

2020 LEADER'S GUIDE

HAVE FUN IN THE SUN AT CAMP ROYANEH!



95th Anniversary of Summer Camp

SAN FRANCISCO BAY AREA COUNCIL

BOY SCOUTS OF AMERICA



The San Francisco Bay Area Council offers a Summer Camp program for registered members of the Boy Scouts of America and does not discriminate against any youth or adult with regard to race, color, religion, age, sex, handicap, or national origin.

Camp Royaneh and Wente Scout Reservation are accredited by the National Council of the Boy Scouts of America. These Camps maintain a top rating for their facilities, programs, and Staff. Both Camps operate under guidelines established by the State of California, and Sonoma and Mendocino counties, respectively.



YOUTH PROTECTION

Each Scout Unit is responsible for ensuring that **every** adult completes Youth Protection Training before arrival at Camp. You can contact your Council Office or District Training Chair for available training dates or access the training online here: www.Scouting.org/Training/YouthProtection.aspx

In accordance with the National Youth Protection Policy, we have instituted the following Council policies:

- Adults must maintain two-deep leadership in Camp **at all times**. And you **must** notify the Camp Administration if you will have difficulties doing so.
- Adults must respect the privacy of youth members.
- Youth and leaders may not share sleeping facilities at any time (unless it is your own child).
- Leaders should only use the single-stall showers located at each Camp property.
- If private issues between a youth and an adult must be dealt with, two deep leadership must be present during the conference, health check, or other event. Please see the Camp Administration if you or your Scout Unit needs assistance or advice in this area.

DEAR UNIT LEADER:

The San Francisco Bay Area Council proudly offers two great Summer Camp experiences for your Unit. Whether you have decided to attend the beautiful redwood setting of Camp Royaneh or the wonderful Wente Scout Reservation in the hills of Mendocino County, this guide will help you make the most out of your Unit's Summer Camp adventure.

We take pride in the high quality of our Camp programs. At each Camp, a well-trained and enthusiastic Staff is awaiting the arrival of your Scouts and is eager to assist each Troop in developing its own program. You are still in charge of your Unit, and your Unit's program should reflect the needs and desires of your Scouts. After all, no one knows them better than you!

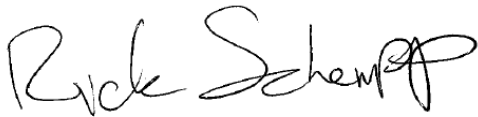
Your task as Unit Leader is to compress many years' worth of adventure into one week of Camp. With unique and unparalleled programs, and an experienced and handpicked Staff with an emphasis on customer service, both Camps offer you the best Scouting environment you could ask for in a Summer Camp. Come to Camp expecting and demanding a great time.

Your Unit's program can be tailor-made to meet your Unit's needs. The experience level of your Scouts and leaders will be important considerations in building your Camp program. The Camp Staff is available to help you make your individualized Camp program successful.

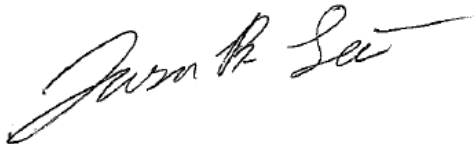
Read this guide *carefully* and use it to plan your week. If you have any questions, please contact us directly and allow us to answer them.

The Camping Program of the San Francisco Bay Area Council is proud to be a part of your Troop's effort in serving our youth.

Thank you.



Rick Schempp, Camping Chairman



Jason B. Lewis, Director of Support Service



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PRE-CAMP PLANNING

Unit Timetable

To be Completed as Soon as Possible:

Choose the week you wish to attend Camp and submit a Stake-A-Claim.
Be aware of the Camp Fee Payment Schedule and the Council Refund Policy.
Schedule a parents' night to promote and explain Summer Camp.
Talk with Webelos who will graduate into your Troop about going to Camp.
Provide Campership information for Scouts in need.
Provide Provisional Camper information for Scouts unable to go to Camp with you.
Share the Leaders Guide with all unit leaders *including the SPL*.
Attend one of the Camp Leader's Orientation meetings:
April 18th @ Camp Royaneh at 3:00 pm.
April 21st @ 1001 Davis Street, San Leandro at 7 pm.



Two Months Before Departure:

Unit Leaders and Troop Committee review this guide together.
Unit Leader should begin the program planning process for Camp.
Obtain commitments from other Adult Leaders to assist at Camp.
Provide each camper with:
Current BSA Annual Health and Medical Record forms*
Individual Equipment Needs List (p. 13)
Firearms Permission Slip (youth only)
Secure commitments to attend Camp from each Scout and their family.
Review Troop equipment needs.
Review individual advancement needs.
Check which Merit Badge requirements must be completed prior to Camp.
Communicate with SFBAC about any changes to your planned Camp attendance.

One Month Before Departure:

Submit a Unit roster of youth and Adults attending Camp.
Confirmation of fees due or paid through Council Office. Pay balance due.
Collect and check to see if all forms have been properly completed and are signed
Health form required to be updated annually
Review suggested personal equipment checklist.
Counsel Scouts on their personal goals for fun and advancement.
Check on final transportation arrangements.

Three Weeks Before Departure:

Hold final Troop Leader's Council
Unit committee meets to tie up loose ends: transportation, Troop equipment, etc.
Provide address, emergency phone number, and travel plans to your Troop.
Double check all forms, especially the BSA Annual Health and Medical Record, are complete, current, and signed by parents and doctor.
Complete **Final Unit Rosters** and send a copy to the Youth Leadership Training Center.
Notify Camp Administration of **Monday** or **Saturday** arrivals.
Notify Camp Administration of Special Dietary Needs. e-mail needs to chef@camproyaneh.org.

*Old Versions of the BSA Annual Health and Medical Record will NOT be accepted!

COUNCIL REFUND POLICY

A great deal of advanced planning and advanced purchasing takes place for all programs and events of the San Francisco Bay Area Council during the months and weeks prior to an event, such as: facility rentals, supplies, Staff hiring, food contracting, and program material acquisition. Because of this, the SFBAC has had to renew its refund policy effective October 1, 2010.

Refunds requested two weeks (14 days) prior to an event/Camp may receive up to an 80% refund, less any portion which is non-refundable. Requests made more than one week (7 days) prior to your event/Camp may receive up to a 60% refund.

Types of refunds considered: serious illness or injury (doctor's certification required), or death in immediate family. Refunds are not given for no-shows, conflict of schedule (such as sports events), weather conditions, or behavioral issues occurring before or during the event/Camp.

The \$500 Stake-a-Claim deposit is non-refundable. Refund requests made fewer than 7 days from the beginning of the event/Camp are **not considered**.

Refunds will be returned to the person(s) or entity from which the funds were received. Please include: participants' names, Unit number, District, address, contact phone number, name of the event, and date or session of the event.

Send refund request to:
San Francisco Bay Area Council
Camping Department
1001 Davis St
San Leandro, CA 94577-1514



CAMP FEES AND PAYMENT SCHEDULE

Early Bird Youth Fees		Camp Fee \$530	SFBAC In-Council Discount -\$35 = \$495
Stake-A-Claim	At Time of Reservation	\$500 per unit/per site/per week (NON REFUNDABLE)	
Payment	1/16/2020	\$150 deposit per Scout to hold the campsite reservation ** NON REFUNDABLE & NON-TRANSFERRABLE	
Camp Fee Deadline	3/12/2020	Balance of \$530 (additional \$30 fee after that date)	Balance of \$495 (additional \$30 fee after that date)
Final Payment for additional Scouts	5/21/2020	Unpaid Unit Balance Due. Additional charge of \$30 on all unpaid Scout Balances*	
Adult Leader Payment	5/21/2020	Two Adults Free all additional Adults pay \$295	
Refunds	Request Deadline	Refunds will be granted per our Council Refund Request Policy	

*New Webelos registering with unit in spring 2020 pay original camp fee until May 21st.

**Units not paying for original youth number will be subjected to smaller campsite or sharing (we will try to take into consideration Webelos crossing over)

San Francisco Bay Area Council Camping Refund Policy applies to all Summer Camps. Camp Scholarships are available based on 'need' for all SFBAC Scouts ONLY.

CAMPERSHIPS

The San Francisco Bay Area Council believes each Scout should be given every opportunity to attend Camp. At times it can be hard for a family to raise the money, and Camperships can help cover part of the cost of a week of Camp for SFBAC members attending an SFBAC Camp.

Applications are available at www.sfbac.org/forms/62765. Campership applications are due June 1st. Scouts who are applying for Camperships should still pay the \$150.00 deposit. It is not necessary to pay the remaining balance until the family is notified regarding the amount of their Campership. If the Campership is not approved you may request for a full refund.

Council notification of funding is not received until June. Although this can be inconvenient for Units trying to settle their Camp fees, it is necessary that we wait until this notification is final to approve any Camperships.

We also suggested that Troops set up a savings plan to help Scouts, and that Scouts in need should participate in any fundraising opportunities their Troop offers in order to provide for their Camp fees and necessary supplies.

PROVISIONAL CAMPING

Provisional Camping is available to Scouts who cannot attend Camp with their own Units, or who would like to spend an extra week at Camp. Scouts will be placed with another Unit in Camp, and the host Unit will provide the necessary leadership for the Scout. Every effort will be made to match Provisional Scouts with their host Troop prior to their arrival in Camp. Provisional Scouts should contact their host Units and try to visit at least one of their Troop meetings before going to Camp in order to familiarize themselves with their host Unit's Scouts and Adult leaders.

The Scout's family, or host Unit, is responsible for transportation to and from Camp. A Provisional Camper applications can be found at <http://www.sfbac.org/forms>. Contact the SFBAC Camping Department for questions or more information.



SPECIAL NEEDS

Campsites are available for use by physically challenged Scouts and leaders. Please check with the SFBAC Camping Department for availability and accessibility to facilities. For dietary and other food related needs, see *Food Service* on page 21 of this guide.

When appropriate, Merit Badge Counselors should be made aware of special needs required by any Scout in order to provide effective instruction and the best possible program for everyone involved.

CAMP STAFF AND CIT'S

Camp Royaneh and Wente Scout Reservation are always seeking qualified applicants for both paid and volunteer Staff positions. Older Scouts and Scouters are encouraged to apply as well. The minimum age requirement for employment at summer Camp is 16. A Counselor-in-Training program exists for 15-year-old Scouts who are interested in applying for Camp Staff when they turn 16.

The application process and interviews for Camp Staff are ongoing. Interested individuals should contact the SFBAC or Camp Administration for more details and an application. Camp Staff Applications may be found at <http://www.sfbac.org/forms>. Scouts at Camp can also sign up to be notified of future Staff openings. See the Camp Administration to be placed on the mailing list.

The Royaneh CIT program is a 3-week commitment of camping, learning and teaching. Each week will focus on specific skills and aspects of Staffing at summer camp. By the end of this program CITs will learn, among other things: team development, presentation skills, class management, and how to showcase camp spirit.



LEADERSHIP REQUIREMENTS AND RESPONSIBILITIES

The Camp Staff will be helpful in the support of your leadership regardless of its experience. **The success of your Camp program should not be measured in terms of the number of Merit Badges earned.** Success should be measured by the extent to which your Troop has learned to stand on its own two feet, to use Scout Leaders, to train its own instructors in scouting skills, to acquire new interests that stimulate program in the ensuing months, and to strengthen the individual Scout.

The skills that your Troop leadership brings to Camp, combined with those of our highly skilled Staff, will ensure that the Scouts of your Troop have a top-notch experience. You are encouraged to make full use of these leadership resources for the benefit of your Troop. The Camp Staff will be helpful in the support of your leadership regardless of its experience.

One of the most enjoyable experiences at Camp for an Adult Leader is getting acquainted with the other Adult Leaders in Camp and sharing ideas and experiences with each of them. There will be plenty of opportunity for formal and informal gatherings, sharing ideas and experiences, competitions, and fellowship among Adult Leaders in Camp. Your Camp Commissioner will let you know about scheduled events.

While at Camp, Units are expected to follow the traditional chain of command and organizational structure of a Troop. This section outlines the following requirements and responsibilities while at Camp: Adult Leaders (Scoutmasters, Assistant Scoutmasters, parents, etc.), Senior Patrol Leader and The Buddy System.

Adult Leaders: Scoutmasters, Assistant Scoutmasters, and parents:

The Scoutmaster and Assistant Scoutmasters are some of the most important people in Camp. You are with your Troop 52 weeks a year and know your Scouts better than anyone else. While many of your formal duties may be logistical, it is also important to remember that you are a role model, coach, counselor, and friend. Scouts will often emulate their Adult Leaders and your behavior often sets the tone for how the Scouts will behave in Camp. Some Scouts do not have strong role models at home, and even though you may not be aware of it, they are looking to you to for how to behave. What you do, what you say, and who you are in their day-to-day interactions are worth more than a thousand formal lectures and sermons.

