15h, 2015.

This Form will not be accepted until the Scoutmaster has approved and signed it.

After May 15th, Scouts will be allowed to select merit badges from leftover vacancies in classes on Sunday afternoon. No additional classes will be opened to accommodate late registrants. Please remember that class sizes are limited, and the Scout may not get all the classes that he has requested. Limits insure the classes are not overcrowded and the Scout has a reasonable opportunity to complete the merit badge with the help and guidance of the instructor.

Troop # _____ **Age:** _____

Scout's Name _____

Scoutmaster's Signature _____

Session	First Choice	Second Choice
1		
2		
3		
4		
5		
6		

COUNCIL OFFICE USE:

Date Received: _____ Time Received: _____

Submitted By: _____ Received By: _____

Campsite Inspection

This application must be turned in no later than 12 noon on Friday!!

Campsite Appearance	Max Points	M	T	W	Th	F	Total
Gateway							
4 Lashings	5						
3 Knots	3						
Display of Scout Spirit	2						
Actual Gate	2						
Identifies Troop	3						
Campsite							
Perimeter Marked	2						
Tool Yard W/ Proper storage of tools	2						
At least two Camp Gadgets	5						
Organization							
Troop Gear Properly Stowed	2						
Table Area neat and clean	3						
Campsite neat and clean	5						
Troop Duty Roster filled out	7						
Organized areas by patrols	2						
Duty Roster Displayed	2						
Summer Camp Schedule Displayed	7						
Displayed Roster of Scouts in camp and Fire Guard	7						
Health And Safety							
Trash stowed properly	7						
Water Cooler filled	5						
Fireguard Chart filled out daily	3						
Troop First Aid Kit accessible	6						
No vehicles/ trailers parked in front of campsite	5						
Tents							
Properly Set Up	3						
Beds Made	5						
No clothes or trash on floor	5						
Personal gear stowed	5						
Scout Master tents properly marked	2						
Total	100						

2015 Camp Seminole Honor Troop



This summer the Staff at Camp Seminole wants to push each troop to its limit. We are raising the standard for troops across the board. Earning "Honor Troop" is a high honor signifying an exceptional camping unit!

To qualify a troop must complete 14 of the 16 criteria and have it approved by the appropriate staff member.

- ___ 1. Have at least an 80 average on campsite inspection.
- ___ 2. The entire troop (including adults) arrive on time to pre-meal assemblies (3 Strikes You're Out)
- ___ 3. Entire troop (including adults) in Class-A for flag lowering and supper.
- ___ 4. SPL or designee and SM attend ALL SPL/SM meetings
- ___ 5. Participate in Opening and/or Wednesday Vespers
 - Active not just attendance
- ___ 6. Attend BOTH campfire programs
- ___ 7. Provide a program (cheer, song, etc.) at a meal time assembly
- ___ 8. Provide a skit and/or song for Closing Camp Fire
- ___ 9. Complete troop service project approved in advance by Ranger, Camp Director, or Camp Commissioner. (May be completed before camp)
- ___ 10. Lead a flag ceremony
- ___ 11. Build Campsite Entrance way including:
 - At least 4 lashings and at least 3 different knots
 - Actual Gate (an opening promising passage through an enclosure)
 - Identifies troops
 - Proper display of US and Troop flags
 - Clear display of scout spirit
- ___ 12. Every scout completes at least 2 "week-long" merit badges (Including Quest)
- ___ 13. Posted in Campsite
 - Full duty roster (including Waiter Duty)
 - Fire Guard
 - Listing of all scouts and the Merit Badges they are enrolled in
- ___ 14. The Troop must participate in all camp-wide games
- ___ 15. Each adult must be Youth Protection certified and at least one adult be certified in Safe Swim Defense
- ___ 16. Display Scout Spirit DAILY
 - Living out the Oath, Law, Motto, and Slogan

Senior Patrol Leader _____

Program Director _____

Scout Master _____

Camp Director _____

Family Night and Snack Attack Form

WEDNESDAY FAMILY NIGHT RESERVATION FORM

Please fill out and return to the Camp Director no later than the Monday's Leaders Meeting at 10:00AM.

Number of Scouts who will be eating in the Dinning Hall _____

Number of Leaders who will be eating in the Dinning Hall _____

Number of Visitors who will be eating in the Dinning Hall _____

Total number eating in the Dinning Hall _____

*Cost for visitors is \$6.00 per person to eat in the Dinning Hall

Signed by Unit Leader

Troop #

LATE NIGHT SNACK ATTACK ORDER FORM

Pizzas will be delivered to your campsite at 9:45 PM by your Staff Guide.

