# Boy Scout Troop 348 Summer Camp 2015

Departure: Sunday, July 12, 2015 8:00am CDT from Oak Forest Metra Parking Lot 159<sup>th</sup> and Oak Ave in Oak Forest (the lot on the South side of 159<sup>th</sup> Street, across from the train station)

Return: Saturday July 18, 2015 approximately noon. Troop will return to Equipment Container located at Interstate Battery 16220 Crawford Avenue, Country Club Hills, IL

Cost: \$270.00 per scout if paid by April 22; \$285 per scout if paid after April 22. \$135.00 per adult if paid by April 22. For Scouts who have not attended summer camp with Troop 348 previously, there will be an additional \$25.00 cost for the footlocker Tote to be paid to the troop by June 1. Totes will be provided at a date to be determined prior to summer camp. \*\*\*\*Cost of summer camp is reduced by \$30 per scout from \$300/\$315 to \$270/\$285 thanks to a generous donation from Father Scanlon.\*\*\*\*

Medication Turn in / Personal Gear Drop Off: Saturday July 11, 2015, time and location TBD. Scout personal equipment and medication will be dropped off for packing in the trailer so we do not have to do this on Sunday before leaving.

Camp Rota-Kiwan is located at 6278 Texas Drive, Kalamazoo, MI 49009-9702.

Boy Scout Camp Telephone number is 269-353-4631. Calls should be limited to emergencies ONLY. Leaders will have their cell phones at camp.

If searching on line map providers, use Rota-Kiwan Scout Reservation. Camp is about 134 miles from Oak Forest. Driving time estimate is 2 hours, 23 minutes. Camp runs on Eastern Daylight Time (1 hour earlier than Oak Forest). We are staying in the Boy Scout part of the Reservation, which is also called Camp Madron (do not search for Camp Madron, as you will find housing devlopment located near Buchanan, MI on the site of the original Camp Madron).

Camp is operated by the Michigan Crossroads Council, with central office in Flint, MI.

### **Activities**

Boy Scout Summer Camp, including Merit Badge Classes, advancement opportunities, Rifle Range (.22), Shotgun Range, Archery Range, Swimming, Boating, Canoeing, Sailing, Nature Area, ScoutCraft Area, Handicraft Area, Fine Arts Area. Scouts determine their own schedule during the week.

## **Accommodations**

We are staying in Fremont Campsite, which is part of the Pines area.

The camp will provide tents. These are 2 person canvas wall tents and are set up on wooden platforms. Each camp tent will include 2 cots and 2 mattresses. These tents do NOT include mosquito netting. We will make sure each scout has mosquito netting and poles to mount to the cot frame.

#### Food

Food is provided as part of camp fee except as noted below.

The Camp uses a Dining Hall, with meals prepared by the dining hall staff.

When eating in the Dining Hall, meals are served family style at tables of 8-10 scouts, adults, and staff. Each meal requires 1-2 scouts per table to serve as Jumpers, arriving 15 minutes early to set the table before the meal, serve as runner for additional food during the meal, and stay 15 minutes after the meal cleaning up table.

The Summer camp leader's guide has been unclear about dinner on Wednesday. It may be a regular dining hall dinner, it may be camp provided, but eaten in the campsite, or it may be on our own. Once we have determined what needs to be done, we will make arrangements prior to departure for camp.

Troop will stop for lunch en route to camp on Sunday. Scouts will pay for their own lunch out of their spending money. Estimate \$6-10 for a fast food lunch. Scouts will decide where we will eat lunch en route prior to departure.

Troop will stop for lunch en route home on Saturday. Scout will pay for their own lunch out of their spending money. Estimate \$6-10 for a fast food lunch. Scouts will be responsible for reserving part of their spending money for lunch on the trip home. Scouts will decide where we eat lunch en route prior to departure

### **Catholic Mass**

The Kalamazoo Diocese has arranged for a Catholic Mass on Sunday evening in camp. We will attend as a troop. The priest saying mass at camp is the current priest in Scott Begin's parent's parish.

#### **Visitors**

Visitors are welcome at camp during the week, but must be escorted by an adult from the troop while in camp. Visitors may not stay overnight at camp, eat in the dining hall without prior notice, or participate in camp programs.

Camp hosts a Visitors Night for families on Wednesday night from 5:30-9:00pm EDT.

Please notify Scott Begin if you will be visiting camp, and when.

Scott Begin's father will visit camp at least once (he is bringing the priest to camp for Sunday Mass). In addition, Richard Paxson, who was HandiCraft Director at camp for 30+ years, including when Scott worked at Camp, will visit Scott at least once during the week.

## **Camp Attire**

Scouts are required to wear their scout uniform when travelling to camp on Sunday, for evening meals during the week, and when traveling home on Saturday.