It is extremely important that each Scout has a quality experience and this is more likely to happen when full-time leaders are in Camp. Although it is difficult at times for an adult to take a full week away to attend Camp, to do otherwise is very hard on your Scouts in attendance. A great deal of time is spent explaining the Camp program and operation when a Unit is rotating leadership. The Scouts suffer when new leaders do not know what to expect.

Adult Leader Requirements:

Each Unit must provide its own two deep leadership. The Boy Scouts of America requires:

- A minimum of two Adult Leaders who are **at least 21** years of age
- ***ALL ADULT LEADERS must be registered members of the Boy Scouts of America and have completed up-to-date Youth Protection Training prior to camp.***
- Adults can register by filling out the BSA Adult Application at:
<http://www.Scouting.org/filestore/pdf/524-501.pdf>

Contact your Council or District Training Chair for available training dates or complete the training online at www.Scouting.org/Training/YouthProtection.aspx

- In the case of very small Units, it may be possible for the Council to pair you up with another Unit in order to pool leadership. Contact the SFBAC Camping Department for more info.

Adult Leader Responsibilities

- Three weeks before arrival, inform the Camp in writing of any special needs a Scout or Adult Leader may have with regard to disabilities, medications, or dietary needs due to health or religious.
- Follow all Camp policies regarding the early release of Camper for any Scout leaving during the week.
- Distribute Unit medications individually.
- Monitor Scout's behavior and enforce Camp rules and policies.
- Adults should know where their scouts are at all times, and be aware of the activities they are involved in.
- **Enforce the buddy system.** Scouts need to have a buddy in program areas, on hikes, while swimming, and during other activities they are participating.
- Ensure that Camp facilities and program materials are not damaged by Scouts in their Units. *Units will be billed for any damage done to Camp property.* This will include the cost for materials, labor, and any other cost in relation to repairs or replacements.

Suggestions for Scoutmasters

- If you want a rule enforced, be immediate, consistent and definite.
- If you have a problem with Scouts from another unit, turn the problem over to their Scoutmaster. Contact your **Camp Commissioner** if you further assistance.
- Monitor your Scout's advancement.
- Keep a copy of each Scout's program.
- Spot check attendance and progress.
- Observe the quality of advancement.
- Guide younger Scouts with their advancement.
- Become acquainted with the Staff. Please direct any suggestions to the Area Director, the Program Director, or the Camp Director.
- Conduct a personal inspection of each Scout's gear within 24 hours of arrival, if not prior to leaving for Camp. Make a mental inventory. **Lock all valuables in your car.**
- Fireworks must be turned in for disposal.
- Confiscate weapons or potential weapons.



Senior Patrol Leader

The Troop is run by the Senior Patrol Leader. They are the key Junior Leader in your Unit. They should be well-trained to carry out their Camp responsibilities and will be invited to serve on the Camp Senior Patrol Leader Council.

The Buddy System

Scouts should pair up with a “buddy” while participating in program activities. The Camp Staff will make announcements during the week reminding Scouts to use the Buddy System. Adult leaders are encouraged to do the same. Adult Leaders should devise a Campsite check-in/Checkout plan so that you can account for your Scouts at all times.

Buddy Responsibilities

The Buddy System should be enforced during all activities at Camp, including, swimming, boating, while on the trails, as well as during Merit Badge classes.

PLANNING YOUR CAMP ADVENTURE

It is never too soon to plan the week of adventure your Troop will have at Camp. Keep in mind that a great part of any adventure is the anticipation brought by planning. Here are some tips for planning your week at Camp:

- **Scouts' Interests** - Share a list of Camp activities with the Scouts. Get them excited about going to Camp. Find out what the Scouts would like to do together as a Unit, as a patrol, with a friend, or on their own.
- **Advancement needs** - Update your Unit's individual advancement records and have each Scout set a personal advancement goal for the week at Camp. Different badges and activities are appropriate for different Scouts.
- **Unit Objectives** - List the accomplishments that you hope to achieve with the Unit at Camp. Your plan should lead you toward achieving your goals.
- **Unit Committee** - Sketch out a program for the Troop's week at Camp. Discuss your objectives and design your week to accomplish those goals. Get the support of the committee behind you. Have the committee help you draft a list of activities for the program, and then use that list to give the Scouts a voice in the planning process.
- **Attend the Unit Leader Orientation Meeting** - Key Camp Staff will be on hand to help prepare your Unit for a super Summer Camp experience.
- **Plan for Camp Routine** - Camp program also includes and allows time for Camp housekeeping, set up, clean up, and inspections. Learning to live and work together can be a very important part of Scouting's purpose.
- **Plan for Unit Programs** - Be sure to leave time for the activities your Unit would like to do together including open swims, hikes, trail rides and Troop shoots.
- **Hold Ceremonies for Recognition** - This should be an important part of your program. A Friday evening Camp court of honor, or a daily recognition at Unit meetings give an instant but important recognition.
- **Do not be afraid to let the Scouts make mistakes** - After all, mistakes are the seeds that germinate learning and success. *Always keep safety in mind!*
- **Have patrols organized before coming to Camp.** Work on ideas as patrols and have the patrol Leaders represent the group at Camp. Come with some of your activities planned.
- **Make your Campsite the Heart of the Camp.** Your Campsite is your home for the week, so work at making it more comfortable. Try using banners and flags to dress it up.
- **Be spirited.** Top Troops show spirit. The Troop that comes to Camp with spirit, challenges the rest of the Camp to come alive. Bring your Troop cheer to Camp and show everyone that you are number one!
- **First-year Campers**, generally speaking, the Baden Powell program at Royaneh is a great way to start a Camp experience. In addition to this program, some easier Merit Badges are suggested.
- **Diversify Activities.** If a Scout has too many of one activity planned, Scoutmasters should suggest the Scout try something new this year in order to get a well-rounded experience.



Five Types of Programming

The BSA summer Camp program offers fun and adventure with a specific goal. Camps provide a program for Troop leaders to use in helping their Scouts grow and learn. This program is developed to provide activities for the individual Scout, for buddies, for patrols, and for the Troop as a whole, culminating in a great total Camp experience. All programs in Camp have been designed with the following five concepts in mind:

1. **Scout** - Merit Badge programs and advancement opportunities are designed to help the Scout meet their own personal advancement goals.
2. **Buddy** - Scouts should always travel in at least a group of two, so certain activities have been planned during the week which will encourage buddy pairs to work and have fun together.
3. **Patrol** - Baden-Powell once said that the patrol was the secret for the success of Scouting. One job of the summer Camp is to strengthen patrols, and events are planned throughout the week to do just that.
4. **Unit** - Units will also have the opportunity to compete and work with each other in demonstrating their Unit pride and Troop skill.
5. **Total Camp Experience** - There's a chance to work with other Troops and to make a contribution to the total Camp experience through activities such as Camp-wide games, inter-Troop Campfires, Scout Vespers, outpost and much more.

A Good Plan for Camp:

- **Scout Planned** - Planning the Troop's summer Camp program can be a part of the growth process of Scouting if the Scouts themselves are involved in the planning through the Troop Leader's Council. The TLC, with guidance from the Scoutmaster, should see that the Troop program reflects the individual goals of the various Troop members as well as the collective aims of the Troop.
- **Balanced** - Experience has shown that the best program at Camp is the one that offers a healthy balance between recreation and advancement, free time and structured activity, group events and individual pursuits. Each Scout should be allowed to enjoy their surroundings, pursue their interests and build friendships.
- **Individualized** - A successful Camp program reflects the different ages, ranks and skill levels of the Troop. While it is good for the Troop to conduct some activities during your session at Camp, you should also allow sufficient time in your program for eating, sleeping, and clean up.
- **Flexible** - Remember that there are at least a dozen other Troops planning a program that involves the Staff and facilities at the same time that your Troop will be using them. The majority of the time the Camp's capacity is great enough to meet the demand, but sometimes it is necessary for one or more Troops to rearrange a part of their program to enable Staff to serve them properly. Please be prepared for this possibility and have enough flexibility built into your program so that you may accommodate changes.

Over-Programming

There are more activities at Camp than anyone can accomplish in a single week, which is why we suggest Scouts and Adult Leaders select a small number of activities to enjoy rather than trying to cram too many experiences into the week.

Scouts and Adult Leaders are not obligated to take part in every activity. Young Scouts in particular seem to enjoy spending their week fishing, catching frogs, and riding horses, rather than being rushed from activity to activity. It is important to remember that Scouts grow and learn just as much from these leisurely pursuits as they do from earning Merit Badges and picking up Camping skills. One of the goals of the BSA is to foster and appreciation of the outdoors, and sometimes that is best accomplished simply by being outdoors in the natural setting of Camp.

Some tips to avoid over-programming:

- **Summer Camp is not a Merit Badge Mill** where you pay a fee and get badges automatically. Instead, Camp offers Merit Badges as one portion of the overall program.
- **Be aware of which badges require the most skill**, endurance, or written work, since those will require more time during the week. Examples of these are: Environmental Science, Lifesaving, Horsemanship, Archery, Rifle Shooting, Shotgun Shooting and Pottery.
- **Merit badge work at Camp can be made easier** if the Scout does some preparations in advance. Camp is not an ideal place for Scouts to complete written work and Scouts can prepare by completing their written work before arrival. Obtaining the Merit Badge pamphlet and at least knowing the requirements is a great place to start.
- **Communicate.** Let the Camp Staff know how they are doing, what you need, and how they can help meet your needs. Camp Staff is always ready and willing to assist you in any way they can.
- **Don't forget to schedule rest time.** That's right, rest. Too often Scouts don't take the time to sit back and enjoy the beauty Mother Nature has to offer. This goes for Scoutmasters as well.

UNIFORMING



All Scouts and leaders are encouraged to be in full field uniform for any chapel services, evening flag assemblies, and dinner.

The activity uniform, consisting of Scout shorts, uniform socks, and a Scout, Troop, or Camp T-shirt is appropriate attire for morning flag assemblies and throughout the day. Troops are encouraged to set a uniform policy that their Troop can adhere to before Camp begins.

Many Units display their pride with Unit shirts or hats. Scout appropriate attire is required at all times. Swimsuits and sleeping attire are **NOT** acceptable at meals.

Equipment List

Be sure all personal items are clearly marked with full name and Unit number. Neither adult volunteers, the Camp, Camp Staff, nor the San Francisco Bay Area Council are not responsible for lost or stolen items.

Clothing

Scout Uniform (see above)
Jacket, sweater, or sweatpants
Rain Poncho/Raingear
T-shirts (4 or more)*
Pants or jeans
Underwear (for 6 days)
Hiking Boots
Socks (at least one pair per day)
Sneakers
Swim suit and towel
Pajamas or sweat pants
Hat or Visor*
Handkerchief

Camping Gear

Sleeping Bag
Ground cloth, foam sleeping pad, or mattress (Camp does not provide cots)*
Pillow
Backpack
Day pack*
Canteen, water bottle, etc.*
Flashlight* with fresh batteries
First aid kit*
Pocket knife (need Totin' Chip)*

For the Patrol and/or Troop

Troop Flags and Poles
Patrol Boxes
Bulletin Board Push Pins
Clothesline and Pins
Lanterns

Toilet Kit

Toothbrush* and toothpaste*
Comb/Brush*
Soap*
Wash cloth and towel*
Kleenex*
Insect Repellent*
Sunscreen*
Chap Stick*
Shampoo*
Deodorant*

Other Items

Sunglasses with strap*
Compass*
Watch*
Money for Trading Post and special activities (\$60-\$100)

Merit Badge Items

Scout Handbook*
Pen/Pencil
Notebook and paper*
Unfinished Partial
Merit Badge Pamphlets

Paperwork

Annual BSA Medical Form (Parts A, B, and C), signed, dated and *completely* filled out**
Firearms Permission Slip signed and dated
Troop Advancement Records

Optional Items

Camera
Musical instrument
Fishing gear
Personal Eye and Ear Protection for Shooting Sports

Items to Leave at Home: Do not bring these to Camp:

Electronics (radios, MP3 players, iPods, DS or PSP, etc.)
Sheath Knives (for youth), knives with blades longer than 3",
fixed blade knives (for youth)
Weapons of any kind
Expensive jewelry
Hatchets
Fireworks
Tobacco
Electronic Games
Ammunition, firearms
Alcohol and Drugs
Archery equipment
Un-Scout-like attitudes
Pets

*When available, these items are also sold in the Trading Post.

**Old Versions NOT Accepted

ARRIVAL AND CHECK-IN

Arrival Day

Troops should plan to arrive at Camp as a group **on Sunday** between 12:00 noon and 1:00 p.m. Check-in begins at 1:00 p.m. **You should inform the Camp and the Council office if you will not be arriving during this time.**

You will be greeted in the parking lot by a Staff Guide. Please be prepared to have your scouts walk from the parking area to their Campsite. Your Staff Guide will lead you to your Campsite. One Adult Leader should report to the Camp Office to give a final exact count of scouts and leaders attending Camp. A time to complete paperwork will be scheduled by the Business Manager. One vehicle only will be allowed to drop off Troop gear at your Campsite if road access is available.