This form must be completed and turned in to the Trading Post with payment (\$8.00/pizza) by 2:00 PM on Tuesday.

Large Cheese Pizza _____ X \$8.00 = _____

Large Pepperoni Pizza _____ X \$8.00 = _____

Large Sausage Pizza _____ X \$8.00 = _____

Total Paid = _____

Ordered by: _____ Troop: _____

Campsite: _____ Date Paid: _____

What to Bring

- | | |
|--|---|
| <input type="checkbox"/> Complete Scout Uniform | <input type="checkbox"/> Insect Repellent |
| <input type="checkbox"/> Comfortable shoes (2 pairs)
(no open toe shoes or sandals) | <input type="checkbox"/> Medications |
| <input type="checkbox"/> Raincoat/Poncho | <input type="checkbox"/> Scout Handbook |
| <input type="checkbox"/> Clothes for 1 week | <input type="checkbox"/> Battery powered lamp |
| <input type="checkbox"/> T-shirts
(can be purchased at camp) | <input type="checkbox"/> Towel and Wash cloth |
| <input type="checkbox"/> Underwear | <input type="checkbox"/> Water Bottle |
| <input type="checkbox"/> Shorts | <input type="checkbox"/> Merit Badge Books |
| <input type="checkbox"/> Pants (pair needed for Swimming and
Lifesaving) | <input type="checkbox"/> Personal First Aid Kit |
| <input type="checkbox"/> Socks | <input type="checkbox"/> Pocket Knife |
| <input type="checkbox"/> Sleeping Gear
(camp cot provided) | <input type="checkbox"/> Watch |
| <input type="checkbox"/> Notebook and pencil | <input type="checkbox"/> Camera |
| <input type="checkbox"/> Toiletry Items | <input type="checkbox"/> Sunglasses |
| <input type="checkbox"/> Soap | <input type="checkbox"/> Compass |
| <input type="checkbox"/> Toothbrush/paste | <input type="checkbox"/> Sunscreen |
| <input type="checkbox"/> Deodorant | <input type="checkbox"/> Musical Instrument |
| <input type="checkbox"/> Comb/Brush | <input type="checkbox"/> Baby Powder |
| <input type="checkbox"/> Mouthwash | <input type="checkbox"/> Mosquito Netting |
| <input type="checkbox"/> Swimsuit | <input type="checkbox"/> Fishing Gear |
| | <input type="checkbox"/> Flashlight |
| | <input type="checkbox"/> Spending Money for Trading Post |

UNIT EQUIPMENT CHECKLIST

- U.S. Flag, Troop Flag, Patrol Flags
- Troop library books (song/skit books, Scout Handbooks, merit Badge pamphlets, Troop Record Book, etc.)
- Props for favorite skits
- Fire Tools (Shovel/Rake/Bow Saw/Axe/Water Hose)
- Camp Project Tools (Shovel/Hammer or Small Maul/Rope)
- Gateway Materials
- Water Jugs/Coolers
- Troop First Aid Kit
- Lock box for Troop's valuables

SCOUTMASTER CHECKLIST

- Camp Leaders Guide
- Complete roster of all Scouts and Leaders
- Thumbtacks for bulletin board
- Alarm Clock
- Folding Chair
- The Scoutmaster Handbook
- Small fan for tent

NOTE: All items should be marked with the Scout's name and troop number

SPECIAL EQUIPMENT: See page 25 for other items that may be needed for each program.

Troop Roster

ROSTER OF SCOUTS & SCOUTERS IN CAMP

Complete this form and make 3 copies. One to be turned in upon arrival at camp, one for the Scoutmaster's records, and one for the SPL's records.