At other times, scouts may wear appropriate non scout clothing. Shoes are to be worn except when in Tent, showers, and swimming area. Shoes should be close toed. Sandals / Flip Flops are not permitted except as wear to showers.

#### **Medical Information**

Each camper (youth and adult) must complete a physical exam with a Doctor (MD or DO) within the last year. A medical form has been provided (more available). Return these to Scott Begin by Monday June 26, 2015.

For any Scouts on medication, the medications will be turned to the Troop adults prior to departure. The medications will be in original prescription packaging, have dosage instructions, and will correspond to the medication information on the scouts medical form. Medications will be administered by the adults and will be kept in a secured container within camp and medication administration will be logged and subject to review by the camp health lodge.

Each camper will have medical form reviewed on Sunday at camp.

### **Showers**

Camp has 3 shower houses, each shared by 4 campsites. Hot showers and flush toilets are provided. In accordance with Boy Scout Youth Protection Policies, each shower house has separate areas for youth, adult males, and adult females. Scouts are expected to shower as required during the week.

#### **Advancement**

Scouts will schedule Merit Badge and other classes before arriving at camp. This will be done at meetings between now and summer camp. Scouts will be expected to take at least 2 Merit Badges or other classes.

Some Merit Badges have prerequisites which must be done before arriving in camp to be able to complete the badge in camp. This will be discussed when scheduling merit badges.

Some Merit Badges have equipment requirements. Swimming merit badge requires scouts to have long pants and a long sleeve, button down shirt which will get wet.

Some merit badges have additional costs:

Handicraft badges have project costs that vary by merit badge, ranging from \$5-20.

Rifle Shooting and Shotgun Shooting Merit Badge requires achievement of minimum target scores and Scout will need to purchase ammunition to do so. These merit badges can cost \$20-30 to complete.

Scouts do NOT need to take Rifle Shooting or Shotgun Shooting Merit Badges to shoot at the ranges.

# **Swimming / Watercraft**

Sunday, after arriving at camp, every camper will undergo a swim test to classify their swimming ability as either a nonswimmer, beginner, or swimmer. This classification will be used to determine which section of the waterfront a scout may swim in and which watercraft can be used.

There is an instructional swim period where scouts can either learn to swim or improve their swimming abilities.

Whenever swimming, Scouts will swim with a buddy and watch out for each other. During free swim periods, there will periodic checks to make sure all swimmers are accounted for.

Scouts will follow the requirements of the waterfront in that a Personal Floatation Device (PFD) will be properly worn at ALL times while in any watercraft.

There will be a free swim period daily Monday through Friday in the afternoon.

### **Fishing**

Camp has a fishing area that is separate from the waterfront and is always open. Scouts wishing to fish will need to provide their own fishing pole, bait, and tackle.

### **Troop Picture**

Troop will have its picture taken Sunday at camp. Scouts will be provided with a 5 x7 color picture at the end of camp.

## **Electronics**

Scouts may NOT bring entertainment electronics to camp. This includes (but is not limited to) radios, music players, TVs, handheld electronic games.

Electronics that are permitted are: Watches (recommended), cameras.

Cell phones are permitted, but recommend usage restricted to internet access in support of merit badge classes.

The troop will have a solar powered battery charging station in camp.

#### **Prohibited Items**

Fireworks, firearms, ammunition, Archery Bows or arrows, or water guns.

## **Spending Money**

Scouts are recommended to have enough spending money for the week. This will include money for Sunday and Saturday lunches. This can be used to purchase supplies for activities such as Handicraft projects, Rifle Shooting ammunition, Shotgun Shooting Ammunition. The camp operates a Trading post during most open program periods where scouts can purchase snacks, Camp T-Shirts, some equipment, and other supplies. Recommended spending money per scout is \$40-\$50.

## **Equipment List**

Scout Uniform (wear to camp on Sunday: Scout Shirt, Neckerchief, Slide, Hat, pants/shorts/socks). Duffle Bag / backpack containing Swim Suit, swim Towel, and option swim shoes, plus a change of clothes.

Medications as required

Sleeping bag (recommend packing in a nylon stuff sack)

Footlocker Tote (obtained through troop)

Boy Scout Handbook (Pack in Zip Lock Bag)

Clothes for the week: Pants, shorts, shirts, underwear, socks,

Rain Gear

Cool weather clothes (sweatshirts / Jackets)

Hat

Laundry bag for holding dirty clothes

Bathing towels and washcloths

Toilet Kit (Soap, Shampoo, Toothpaste, Toothbrush, comb)

Flashlight and extra batteries

Insect Repellent

Water Bottle

Paper / Pen or Pencil

Pocket Knife (must have Toten Chit to carry)

Watch (camp programs run on time)

Money for Trading Post

Pajamas / sleeping clothes

Optional:

Fishing tackle

Camera

Backpack (Daypack)