Saturday Arrivals

Saturday arrival may be permitted with approval from the Council office and an extra fee. Please contact the Camping Department to make these arrangements. Units arriving on Saturday are responsible for their own program and meals until Sunday dinner. Camp will not provide any program until check-in begins on Sunday and all program areas will be closed and off limits.

Monday Arrivals

Units arriving on Monday morning need to arrive by 6:30 a.m. so medical and swim checks can be completed before breakfast. Please contact the Camping Department to make these arrangements and call the Camp Office by the Monday prior to your expected arrival.



Driving and Parking

The speed limit at Camp is 10 mph and 5 mph once you pass the parking lot. To protect the health and safety of the Campers and conserve Camp property, Council policy states that personal vehicles are not to be used on the in-Camp service roads. A parking lot is provided near the main area of the Camp for leaders and visitors to park their vehicles. Scoutmasters should stop in this lot and Scouts should pack in all personal gear from this point. Parking in Campsites is not permitted.

Don't forget to back your vehicle in when parking for evacuation purposes. Please remember that our Camp properties are fragile environments and keep your vehicle on Camp roads at all times.

Scouts should hike their personal gear to their Campsite. One car per Unit at a time will be allowed to drive **Unit gear** closer to the Campsite.



All vehicles should remain in the Camp's central parking lot throughout the week unless you are exiting or entering Camp via the main road. Any adults wishing to leave Camp during the week should make sure the other Troop leaders in your Troop know where you are going and when you will return. Leaders leaving Camp at any time need to check out and back in at the Camp Office. For emergency purposes, the Camp Administration must be able to ascertain the whereabouts of each and every Scout and Scout leader at all times.

For information about Early Departures, please see the *Departures section* on page 46 of this guide.

FORMS REQUIRED FOR CAMP CHECK-IN

Please collect the following documents and have them readily accessible to speed up the check-in process.

Unit Forms - Forms are available online: <http://www.sfbac.org/forms/62765>

- ❑ **Final Camp Roster** - This will be requested at check in on Sunday and useful to have several extra copies throughout the week.
- ❑ **Dietary Needs Form** – To be given to the Dining Hall Steward during your camp tour.
- ❑ **BSA Routine Drug Administration Record (Med. Log)** – If you do not have this ahead one will be provided to your troop by the Health Officer upon arrival. This must be filled out prior to administering any prescription medication at camp.

Individual Forms

- ❑ **Firearms Permission Slip:** Official firearms permission slips are required for all Youth in order to participate in all shooting sports activities at Camp. Four (4) signed copies are needed per person.
- ❑ BSA Annual Health and Medical Record:
 - ALL Campers, Youth and Adult must have a current, completed BSA health form with **all three sections** (parts A, B, and C) and all appropriate parental & doctor signatures.

▪ REQUIRED FOR EVERY PARTICIPANT, YOUTH AND ADULT

If you do not have a current BSA Annual Health and Medical Record, you will not be allowed to remain on Camp premises or participate in activities, no exceptions. Adults who will be on site for less than 72 hours and are only coming to eat, sleep and pickup/drop off Scouts only need parts A and B of their BSA Medical form. **Old versions will NOT be accepted.**

Check-In Tips

Designate a leader to be in charge of all forms.

Read and complete all forms carefully.

Double check ALL Camper's forms to make sure:

They are current, completed, and have **signatures**.

All medications listed on medical form are present and in original containers

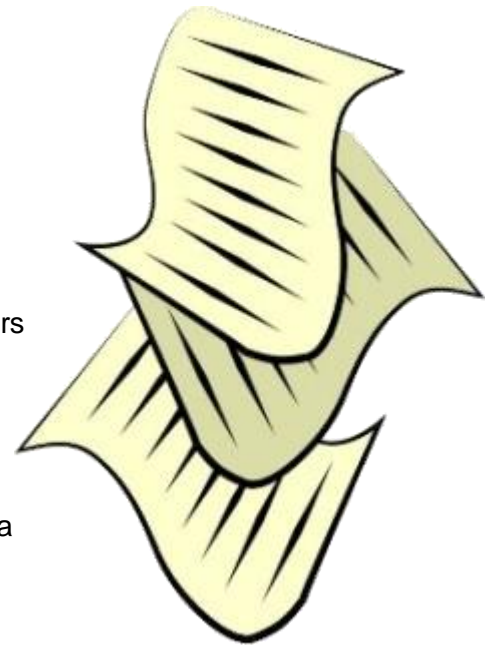
Bring this Camp Leader's Guide with you for reference during the week.

Hold a personal equipment inspection of each Scout's gear and belongings prior to departure.

Bring any receipts for fees paid prior to Camp, and any approved

Camperships along with a check to pay the balance of Camp fees due.

Bring a second check to secure your Camp reservation for next year with a Stake-a-Claim.



ORIENTATION TOUR

Your Unit Guide will take you on a tour of Camp that can last 2 to 3 hours (perhaps more or less depending on the size of your Unit).

Setting up Your Site: Be sure an adult is present to inspect your Campsite and guide Scouts in individual sleeping assignments. There will be a checklist to complete with your Staff guide to ensure the Campsite is in proper condition upon your arrival. If you are sharing the site with another Troop, be sure to consider them when choosing which cabins or tents to occupy. In some instances, cabins will be pre-assigned. Scouts and leaders should change into swimsuits and closed-toe shoes. Each Scout's individual Camp program must be finalized before the Camp tour. This is a good time to drop off your gear, and change into swim-suits. Make sure to bring your Medical forms with you.

Visit Program Areas: Merit badge changes will take place in program areas. During sign-ups Scouts will sign their name on the sheet for the Merit Badges they choose. Changes can be made Sunday night during open time.

Medical Check: All Scouts and Scout leaders will go through a medical re-check with Camp personnel upon arrival.

All prescription medication brought to Camp must have original containers and original instructions for distribution. One adult leader will be required to work with Scouts to administer and track medications in the Troop medication log (provided at Camp Example: <http://www.scouting.org/scoutsource/HealthandSafety/Forms.aspx>).

A Medication Information Form for Summer Camp for each medication is required for medication in Camp. Having this information is a requirement of the National Council, BSA and will help us process the medical re-check on Sunday more efficiently.

Not having completed health forms, **including doctor's signatures** for Part C will delay the participation of Scouts in Camp activities until completed forms are faxed to Camp.

Swim Checks: All Campers who are participating in aquatics activities must take a swim test at the pool.

Dining Hall: Receive seating assignments and orientation. Please alert the dining hall steward of any food allergies or dietary restrictions.

Sunday Schedule

Unit Leader Orientation

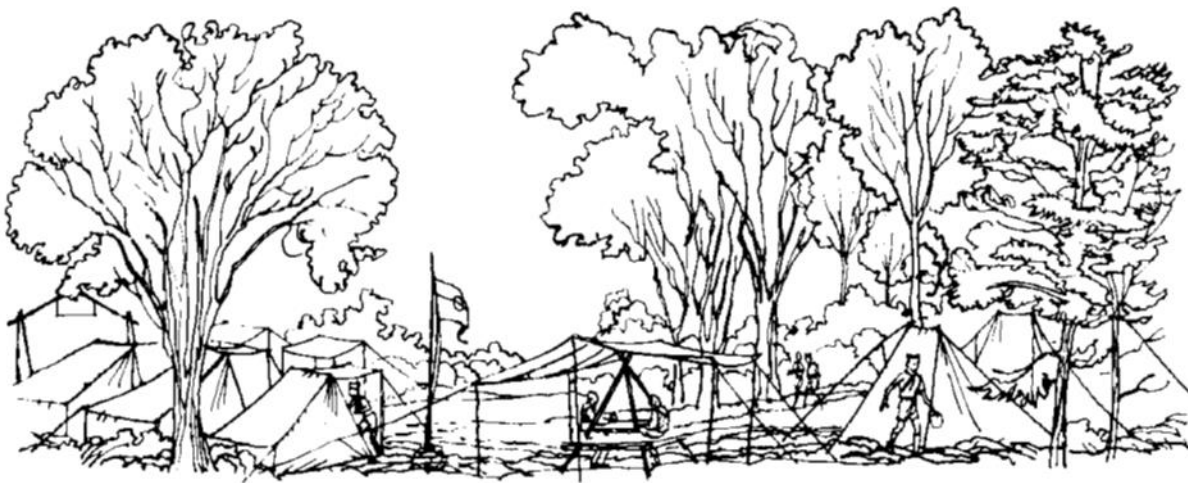
1:00 p.m.	Check-in and Camp Orientation
4:00 p.m.	SM Meeting at the Amphitheater
7:00 p.m.	SPL Meeting in the Chief's Room
	Sunday Evening Programs
7:00 p.m.	Program areas will be open for any sign-up adjustments
	Free Swim
	Open Archery, Rifle & Shotgun
	Totin' Chip (for the first 12) and Firem'n Chit
8:45 p.m.	Opening Campfire in the Amphitheater

CAMP COMMISSIONER

The Camp Commissioner is at Camp to assist your Troop leadership. Commissioners are the front-line Staff of the summer Camp team. Your Camp Commissioner will meet with you daily to see how things are going, follow up on any problems, and help out whenever possible. The Commissioner Staff is your Troop's first source to check for answers. Your Commissioner knows what is going on and will get your questions answered so that your Scouts can enjoy the best Camp can offer. Each Troop will have a Commissioner assigned to them for support throughout the week. Your Commissioner will be your primary program and communications link.

The Commissioner Staff can:

- Help you design a week's well-rounded program to meet your Troop's specific needs.
- Help your Troop and its patrols to sign up for activities.
- Help you understand the Camp's program and how to take advantage of its features and solve problems.
- Help you secure Campsite equipment.
- Assist your Troop in Scout skill instruction.
- Assists with developing the leadership skills of your Patrol Leader and Senior Patrol Leader.
- Help arrange inter-Troop activities such as Campfires, games, etc.
- Work with Adult Leaders to resolve any problems that may arise during the week.
- Encourage Troop and patrol spirit through development of flags, yells, and songs.



WHILE AT CAMP



The Scout Law

The 12 points of the Scout Law guide our Camps. We ask that all Camper and Staff behavior follow the guidelines and principles set forth in the Scout Law. Negative and inappropriate conduct will not be tolerated. We ask for your cooperation and understanding in helping us maintain a high standard of personal behavior.

A SCOUT IS....

Trustworthy: Tell the truth and keeps promises. People can depend on you.

Loyal: Show you care about your family, friends, Scout Leaders, school, and country.

Helpful: Volunteer to help others without expecting a reward.

Friendly: Be a friend to everyone, even people who are/seem very different from you.

Courteous: Be polite to everyone and always use good manners.

Kind: Treat others as you want to be treated. Never harm or kill any living thing without good reason.

Obedient: Follow the rules of your family, school, and Troop. Obey the laws of your community and country. If you think these rules and laws are unfair, try to have them changed in an orderly manner rather than disobeying them.

Cheerful: Look for the bright side of life. Cheerfully do tasks that come your way. Try to help others be happy.

Thrifty: Work to pay your own way. Try not to be wasteful. Use time, food, supplies, and natural resources wisely.

Brave: Face difficult situations even when you feel afraid. Do what you think is right despite what others might be doing or saying.

Clean: Keep your body and mind fit. Help keep your home and community clean.

Reverent: Be reverent toward God. Be faithful in your religious duties. Respect the beliefs of others.

Mature Leadership is vital to the success of a Unit's stay in Camp. If your Unit's Leaders lack the necessary maturity to safely lead a Troop, your Unit may be asked to replace the Leaders in question or as a last resort leave Camp.

CAMP POLICIES

Alcohol and Drugs

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

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



Smoking

To promote Scouting's aim of physical fitness among its participants as well as to insure the protection and safe use of Council properties, the San Francisco Bay Area Council requires all Adult leaders who smoke cigarettes, pipes, electronic cigarettes or vaporizers to do so only in designated smoking areas, and are required to set the proper example by refraining from smoking in the presence of Scout Youth.



Male and Female Sleeping Facilities

Male and female leaders must have separate sleeping facilities. Married couples may share the same quarters if appropriate facilities are available such as private tents.

Lost Property

Prior to coming to Camp, Scouts should be encouraged to clearly mark all personal items with their name and Troop number for easy identification. Should a Scout inadvertently bring a valuable item, it can be locked inside the Camp Office. Each Camp has a Lost and Found located in the Administration Area. Describe your lost valuables to the Camp Administration to retrieve them. The San Francisco Bay Area Council, BSA is not responsible for lost or stolen items at Camp.

At Camp Royaneh the lost and found is kept in a large metal box to the right of the Trading Post with the words "Honor Box" on it. Place clothing or other items in this box. Any items of value — knives, watches, etc. should be turned in to the Camp Office for safekeeping.