TROOP _____ DISTRICT _____ COUNCIL _____

	Last, First Name	Address	Phone Number	Rank	Age
SM					
ASM					
ASM					
ASM					
ASM					
SPL					
2					
3					
4					
5					
6					
7					
8					
9					
10					
11					
12					
13					
14					
15					
16					
17					
18					
19					
20					
21					
22					
23					
24					
25					

Camp T- Shirt and Camp Hat Pre Order

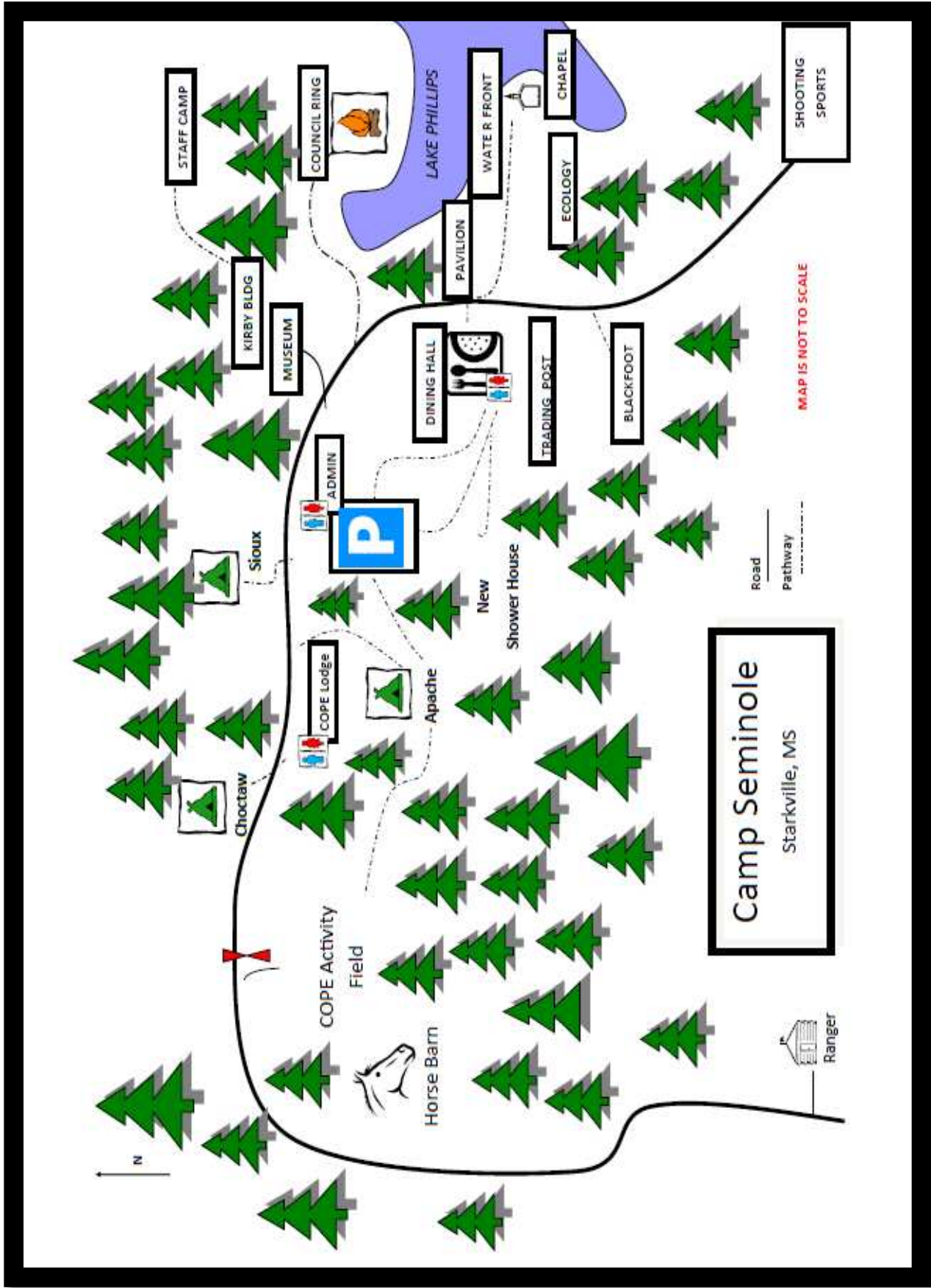
*Camp Seminole is proud to offer the Camp Seminole T-Shirt & Camp Hat.
More Information to Come In 2015*

*Guaranteed to have your sizes waiting for you when you arrive at Camp!
This form must be **submitted** to the Scout Service Center by **May 1, 2015** to
assure camp delivery of shirts and hats. **Payment** will be collected at check
-in on **June 7, 2015** when you arrive at camp.*



~MORE INFORMATION COMING IN 2015~

CAMP SEMINOLE MAP





Pushmataha Area Council

P.O. Box 9570

Columbus, MS 39705

Phone—662.328.7228

Fax—662.328.7052

Camp Director: Micah Huffman

Program Director: Eric Bickford