Camp Courtesies

- In the Dining Hall, remain standing for grace and be sure to seat one leader at each table to ensure proper Scout behavior. Waiters should wait for instructions before beginning to clear the table.
- Troop yells and songs are encouraged at lunch and dinner, and before flag ceremonies, but may be disruptive during program time.
- **Please remind your Scouts that other Troops' Campsites are off limits unless they are invited.**
- Walk around other Troops' campsites, not through them. Please ask permission to enter or pass through another unit's campsite
- At Royaneh the main shower house and pool house are very near to Campsites. Scouts should not be in the shower house after taps. Both facilities have separate rooms for youth and adults.
- Please remember that quiet hours are observed between **10:00 p.m. and 7:00 a.m.** Youth, including two-deep leadership, should be in their campsite from 10:00 PM until 6:00 AM with the exception of certain Camp activities.
- Leave all pipes, valves and other Camp infrastructure alone. Report any maintenance issues to the Camp Ranger. This can be done in the Camp Office.
- It is strongly suggested that you leave all valuables at home or in a secure and locked location.

Communication and Internet

The Camp phone is available for Camp business and emergencies only. Please let the families of your Scouts know these lines are **only for emergency purposes**, not to check up on their child.

Phone: (707) 632-5291

Fax: (707) 632-5070

An Internet phone is available for all other outgoing calls. This phone is located in the commissioner's office. Scouts may use this phone only with an adult present. All calls should be limited to a maximum of ten minutes. The phone is free, but we recommend that calls be limited. There is limited cell coverage in Camp. Scouts should be encouraged to leave cell phones at home as they are a distraction from the Camp setting and programs. Adults should refrain from using cell phones around Scouts.

Incoming mail may be picked up each day in the Chief's Room by an Adult Leader or Senior Patrol Leader.

Outgoing mail should be placed in the slot in the Administration Building. Please make certain all mail has a return address in case it arrives after the Unit has left. Mail to Scouts from home should be addressed as follows:

For USPS:

Scout's Name & Troop #
Camp Royaneh
P.O. Box 39
Cazadero, CA 95421-0039

For all other carriers:

Scout's Name & Troop #
Camp Royaneh
4600 Scanlon Road
Cazadero, CA 95421-0039

Wireless internet is available in the Chief's Room from 5AM to 12AM. Adults, please keep all electronic devices in the Chief's Room. Scouts are not allowed to use technology at camp without the consent of the Camp Director.

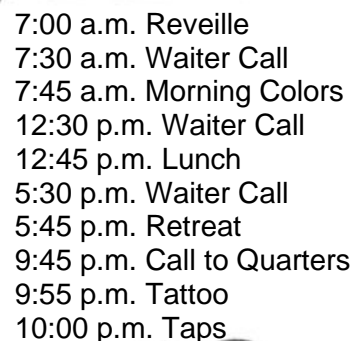
ROYANEH DAILY SCHEDULE

We use a system of bugle calls to announce various Camp-wide events such as meals and assemblies. The daily bugle calls are as follows:

Meals are at 8:00 a.m., 12:45 p.m. and 6:00 p.m. Troops will be dismissed from morning and evening "colors" to the dining hall, but are responsible for getting themselves there for lunch.

Use the weekly program schedule to keep track of when things are happening. Announcements at flag ceremonies as well as the Bell Board (in front of office) are a help too.

Merit Badges meet generally for an hour and a half Monday through Friday. Scouts learn in an interactive teaching environment with the same group of Scouts and counselors throughout the week. We encourage Scout leaders to drop in on any of the Merit Badge sessions and lend a hand. Please remember that it is best to give any feedback or suggestions to the counselor in private after the session has ended.



7:00 a.m. Reveille
7:30 a.m. Waiter Call
7:45 a.m. Morning Colors
12:30 p.m. Waiter Call
12:45 p.m. Lunch
5:30 p.m. Waiter Call
5:45 p.m. Retreat
9:45 p.m. Call to Quarters
9:55 p.m. Tattoo
10:00 p.m. Taps

RELIGIOUS SERVICES AT CAMP ROYANEH

If you are interested in a “Scout’s Own” service, contact the Camp Commissioner. A Catholic mass is held each Sunday in Cazadero. Troops requiring specific denominational services may invite their religious leader to Camp to aid them in this service.

The Scout Law emphasizes that a “Scout is Reverent”. Whenever possible, a Camp Chaplain will be conducting a non-denominational vesper service during the week. All Scouts and leaders are welcome and encouraged to attend.

ROYANEH FOOD SERVICE

The Dining Hall provides three fully prepared meals a day. For each meal in the dining hall, you will need to provide **two waiters per table**. Waiter duties will be explained during the orientation tour of Camp. Waiter call is 15 minutes before each meal. To be friendly to the environment, we will no longer offer Styrofoam cups for coffee. So, to enjoy your coffee, make sure to bring your favorite coffee mug, or you can purchase a new favorite in the Trading Post.

Special Dietary Needs We will do our best to accommodate Special Dietary Needs (i.e., allergies, medical necessity, religious beliefs). Such needs must be communicated in your troop’s Dietary Needs Form three weeks prior to arrival, severe allergies or more complex needs than listed on the form such needs must be emailed to chef@camproyaneh.org 3 weeks prior to arrival. Call the Camp office if you need to speak with the Cook. Please submit items you **can eat** as well as those you can’t.

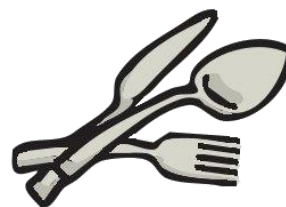
VISITORS AT CAMP

Visitors are welcome at Camp; however there are a few things to keep in mind before inviting visitors. Camp does not have separate visitor accommodations, and it’s important for parents to remember that Scouts will probably be busy with Camp activities. Due to liability considerations, friends and siblings of registered participants are not to attend Camp, and cannot participate in Camp programs.

Camp Royaneh operates Family Vacation Camps after summer, so everyone can have the opportunity to experience Camp. Please contact the SFBAC Camping Department for more information.

Guidelines for visitors at Camp

- The best time to visit the last full day of the session.
- All visitors must check in at the Camp Office immediately upon arrival at Camp. Visitors must park in the designated parking lot and walk to the office.
- Meals are available for the following fees: Breakfast \$13; Lunch \$15; Dinner \$18; or all three for \$35. Please notify the Camp Office at least 48 hours in advance if you wish to purchase meals.



CAMP SAFETY

Emergency Procedures

On your first day in Camp, the standard emergency procedures are explained to the Troop leaders as well as the Scouts. In the event of an emergency, notify a member of the Camp Staff immediately. Please do not attempt to deal with the emergency yourself, regardless of the situation. If the situation seems at all dangerous, as in the event of a wildfire, the priority is to evacuate all Scouts and leaders from the immediate area. For all emergency assembly purposes a siren will be sounded, the fire bell will be rung, and Scouts and leaders should report immediately to the Camp assembly area to await further instructions.

When your Troop arrives at the assembly area, take a headcount. A key member of the Staff will ask for a Troop roll call. If anyone is missing, Camp Staff or appropriate emergency personnel will initiate a search.

Emergency Drills

A fire drill will take place within your first 24 hours at Camp. Emergency drills are held during each session of Camp. When the alarm sounds, all Scouts and leaders are to report immediately to the designated assembly area.



Fire Safety

- Fires are permitted only in the Campfire ring in the Campsite, and should never be left unattended. Fires should also always be under the supervision of an **adult** unit leader.
- National Council policy requires that each Unit post a completed Unit Fireguard Chart in their Campsite. These forms will be provided on the day you arrive in Camp.
- **Each Campsite is provided with a set or sets of fire tools.** We ask that you do not remove these tools from your Campsite. Proper means of extinguishing fires should be on hand at all times. Each Campsite is furnished with a bucket and shovel or rake. In case of extreme fire danger the California Department of Forestry may temporarily suspend our Campfire permit.
- Wildfires in Camp should be reported directly to the Camp office so that an alarm may be sounded.
- Liquid or propane fueled stoves or lanterns are to be operated only under direct adult supervision. Any large quantity of fuel must be stored with the Camp Ranger.
- **Extreme caution must be taken whenever an open flame is involved.** Camp can be a very hot and dry tinderbox during the summer. Please be sure that all lanterns used are of approved status and that Campfires are not left unattended.
- **Fireworks of any kind are illegal and strictly prohibited in Camp.** Possession of fireworks will be grounds for immediate dismissal from Camp property and could result in criminal prosecution.

Personal Safety

- Closed toed shoes are required throughout Camp. The only exception is inside the pool area where sandals may be worn.
- Travel only on designated trails.
- Report safety issues to the Camp Director immediately.
- All Camps operate on the buddy system. Scouts need to have a buddy in program areas, on hikes, and in any other activity they are participating.
- Initiations and/or hazing are strictly forbidden by BSA National Council Policy.
- Non-prescription drugs and alcohol have no place in Camp and are prohibited at all times.
- No flames of any kind are allowed in a tent or outside a designated fire ring at any time.
- Fireworks are prohibited by county law in both of our Camps.
- Pets of any kind are not permitted at Camp.
- Scouts and Adults are encouraged to use the Buddy System throughout the week.

Aquatics Safety

All Scouts and leaders are required to take the BSA Swimmers Test before participating in any aquatic activity.

Special Dietary Needs

See Health at Camp.



Poison oak

Plants and Animals to Avoid

While most of the animals we have at Camp are harmless, there are some to be very cautious around. **Rattlesnakes** and **cougars** occasionally make their way into Camp. **Yellow jackets**, **scorpions**, **ticks**, and **spiders** can be found lurking just about anywhere; all of them bite or sting and are in general very annoying. Instructions on how to deal with each of these will be given at Camp.

Camp's climate is just perfect for growing **poison oak** and we do have some nasty patches of the stuff around. Make sure your Scouts and leaders know what it looks like and how to avoid it. If you need any help just ask a Staff member to point some out.

Shooting Sports Safety

Permission from a parent or guardian is required for Scouts to shoot at any of our ranges. This permission slip can be found at the end of this guide or online at <http://www.sfbac.org/forms/>.

ALL personal firearms, ammunition, and archery equipment are prohibited in Camp.

Red flags are used to designate a firing range

If the flag is **DOWN** the range is closed - - **DO NOT ENTER**

If the flag is UP the range is open and staff is present

Yellow rope or caution tape designates restricted area.

Scouts may bring their own eye and ear protection for use at the shooting ranges



Administration Building

The Administration Building is home to the Camp Office, Health Lodge, Safe Deposit Boxes, Mail and Program Office, Chief's Room, and Trading Post.

TRADING POST



If you're looking to purchase camping gear, a Royaneh souvenir, or even a snack like candy, soda and ice cream, the trading post is your one stop shop for all Camp Royaneh necessities. Forgot your toothbrush at home? Don't worry! Royaneh's trading post carries a sizable stock of toiletry products that you might have left at home. Our shelves are always stocked with Camp Royaneh t-shirts, whether it is one from years past or our current design. The selection of knives is ever-changing, so make sure to bring money and stop by to see the current stock. Just don't forget to have proof that you earned your Totin' Chip

with you when you get to the register!

The trading post, which is open after meals and during program time, is the place for you to pay for merit badge classes, classroom materials and trail rides! You can also pick up patches, neckerchief slides and belt buckles, many unique to specific years of camp. Making a purchase at the Camp Royaneh Trading Post has never been easier, as our friendly staff is happy to accept cash, check and all major credit cards.

The Honor Box, Royaneh's lost and found, is just a short walk away from the trading post exit, directly next to the conveniently located vending machines, which are operational 24/7. To prevent lost items, it is recommended that all gear be marked with scouts' name and unit number in the event it is turned in, making it easier to locate.

YOUR CAMPSITE AT ROYANEH

Your Campsite will be the heart of your Troop's experience at Camp Royaneh. Depending on the site that you have chosen, you may have Patrol-size cabins, 2-man tents, or a combination of these. The Campsite should also contain the following items to make your stay more pleasant:

- A picnic table
- A flag pole
- A bulletin board
- A Campfire ring and fire tools

Remember, "A Scout is clean". Your Campsite should be a reflection of that principal. The site should be kept free from litter and your "KYBO" should be cleaned on a daily basis.

Please respect the privacy of the Camp Staff and stay out of Staff living areas, and respect the Campsites of other Units by staying out unless invited.



Campsite Maintenance

Regular day-to-day cleaning and maintenance of the Troop Campsite is the responsibility of the Troop. The Campsite should be kept free of litter and other garbage, and the latrine should be cleaned daily. Cleaning supplies, garbage bags, and toilet paper are available from the Camp Office. If repairs to the Campsite are needed, notify the Camp Office Staff who will dispatch the Ranger to take care of any problems.

Trash Removal

Troops must empty all Campsite trashcans each night to prevent attracting wildlife. Place all garbage in the dumpster behind the Dining Hall. Recycle bins are located throughout Camp; please use them.

Do not leave candy, food, or anything smelly in tents or Campsites, since this may attract wildlife.



Shower Facilities

Shower houses are designed to meet Youth Protection Guidelines. All shower facilities have private shower stalls that can be used by adults and Scouts alike. Senior Patrol Leaders are responsible for signing up during the Sunday night SPL meeting, or with the Program Director, for a cleaning rotation of each shower house and the Dining Hall bathrooms.

Camp-wide Clean-up

During the week your Troop will be asked to participate in a Camp-wide clean-up effort. Your Troop may also be assigned one day to help with the clean-up of common shower and restroom facilities.

TENT REPAIR/ACCOUNTABILITY PROGRAM

Tents throughout Camp are the primary shelter for Scouts and visitors to our Camp. It is extremely important that we respect and maintain the canvas tents in our Camp. Due to accidents in the past, it is necessary to hold Troops accountable for damage to tents while in use during your stay. The prime examples of damage to tents are Scouts practicing woodcarving, using their pocketknives in their tent and cutting the walls of the tents, all of these types of accidents are irresponsible of the Scout and disrespectful of the equipment and Camp Property.

On arrival to your Campsite, you and your Scouts will inspect canvas tents with your Troop guide and note any previous damage in the tents. During checkout, if any new damage is found, Troops will be responsible for a charge of \$12 per inch of damage. Normal wear and tear due to environmental elements is understandable.

Questions should be brought up to your Camp Commissioner. However, the Camp Director has the final say on damage. After your site is checked, bring the check-out form to the office for final check-out, or if there is damage bring the form to the Trading Post first to pay for the damage.



HEALTH AT CAMP

Medical Forms

The Boy Scouts of America policy requires that all youth and Adult members have an annual medical evaluation, signed by a certified and licensed healthcare provider. All Scouts and Adults attending resident Camp at least one night are required to have a current and complete BSA Annual Health and Medical Record.

If you do not have a current version of the BSA Annual Health and Medical Record, or if your form is out-of-date, you may not attend Camp, no exceptions.

It is recommended that you bring photocopies of these forms to Camp and that the Unit keeps the originals. These forms are found at <http://www.Scouting.org/Scoutsource/HealthandSafety/ahmr.aspx>.

In instances where medical evaluation or immunizations are against religious beliefs, the requirement for medical examination forms can be waived with a written statement from the Camper's parent/guardian and church officials that a medical examination is a violation of religious belief. Those forms can be found at <http://www.Scouting.org/Scoutsource/HealthandSafety/Forms.aspx>.

The BSA Annual Health and Medical Record authorizes:

The Camp to provide medical treatment.

Participation in Camp activities such as waterfront, COPE, and climbing.

The San Francisco Bay Area Council, BSA and the National Council, BSA to use photographs taken at Camp for promotional purposes.

Authorizes the drivers each youth is allowed to leave with.

Insurance

Each Unit attending Camp must be covered by some type of accident and insurance plan. SFBAC Units are covered under BSA Campers' Accident and Sickness plan. Some Councils provide this insurance for their Units or offer the insurance for a small fee. Other Units are covered by their chartered organization. If your Council does not provide insurance, you will need to get a Unit application at your Council service center and apply for the insurance yourself. All out-of-Council Units MUST bring a claim form AND proof of insurance (if not covered by their Council) to Camp. This form is not necessary to go to the hospital but will provide helpful information in processing the claim.

Health Lodge

Our Camp has a well-equipped Health Lodge operated by a qualified Health Officer. All accidents, injuries, and illnesses must be immediately reported to the Health Officer. The Health Officer can handle most minor injuries and illnesses. Minor cuts not reported become difficult to treat later. Serious injuries or illnesses will be taken to a local medical facility where we have made arrangements for treatment. Transportation to the medical facilities is the responsibility of the Unit, unless emergency medical treatment is necessary. **Night calls after 10 PM should be restricted to urgent situation. Youth MUST be accompanied by an Adult Leader and follow the buddy system.**

Health Officer

A qualified Health Officer is on duty at all times during your stay. The Health Officer is located in the Health Office in the Camp Administration Building. The Camps have made arrangements with a local clinic nearby and have access to an ambulance service and the hospital in the event of an emergency.

Medications

Boy Scout national policy states:

All prescription drugs (including those needing refrigeration) are to be kept in locked storage and in compliance with local and state laws. An exception may be made for a limited amount of medication to be carried by a Camper, leader, parent, or Staff member for life-threatening conditions, including bee-sting or heart medication, and inhalers, or for a limited amount of medication approved for use in a first aid kit.

All medications taken at Camp should be listed on the Annual Health and Medical Record and need to be available during the health screening. Lockers for Unit use will be provided in the Camp Health Lodge. The Unit leader will be given the combination to the locker. Adult Unit leadership will be responsible for seeing that the Scouts needing medication in their Unit take the necessary medications at appropriate times in correct doses. Medications must be recorded in the provided log. This log must be left in the locker at the end of the week.

The locker area will be open 24/7 while Camp is in session to allow access to your Unit locker. Non-prescription medications must be kept under the supervision of the Adult Leaders.

Special Dietary Needs

We will do our very best to cater to special dietary needs. Such needs must be communicated clearly in writing, at least three weeks in advance of your arrival. Please submit items you CAN eat as well as those you cannot. You can email your needs to chefroyaneh@gmail.com or mail you information directly to Camp. If you need to speak directly to the Camp Cook, please call the Camp Office (see Telephone/Fax/Mail).

Preventing Homesickness

One of the biggest challenges facing Scouts at Camp is homesickness. This can be especially true for new or younger Scouts who have never been away from home. A great way to prevent homesickness before arrival at Camp is for families and Unit leaders to stress all the fun the Scout will have at Camp with the many new experiences that are in store. It is good advice for family members to avoid from comments about how much they will miss the Scout or how much the Scout will miss everything at home.

At Camp, the Staff will help to fight homesickness by keeping the Scouts busy with fun and challenging activities. Unit leaders need to keep a sharp lookout for homesick scouts and ought to tell their commissioner, who can help brainstorm activities to keep the Scout busy.

A big cause of homesickness is a phone call home. If a scout is not homesick, there's a good chance he will be after he calls home. Scouts are discouraged from bringing cell phones to Camp. Parents should be discouraged from having their Scouts call home, except in an emergency. No Scout may call home without a leader's permission, and a leader must be present when the phone call is made.

Rest

Adequate sleep can be the key to a great week at Camp. Each person needs a certain number of hours of sleep each night. Unit leaders need to see that the Campsite is quiet at 10:00 p.m. to permit those who wish the chance to get at least eight hours of sleep.

Some people need more time to rest during the day. Leaders need to be sensitive to this and provide opportunities for rest time. Too often Campers don't take the time to sit and enjoy the beauty of the Camp surrounding them.



MERIT BADGE INFORMATION

Merit Badge Philosophy

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

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

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

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

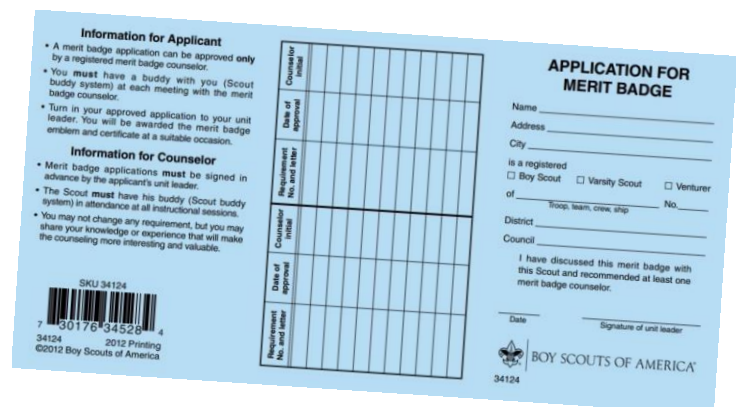
Camp will provide and fill out ALL Blue Cards for Merit Badges *started* at Camp.

You should NOT fill out or bring your own Blue Cards for these Badges. If the Scout does not complete the requirements, the Scout will not receive the Merit Badge (see Partial Policy). The responsibility for completing those requirements lies solely with the Scout.

Partial Policy

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

In those cases when requirements are not completed at Camp, a partial indicating the requirements that have been done will be issued and given to the Unit leader. Many of these requirements can be completed before a Scout arrives at Camp. There are a number of ways to handle work done prior to Camp. A Scout can contact a Merit Badge counselor for that badge, go over the work he has done, and bring a partial to Camp with them. In some cases Camp counselors will require a partial from a Merit Badge counselor, a note from a Unit leader, or a note from a parent or guardian (as indicated later in this guide).



The image shows a blue 'APPLICATION FOR MERIT BADGE' form. It includes sections for 'Information for Applicant' and 'Information for Counselor'. The 'Information for Applicant' section lists requirements such as being approved by a registered merit badge counselor, having a buddy, and turning in an approved application to the unit leader. The 'Information for Counselor' section lists requirements such as being signed in advance by the applicant's unit leader, having a buddy, and not changing requirements. The form also features a grid for recording requirements, a barcode, and a signature line for the unit leader. The Boy Scouts of America logo is at the bottom right.

Camp Advancement

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

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

- **Pick a Subject:** Talk to your Scouts about their interests. Have them read the requirements of the Merit Badges you think might interest them. Have them pick one to earn and give your Adult Leader's approval. Before arriving at Camp, find out which requirements can be started at home.
- **Sign-Up:** Sign-up for a Merit Badge online before arriving or on the first day of class.
- **Meet the Staff member** who is counseling the badge, and ask any questions you might have.
- **Show Your Stuff:** Attend the scheduled Merit Badge sessions. When you go, take along the things you have done to meet the requirements. The counselor may ask you to demonstrate a few times to make sure you know your stuff and can do the things required to earn the badge. Most counselors will want to meet with you several times during the week. A lot depends on how prepared you are.
- **Get the Badge:** When counselors are satisfied that you have met all of the requirements, they will check off on their records that you have done so. Signed blue cards for your Merit Badge will be available Saturday morning before you leave Camp.

Advancement Records

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

Right after breakfast on Saturday the Area Directors will be available in their program areas. This is the last opportunity for Scouts to meet with the Staff and ask any questions that could help your Scouts earn their Merit Badges before they go home. Program areas will close after this, so counsel your Scouts to show up early in order to meet those last-minute requirements. This is not a good time to start a Merit Badge.

Merit Badge Limitations

We want to give all Scouts a fair chance to participate in those Merit Badges which are limited because of facilities or safety. For these badges the Scouts who meet the qualifications and signed up online will get first priority. Any open spots in the class will be given to Scouts on an age and then rank basis during class on Monday. Leaders will be given a listing of classes that have opening during the Sunday Leader's Meeting.

Difficulty Levels

Difficulty levels range from 1 (easy) to 5 (difficult and/or time consuming). Scouts are encouraged to challenge themselves at camp, but we also hope to help set them up for success. Our difficulty levels are a guide to help in making educated decisions about the badges scouts sign up for.

Quick Reference Merit Badge Chart

Merit Badge	Diff.	Fees	Class Size Limit	Age Limit	Pre-Requisites / Notes
American Heritage	4		30		Read/Bring MB Book, Requirement 5B (Read a Biography). Offered in Odd Years only.
American Labor	4		45		Offered in Even Years only
Archaeology	4		45		Read/Bring MB Book. Requirement 10
Archery	5	\$20	16		Must be able to pull a 25 lb. bow. Older Scout priority.
Art	4	\$20	35	13+	Offered in Even Years only
Astronomy	4		20		Taught with Space Exploration
Animal Science	4		25		Offered in Odd Years only.
Bird Study	5		30		Will require observation time outside of Merit Badge. Offered in Odd Years only.
Basketry	2	\$25	25		This badge may not take all week.
Camping	4		40		Requirements 9a and 9b
Canoeing	5	\$20	8	13+	Field Trip. Must Pass BSA Swim Test
Climbing	5		8	14+	
Citizenship in the Nation	5		45	14+	
Citizenship in the World	5		45	14+	
Communication	5		25	14+	
Cooking	5	\$20	30	14+	
Dog Care	2		12		Offered in Even Years only
Emergency Preparedness	4		35	14+	Requirement 8b
Energy	4		30		
Environmental Science	5		30		Requires Sunday Evening Session
Exploration	5		10		
First Aid	4		40		
Fish and Wildlife Management	2		40		Requirement 7 not completed at camp
Forestry	4		30		Field Trip
Geology	4		30		
Horsemanship	5	\$25	TBD	14+	5 feet or taller, class size limit based on # of horses available
Indian Lore	4	\$25	25		
Leatherwork	2	\$25	25	14+	
Lifesaving	5		25		Requirement 1
Mammal Study	2		30		
Metalwork	5	\$20	10	13+	This is a two session badge
Music	2		25		
Nature	4		30		
Oceanography	4		30		
Orienteering	4		25		Offered in Odd Years only

Photography	4		15	14+	MUST bring own digital camera with charging cables and be able to use it all week long. May not share with another member of the class. Must earn cyber chip outside of camp. Offered in Odd Years only.
Pioneering	5		25		Must be First Class
Plant Science	4		30		
Reptile & Amphibian Study	2		30		Requirement 8 not covered at camp
Rifle Shooting	5	\$40	16	14+	
Scouting Heritage	3		25		
Salesmanship	4		25		
Shotgun Shooting	5	\$40	15	14+	14 years and older; 100+ pounds
Signs, Signals and Codes	2		45		Offered in Even Years only.
Soil & Water Conservation	4		30		Offered in Even Years only.
Space Exploration	3		20		Taught with Astronomy
Sustainability	4		30		
Swimming	4		30		Requirement 3; Pass Swimmer's test
Theater	4	\$20	25		
Weather	4		30		
Wilderness Survival	4		35		Overnight outposts required, 1st Class and above, bring first aid kit, pocket knife, personal survival kit and long pants.
Woodcarving	5	\$25	15	13+	Totin' Chip required. Two period badge.

Rotating Merit Badges

The following Merit Badges will be offered at Camp Royaneh on a rotational basis in order to accommodate as many merit badges as possible. Merit Badges listed in the Even Numbered Years Rotating list will not be offered in Odd Numbered Years and vice versa. Scouts should plan accordingly in order to not miss a needed Merit Badge in a particular Summer.

Rotating Merit Badges – Even-Numbered Years

Merit Badge	Diff	Fees	Class Size Limit	Age Limit	Information
American Labor	4		45	14+	Offered during even years only, Must have achieved Star rank.
Art	4	\$20	15	13+	Offered in Even Years only
Dog Care	2		12		Offered in Even Years only
Signs, Signals and Codes	2		45		Offered in Even Years only.
Soil and Water Conservation	4		30		Offered in Even Years only.

Rotation Merit Badges –Odd-Numbered Years

American Heritage	4		45	14+	Offered during odd years only. Must have achieved Star rank.
Animal Science	4		25		Offered in Odd Years only.
Bird Study	5		30		Will require observation time outside of Merit Badge. Offered in Odd Years only.
Orienteering	4		25		Offered in Odd Years only
Photography	4		15	14+	MUST bring own digital camera with charging cables and be able to use it all week long. May not share with another member of the class. Must earn cyber chip outside of camp. Offered in Odd Years only.

PROGRAM AREAS

AQUATICS



Canoeing Merit Badge

The Merit Badge includes a trip to the Russian River during class time, and for that reason the class includes a \$20 program fee.

Safe Swim Defense and Safety Afloat

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

Swim Lessons

This class helps scouts learn the strokes necessary to pass the BSA swim test.



Snorkeling

Discover the world below the water!

Snorkeling classes offered Tuesday and Thursday at 7 pm.



Polar Bear - Pewter

Be at the pool by 6:30AM Tuesday and Thursday to prove you can survive the icy waters of Royaneh and be one with the polar bear.



Mile Swim

Only for the best swimmers! Come to the pool Wednesday and Friday mornings at 6 and see how quickly you can swim the mile. Each swimmer needs to bring a buddy to count laps for them.



Big Splash Contest

Can you cannonball and soak everyone? Do you have the best dive? Compete against the rest of camp Friday at 3:30 during the Big Splash Contest. Categories for Scouts and Scoutmasters alike!



BADEN POWELL

Advancement Program for First-Year Campers

This program is designed to offer first-year Campers an opportunity to work toward the goal of First Class rank while still experiencing all aspects of Camp Royaneh's programs.

Scouts can work toward a rank in 1 of 2 ways:

1. Attend the session that pertains to the rank you are working on if you have to started or have most of the requirements to fulfill.
2. Attend the skill session in the afternoon if you only have a few requirements to complete a rank. The skills session will address specific topics on specific days, but Scouts may also attend and work on whatever requirements they choose

Baden Powell Program Features



Baden Powell Campfire: There is a special Campfire on Monday evening for First-Year Campers only. This Campfire takes place at 7:15 pm and will NOT interfere with the regularly schedule troop Campfires. This is open to all first-year Campers, regardless of whether or not they have participated in the Baden Powell classes.



The Robert Baden Powell Pewter: Throughout the week, a variety of activities exist in the Baden Powell area, designed to help new Scouts acclimate into Camp. Complete various activities at Baden Powell and also work on advancing their own Scout skills and knowledge; they will be rewarded with a Campaign Hat Pewter.

The activities are:

- *Tuesday* – Baden Powell Dinner (either participate, or be a volunteer organizer. Volunteers must talk to instructors by 3:45pm the day of)
- *Wednesday 3:30 pm* – Flag Ceremony Training – An opportunity for the scouts to learn how to do a proper flag ceremony. Once they raise and lower the flag to instructors' satisfaction, they will earn this requirement.
- *Thursday* – 5 Mile – 2nd Class hike (will stretch through dinner, so we will pack a bag lunch earlier in the day)
- *Friday* – Scouting Quiz (Are You Smarter Than Your Tenderfoot?)



Tenderfoot Scoutmaster Dinner: Scoutmasters are invited to a special dinner Tuesday night, prepared by Scouts in their Troop who are working on their Tenderfoot rank.

BP Campfire – Monday 7:15

Open Skills – Wed, Thurs, Fri 7:00-8:15

Scout Class – Thurs, Fri 7:00-8:15

Scoutmaster Training – Thurs, Fri 7:00-8:15



COPE AND CLIMBING



The Challenging Outdoor Personal Experience is a program designed to promote teamwork, self-confidence, and the development of problem solving skills. Scouts (and a special Scoutmaster team) can work together to overcome a variety of personal and team challenges and obstacles. Designed for the older Scouts in the troop, participants can build self-esteem in one of the following COPE programs:



Project COPE



For Scouts over age 13, this week-long course begins with challenging initiative games, progresses through low-course activities, and culminates in a high-course event. This course is designed to help build teamwork and leadership skills, as well as to challenge Scouts to overcome personal fears. The class size is limited to 6-12 Scouts.

High COPE

This program is reserved for Scouts who are 15 and older or who have taken a COPE class before. This week-long course focuses more on challenging Scouts to push their personal boundaries and facing their fears, all the while cooperating with their team to overcome obstacles. This class size is limited to 6-12 Scouts.

Adult COPE

Designed for the Scoutmasters and other adult leaders accompanying the Scouts all week, Adult COPE focuses on pushing boundaries for those adults who feel they are up for a challenge. The course builds camaraderie between fellow adults, and is an excellent way to do something fun and exciting while the Scouts are off earning their badges.



Each participant in a COPE course will receive an award celebrating his or her accomplishments.

Climbing

Throughout the week, the scouts will learn about the preparation, safety, and equipment needed to climb and repel on our new Natural Rock Wall. For this exciting activity, Scouts must be at least 14+ years old. Class size is limited to 8 scouts

Climb on Safely training Thursday 7:00



DIAMOND R CORRAL



Animal Science

Animal Science Merit Badge:

Learn more about the science behind horses and other livestock while enjoying more time down at the barn!



Dog Care

Dog Care Merit Badge:

Learn proper care, feeding and training techniques for your families best friend.



HorsemanSHIP

Advanced HorsemanSHIP:

NOT a Merit Badge

Reserved for the real cowboys of the Camp! This class begins where the Merit Badge left off. Scouts practice skills learned in HorsemanSHIP and get plenty of riding too. The cost is \$25;

Prerequisite: HorsemanSHIP Merit Badge

For all Rides and Merit Badges, please remember to wear long pants and closed-toed shoes.



Trail Rides

A fantastic, relaxing, but exciting way to see the beautiful diversity of Camp Royaneh. The Trading Post will only sell one ride per person and you must purchase your own ride. All rides go on sale Sunday evening. Sign up early because space is limited. Tickets are sold only at the Trading Post:

- One hour trail rides in the afternoon are \$20.
- The evening one-and-a-half hour trail rides are \$25.
- Prices for all other trail rides are listed below.

Outpost Ride – Also a pewter

The Corral Staff runs an exciting outpost ride to a remote corner of Camp Royaneh - Twilight Ridge. It begins in the early evening with an hour ride followed by a Chuck Wagon dinner and a night under the stars. In the morning, a one hour ride will get riders back to Camp for breakfast. Cost is \$40.

Choose your Adventure

Every twist and turn on this ride will provide a new adventure, for you and your fellow adventurers. Cost is \$20.

Mountain Man Breakfast Ride

Take an early morning trail ride up to the rough and wild world of Mountain Man for a breakfast you won't forget! Cost is \$35

Dinner Ride

Scouts are invited to sign up to join the Corral Staff for a real western cookout. Meet at the barn and head out for a special ride which begins with a special western style meal. Cost is \$35.



FIELD SPORTS



Open Rifle Shoot

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

Scout and Scoutmaster Rifle Competition

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



Open Shotgun Shoot

Every evening the range will be open for Scoutmasters and Scouts over 13 years old and 100 lbs. Tickets must be purchased at the Trading Post before coming to the range.

Open Shoot Fees:

- Field Sports tickets are 50¢ each
- Rifle: 1 ticket = 1 target and 5 shots per target
- Shotgun: 1 ticket = 1 clay pigeon, 1 shot per pigeon

Scout and Scoutmaster Shotgun Competition

Starts right at 7 p.m. Thursday night; one Scoutmaster and one scout from each Troop based on the elimination system, last shooter standing wins!

Open Archery Shoot

Instruction and target shooting at 20 yards is available for all ages at the range. This is the perfect time for first-year Scouts to learn to shoot. Open shoot often features imaginative archery games. All Scouts and leaders must use Camp Royaneh's archery equipment. Personal equipment should not be brought to Camp.

Archery Competitions

Weekly competitions will be held for both Scouts and leaders. Each Troop should send its best Scout and leader to compete against the other Troops. Top archers will be presented with an award at Friday's closing Campfire.

Daniel Boone:

Shoot Shotgun, Rifle, Archery and Black Powder for score to earn the Daniel Boone Coon Skin Camp Pewter. Complete these tasks in one hour to earn gold!



HANDICRAFT



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



Handicraft Merit Badges:

Leatherwork Merit Badge: A great Merit Badge for any Scout. This badge introduces many of the aspects of leather and leatherworking.

Art Merit Badge (Even Years): Teaches different painting and drawing techniques, as well as artistic style.

Photography Merit Badge (Odd Years): A fun badge for those Scouts who are looking to learn more about photography and its growing influence in digital media. Scout must bring a digital camera with charging cables to camp. Scouts must earn cyber chip outside of camp.

Metalwork Merit Badge: A challenging badge where scouts learn about the metals industry and the tools used in metalworking. Scouts will make several metal projects.

Woodcarving Merit Badge: A more intensive badge for older Scouts looking to learn how to use a variety of woodworking tools.

Basketry Merit Badge: This is a fun activity, good for all Scouts. This badge may not take all week to complete.

Handicraft Awards:

Handyman Award- Create a project using the materials used in Handicraft. The project must be of good quality and could pass for a badge requirement. Open to all scouts and adult leaders. Projects made for merit badge qualify for this award.

Knifemaster Award- Using your knife, you must cut the skin off an entire apple in one piece in under two minutes. Sounds easy, right? Become a Gold Knifemaster if you can peel the apple in less than 1 minute!

Handyman of the Week- An award given to one scout each week that has demonstrated to the Handicraft staff that they are the handiest and most creative scout in camp.



MOUNTAIN MAN PROGRAM



Black Powder Rifle

Pour in the powder, pack the .50-caliber ball, and test your skill with a muzzleloader, like the ones used throughout the Old West. (By BSA policy, Scouts must be 14 or older to fire muzzleloaders). Younger Scouts with interest are urged to come and learn the procedures and safety rules of shooting. The range features targets from easy to difficult, including a golf ball @ 40 yards. Tickets are available at the Trading Post.



Leader Blanket Shoot

All Scoutmasters should come up to the range for this special competition. To participate, you need to bring a craft you have made. It can be any type of craft, neckerchief slide, patch, etc. All crafts are placed on a blanket. A single elimination shoot-off will decide the winner. The winner gets first pick of the crafts, and everyone gets a prize.



Tomahawk Throwing

All Scouts are encouraged to try their hand at throwing the 'hawks in the traditional trapper style.

Tomahawk Competition

Leaders and Scouts Team event: Friday
7:00pm-8:15 pm.



Leader Lunch

Adult leaders are invited to come to the Mountain Man area at 12:45 p.m. on Wednesday to enjoy a Dutch oven gourmet meal with the Mountain Men. Fun for all adults!

Mountain Man Award

For the serious Mountain Maniac. To earn this prestigious award see the Mountain Men during free time.



NATURE

The Nature Glen

Take a self-guided tour of the Glen during program time to experience live reptiles and amphibians, fascinating models, and informative displays.

Camp Nature Trail

A self-guided tour of Camp featuring a look at the myriad of plants and trees around Camp Royaneh. Guidebooks may be checked out at Nature Glen.

Upper Loop Nature Trail

Like the Cairn Trail, except there are no cairns, rather posts detailing interesting nature sights. There is a guidebook available to check out from the Nature Glen. All who complete the hike will receive a pewter oak leaf.

Cairn Boot Award

Scattered throughout Camp Royaneh's forest are 24 mounds of rocks with coffee cans in the center. Grab a map from the Admin. Building, hike all the cairns, write your name on the pad of paper in the box, and then get your Scoutmaster to sign a note saying you have done them all. Place the note in the box in the admin building. Play fair, because the Nature Staff checks the cairns every night, against the list in the box. People who finish the Cairn Trail will receive a Cairn Boot Pewter. If you pick up trash along the trail, you will receive the coveted Green Cairn Boot. And the Orange boot pewter if completed alphabetically.

Order of the Rattlesnake

Gourmet Royaneh, Camp-wide public service announcements, and other fun activities await those who feel they are worthy of being inducted into the order of the rattlesnake, the Nature Glen's highest honor.



ROYANEH INSTITUTE OF KNOWLEDGE

The Royaneh Institute of Knowledge offers older Scouts the opportunity to work towards the rank of Eagle and the chance for those scouts who have “done everything at Camp” to expand their horizons. Come study government in Green Bar Grove or learn how to write a play or direct a movie in this exciting and engaging program area unique to Camp Royaneh.

Royaneh Restoration Project Pewter

In addition to numerous eagle required merit badges, RIK also offers a glimpse of Royaneh and Scouting history through the Royaneh Restoration project! It's the single best way to learn about camp's long history while also giving back to the camp that's already given so much to us. Completing the Royaneh Restoration Project will earn you the rarest pewter in camp! Meets nightly at 7PM.



SCOUTCRAFT



Cooking Merit Badge

Classes are at 7:00 to the end of Breakfast, 11:30 to the end of Lunch and 4:00 to the end of Dinner. Scouts will NOT be eating in the dining hall starting Monday for their appropriate meal. Scouts may sign up for one session and will earn a partial.



Scoutcraft Pewter

Can you complete a short orienteering course, carry out a Pioneering project, tie the eight basic Scout knots, and assist in teaching either the Totin' Chit or Firem'n Chit? Get a form in the administration building and complete the Scoutcraft Award!



Totin' Chip

Every evening except Wednesday **the first 12 Scouts** will learn basic knife, bow saw, and axe safety skills in Totin' Chip. Totin' Chip is also offered as part of the Baden Powell program.



Firem'n Chit

Every evening except Wednesday. Designed to teach basic fire building and safety skills to Scouts and leaders.



Paul Bunyan Woodsman Award

An advanced axemanship course that **requires 5 nights to complete**. For older Scouts who want to learn more advanced woodsman skills using larger 3/4 axes. Long pants, boots, and Totin' Chip are required. It starts Sunday and continues all week. Minimum Age is 14.



PROGRAMS FOR LEADERS

Blanket Shoot: For all Adult Leaders. Bring a craft that you have made and test your skill on the Black Powder Range. Friday 7:00

Scout and Scoutmaster Shotgun Shoot: Thursday at the Shotgun range. One adult per Troop please

Scout/Scoutmaster Archery Competition: Thursday - one Scout and one Adult Leader represent your Troop in our Camp-wide competition

Scout/Scoutmaster Rifle Competition: Wednesday - One Scout and one Adult Leader get to represent your Troop in this Camp-wide competition.

Adult COPE: A definite don't miss! You will not believe some of the things that you are capable of accomplishing. There is a daily course held all week-long. Mon-Fri at 9:30

Uncle Stan's Social: Monday night after taps we provide a chance for all Adult Leaders to get together after their first full day in Camp to socialize and meet one another. Special treats for all adult leaders.

Roundtables: Join our commissioner Staff every day for informal discussions and training topics. We cover a variety of subjects that even the experienced Scouter will find helpful. We ask that at least one leader from each Troop attend the announcements portion of the roundtables. Daily at 11 am in Chief's Room.

Trainings: Throughout your week at Camp Royaneh we will provide many training opportunities for you the Adult Leaders.

- Monday is Safe Swim Defense and Safety Afloat. These are both dry courses and are offered at the pool
- Climb on Safely Thursday at 7:00

Camp Royaneh's prestigious Pewter Awards program

One of the unique aspects of Camp Royaneh is that we encourage Adult Leader participation in program! In many of our program areas we have awards for you the Adult Leaders! Earn the Scoutcraft Award, Order of the Rattlesnake, High Loop Nature Trail, Mountain Man Award, Daniel Boone Award, and many more!

Chief's Room

This room has been set aside for Adult Leaders and Staff members only. Leaders may gather here in the evening for informal meetings and relaxation. The Chief's Room is also the setting for our daily Leader roundtables. There is also open wireless Internet access in the Admin. Building; we recommend that leaders take advantage of it in the Chief's Room. There are also electrical outlets in the Chief's Room that may be used to charge electrical devices.

The Order of the Arrow dedicated this room to the late, beloved naturalist Uncle Ed Dike, who made famous the expression "Have Fun in the Sun at Camp Royaneh!" It is also an informal museum of Royaneh history, and leaders are encouraged to bring Scouts in for a look at the many photos and displays.



SPECIAL PROGRAMS

Camp Royaneh History

Camp Royaneh was founded in 1925 by Raymond O. Hansen in order to provide a safe yet exciting wilderness experience for Scouts from San Francisco. Since then, Camp Royaneh has welcomed over 100,000 Scouts and Scouters from all over the United States, as well as Japan, England, China, and other nations.

The Camp's success is largely due to a wonderful tradition of excellence that has spanned over 90 years, and which has singled out Camp Royaneh as one of the oldest and most widely attended Scout Camps West of the Mississippi.

Royaneh's greatest asset is its setting. With a wide variety of plant and animal life, ranging from deep redwood forests to lush meadows spotted with oaks, its natural beauty is certainly impressive. Add premier facilities and an experienced, dedicated Staff educating Scouts to experience a wide variety of programs, and you've got a great summer week away for your Scout Unit.

Camp Royaneh is located along Austin Creek, on what was once the Watson Ranch. Raymond O. Hansen who was the first Camp Director, bought the property and moved the "San Francisco Scout Training Camp" from its site near Cazadero to its present location in 1925, and he named it Camp Royaneh. In the early years, Camp Royaneh was for Scouts from the city of San Francisco only. Scouts would sign up individually for Camp and would take a ferry and a series of trains to the Watson and then Royaneh train stations where every Scout would hike up the hill to Camp.

Camp Royaneh thrived through the years and has seen its share of memorable characters including the likes of Ralph Benson, Powder River Joe, Uncle Ed Dike, and Bob Anino. Each one of these men, and many others, has left their mark on Camp Royaneh. From its early founders to its current dedicated Staff, Camp Royaneh has welcomed countless Scouts and Scouters.

Hawaiian Themed Barbecue

Take a break from the meals in the dining hall and join us in the Amphitheatre for a Hawaiian themed dinner barbecue on Thursday! Feel free to wear Hawaiian shirt and board shorts, and make sure you bring the good vibes. Sit back, relax, and enjoy the great food cooked for you by the Staff. Evening colors follow the barbecue and are pleasantly informal.

Haunted History Hike

This hike will take Scouts and interested adults on an evening trek throughout Camp, hearing frightening ghost stories and Camp legends. (First years allowed only with permission from SPL)



Drivers Needed

One of the unique aspects of Camp Royaneh is the ability to go on field trips as a part of some of our merit badges.

- Oceanography and Nature Merit Badges at the Coast, Wednesday from 11 a.m. to 1 p.m.
- Forestry Merit Badge at the Sawmill in Cazadero, Thursday from 2:00 p.m. to 3:30 p.m.
- Geology Merit Badge at the Quarry, Wednesday from 3:30 to 5:00 p.m.
- Canoeing Merit Badge at Johnson's Beach in Guerneville, Thursday from 11 a.m.-12:30pm, 1:30 p.m.-3:00 p.m. and 3:30 p.m.-5:00 p.m.

ROYANEH TROOP MEETINGS AND CAMPFIRES

At Camp, your Troop is encouraged to hold meetings to convey announcements, check Merit Badge progress, and take care of Troop business. After meals (9:00 a.m., 1:30 p.m., or 6:30 p.m.) are good times to get your Scouts together. Remember that your SPL should lead these meetings. Also, many Troops will assemble before meals or Camp-wide events and then walk over as a Unit.

Monday and Wed. evenings are designated as Troop Campfire nights. Be sure your youth leaders have prepared the Campfire program in advance or it will surely flop. If you need assistance, see the Program Director or a Commissioner, or invite some Staff members. Troops are required to have some kind of activity during this time to keep your Scouts from interfering with another Troop's plans.

SPIRIT TROOP

To encourage excellence in Troop participation, and to promote Scout Spirit, we have developed the Spirit Troop of the Day program. The Spirit Troop of the Day is awarded to the Troop that receives the highest rating in several categories. A Troop can only receive the award once during their week at Camp. The Spirit Troop of the Day will take possession of the coveted Camp Royaneh Spirit Stick and will lead the Camp in flag ceremonies and grace at meals on the day it is chosen.

Criterion for Judgment:

Appearance: Are the Troop members and Adult Leaders consistently dressed in their Troop's Uniform? Do they look clean and sharp?

Spirit: Does the Troop do Troop yells in the Dining Hall? Do the Scouts show Scout Spirit?

Campsite: Is the unit Campsite neat and tidy? Are the cabins and tents kept in order?

Sportsmanship: Is the Troop participating in Camp-wide events and activities? Do the Troop members behave in a Scout-like manner?



TRAIL OF THE THUNDERBIRD

A program designed to ensure that every Scout gets the most he can out of the Royaneh program. Scouts participate in this program by doing activities in a variety of program areas. The participation requirements become more difficult as the Scouts get older. A Scout who completes the requirements for their year will be awarded a special neckerchief. Scouts can only earn this prestigious award once a year. First-year Scouts who have completed all first-year requirements will be recognized at a special first-year Campfire Thursday night. All other Scouts will be recognized at the closing Campfire Friday night. Scouts who earn the award should also stop by the Trading Post to pick up a certificate and sign the permanent scroll of Thunderbird Trail recipients. Scoutmasters will be asked to stop by the Trading Post and reimburse the Camp for the award's cost, just as they would for a Merit Badge or other emblem. Cost is \$15.



First-Year Campers - Do Seven of the Following:

1. Take a Swim Check
2. Be a waiter
3. Earn Totin' Chip
4. Attend the Baden Powell Campfire
5. Shoot Archery
6. Shoot at the Rifle Range
7. Go on a Trail Ride
8. Participate in Polar Bear
9. Earn Swimming Merit Badge, or go to swim instruction
10. Join the Order of the Rattlesnake or participate in a Nature Glen Activity.
11. Work on rank at Baden Powell

Second-Year Campers - Do Seven of the Following:

1. Take a Swim Check
2. Be a waiter
3. Throw a tomahawk
4. Hike the High Loop Nature Trail
5. Make a Handicraft project
6. Groom, feed, and water a horse
7. Shoot for score at the Rifle Range
8. Earn Firem'n Chit
9. Pick-up 20 pieces of litter and bring them to the Trading Post
10. Demonstrate tying the 8 basic knots to the Scoutcraft Staff

Third-Year Campers - Do Seven of the Following:

1. Take a Swim Check
2. Be a Waiter
3. Earn the Scoutcraft Award
4. Feed horses in the morning and in the evening, or help with barn chores
5. Earn an Eagle Required Merit Badge
6. Earn a Rifle or Shotgun Merit Badge
7. Participate in a Conservation project
8. Participate in COPE
9. Help a Scout with learning First Class skills

Fourth-Year Campers - Do Seven of the Following:

1. Take a Swim Check
2. Be a Waiter
3. Complete the Cairn Trail
4. Earn Horsemanship Merit Badge, or go on an outpost or breakfast ride
5. Shoot black powder
6. Earn BSA Lifeguard
7. Earn Paul Bunyan Award, or participate in a Pioneering project
8. Help lead a Troop Campfire
9. Participate in High COPE or Scoutmaster COPE

Complete the Following Mandatory Item:

Complete a service project given by the Program Director or Commissioner

DEPARTURES

Leaving Camp

- ☐ All Units must check out at the Camp Office before leaving Camp on Saturday Morning.
- ☐ Adults who leave during the week must check out at the Camp Office.
- ☐ Adults returning to Camp must check back in at the Camp Office upon arrival.

Early Release of Scouts from Camp Property

For the safety of all Scouts attending Camp, it is the policy of the SFBAC to follow these procedures in the event that a Scout must leave earlier than their Unit:

1. The Scout's Annual Health and Medical Record form, Part C, must be filled out with the names of all adults authorized to take the Scout to and from events.
2. The adult with permission to pick up the Camper must report directly to the Camp Office upon arrival. Identification will be compared to information on the Annual Health and Medical Record.
3. Before leaving Camp, the Scout and driver must report to the Camp Office to check out.

In an emergency, these procedures can be suspended by mutual agreement of the Camp Director and the Adult Leaders of the Scout's Troop. If such an emergency is declared, Adult Leaders from the Scout's Troop will be solely responsible for verifying safe transportation for the Scout, and that the Scout leaves with an approved adult. In an extreme emergency, an adult Staff member may be appointed to transport the Scout. The SFBAC, BSA is not responsible for Scouts leaving Camp on an emergency basis, regardless of who transports the scout.

Unit Checkout

Troops should plan on checking out by 10:00 a.m. on Saturday. Your Troop Guide will come to your Campsite directly after breakfast to check you out. The Troop Guide and an Adult Leader will inspect the site for any damage that may have occurred to tents and other equipment during the week. Troops will be charged for any damage that occurs. Be sure that some Scouts remain in the site to help with any final details:

- ☐ All cabins and/or tents are swept clean and free of trash.
- ☐ All trash is placed in dumpster behind the Dining Hall.
- ☐ In tent sites, all tent flaps are down; tents and poles are free from damage.
- ☐ Broom and shovel are next to fire pit.
- ☐ 2 fire buckets are filled with water.
- ☐ All equipment checked out has been returned.
- ☐ Latrine is swept and washed out; toilet paper is stocked.

Tents, poles, and other Campsite equipment will be checked for damage. Your Troop will be charged for any damaged equipment. The Camp Director has the final say on damage. After your site is checked, bring the check-out form to the Camp Office for final check-out.

Don't forget to:

- ☐ Turn in Camp evaluations.
- ☐ Stake-A-Claim for next year.
- ☐ Double-check Troop mailbox.
- ☐ Pick up medical forms, medications, and patches from the Camp Office.



[illegible]



CALIFORNIA RIFLE AND SHOTGUN PARENTAL/LEGAL GUARDIAN PERMISSION FORM

I, _____, parent or legal guardian of _____,
(Print Name of Parent or Legal Guardian) (Print Name of Child)

hereby give my child express permission and consent to be loaned and possess firearms (handguns and long guns) and ammunition to engage in lawful, recreational sport, including target practice, and/or a course of instruction in the safe and lawful use of a handgun. (Cal. Penal Code §§ 27945, 29610, 29615, 29650, 29655; 18 U.S.C § 922(x)). As used in this form, “firearms” include any handguns, long guns, or shotguns that may lawfully loaned to and possessed by a minor under state and federal law.

I also give my child express permission and consent to possess, and for a person to loan to my child, a “BB device” as defined in Cal. Penal Code * 16250. (Cal. Penal Code § 19915).

This consent is valid, absent my express revocation thereof, for the calendar year of _____.
(Calendar Year)

A photocopy or facsimile of this written consent will serve as an original.

I represent that I am (1) the parent or legal guardian of the minor named above and (2) not prohibited by Federal, state, or local law from possessing a firearm. I agree to indemnify and hold harmless the Boy Scouts of America, and any local Council and all officers, members, employees, and volunteers thereof, from all losses, damages, causes of action, cost and expenses, arising from any false statements or representations made by me herein.

Please bring at least four (4) copies of this form to camp with your child. One (1) copy must remain in your child’s possession at all times while he or she possesses any firearms or ammunition, and one (1) copy should be provided to the owner of the firearm.

Signature of Parent or Legal Guardian

Date

Unit #:

Last Name:

First Name:

DIETARY NEEDS AND/OR ALLERGIES

Please list all camper's name then check or specify all allergies. Troop: _____

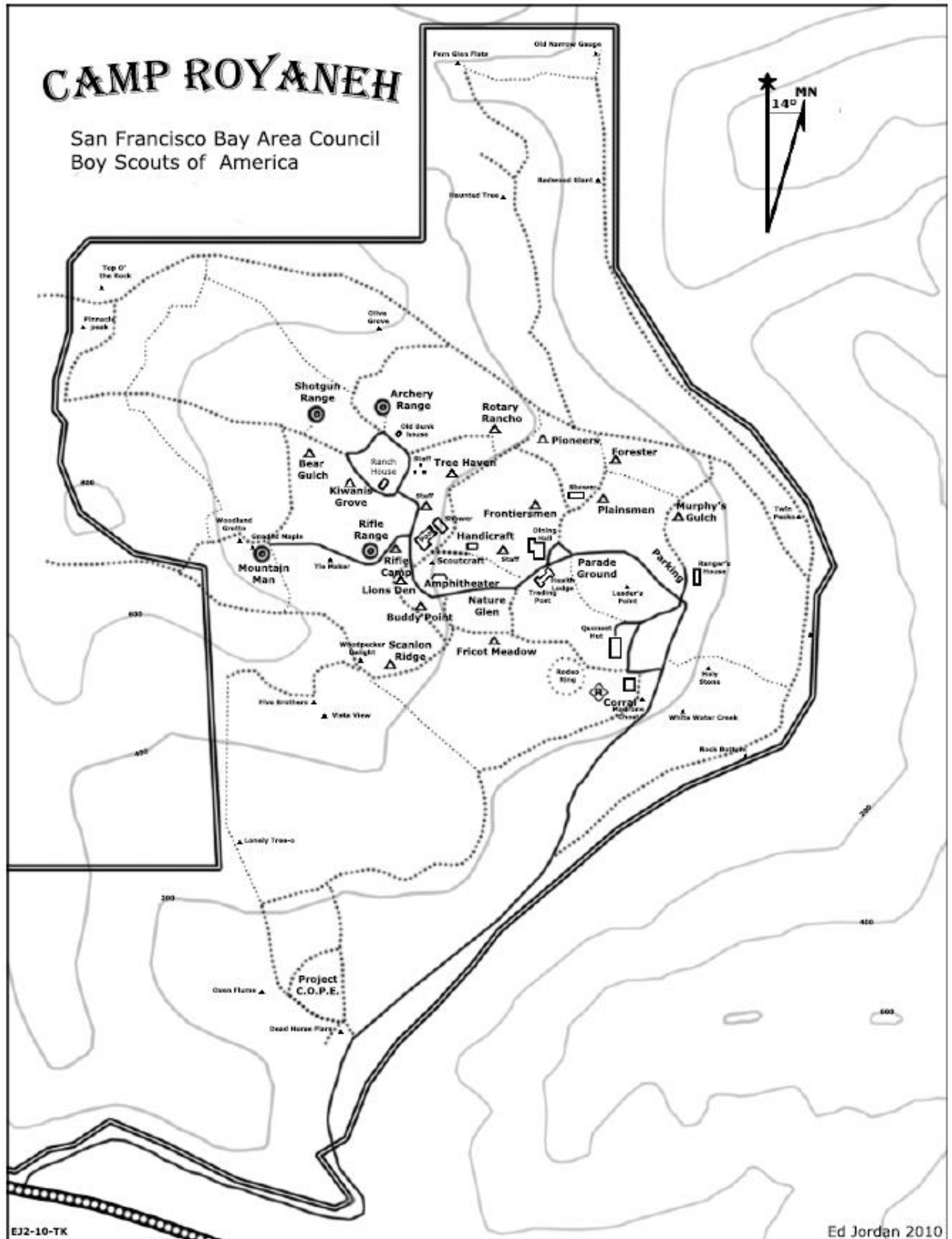
	Camper's Name	Vege	Nuts	Dairy	Gluten	Other, please specify:
1						
2						
3						
4						
5						
6						
7						
8						
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	TOTALS					

----- This Area for Staff Use Only -----

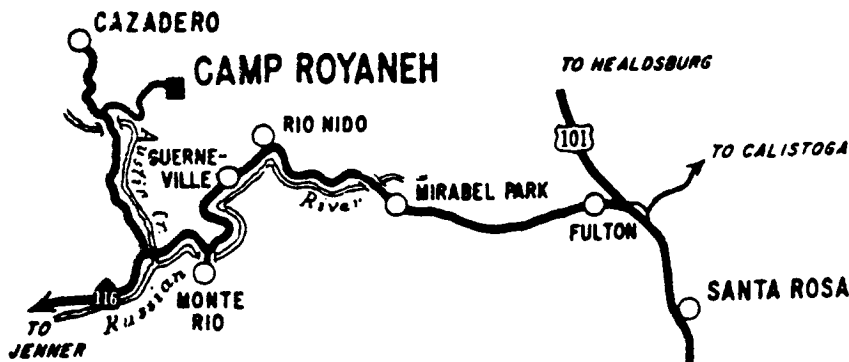
Additional
Notes:

CAMP ROY ANEH

San Francisco Bay Area Council
Boy Scouts of America



CAMP ROYANEH



Located about 10 miles NW of Guerneville. Take River Road (Russian River Resort exit), north of Santa Rosa on Hwy 101, through Guerneville, Monte Rio to Cazadero Hwy (approx. 22 miles).

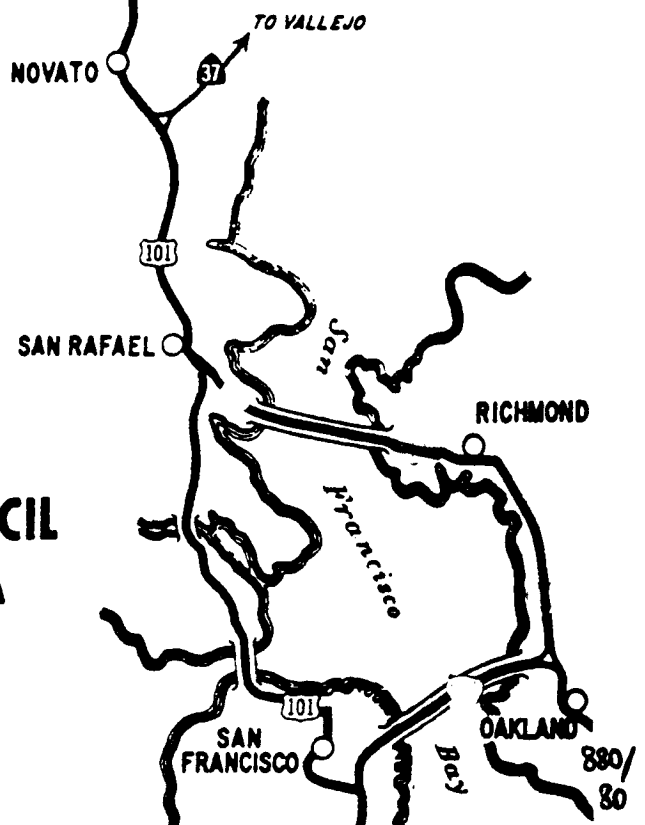
In Guerneville, River Road becomes Hwy 116. Turn right on Cazadero Hwy, go north approx. 4 miles to camp Sign, turn right to entrance to camp. Follow this paved/dirt road approx. 1 1/4 miles to parking lot.

Camp Ranger:

Scott Griswold
P O Box 39
Cazadero CA 95421-0039
(707) 632-5291

Make all camp reservations through the Council office at (510) 577-9000

SAN FRANCISCO BAY AREA COUNCIL BOY SCOUTS OF AMERICA



Program Area	9:30 - 11:00 AM	11:00 am - 12:30 PM	2:00 - 3:30 PM	3:30 - 5:00 PM	7 - 8:15 PM
Aquatics	Lifesaving Swimming	Lifesaving Canoeing (<i>field trip Thurs</i>) Swim Lessons	Swimming Canoeing (<i>field trip Thurs</i>) Life Saving	Free Swim Canoeing (<i>field trip Thurs</i>) Swimming	Safe Swim Defense / Safety Afloat (Mon) Snorkeling (Tues or Thurs)
Baden Powell	First Class Tenderfoot	First Class Second Class	Second Class Tenderfoot	BP Skills Session Scouting Heritage	Old Scouting Games
COPE / Climbing	Scoutmaster COPE	High COPE	Climbing	Project COPE	Climb on Safely
Corral	Dog Care	Horsemanship	Adv. Horsemanship		
Field Sports	Archery Rifle Shotgun	Archery Rifle	Archery Rifle	Archery Open Rifle Open Shotgun	Archery Open Rifle Open Shotgun Open

Program Area	9:30 - 11:00 AM	11:00 am - 12:30 PM					2:00 - 3:30 PM	3:30 - 5:00 PM	7 - 8:15 PM
Aquatics	Lifesaving Swimming	Lifesaving Canoeing (field trip Thurs) Swim Lessons					Swimming Canoeing (field trip Thurs) Life Saving	Free Swim Canoeing (field trip Thurs) Swimming	Safe Swim Defense / Safety Aftoat (Mon) Snorkeling (Tues or Thurs)
Baden Powell	First Class Tenderfoot	First Class Second Class					Second Class Tenderfoot	BP Skills Session Scouting Heritage Project COPE	Old Scouting Games
COPE / Climbing	Scoutmaster COPE	High COPE					Climbing		Climb on Safely
Corral	Dog Care Horsemanship						Adv. Horsemanship		
Field Sports	Archery Rifle Shotgun	Archery Rifle					Archery Rifle	Archery Open Rifle Open	Archery Open Rifle Open Shotgun Open
HandlCraft	Leathework	Art					Leathework	Basketry Open HandlCraft	HandlCraft Open
Mountain Man	American Heritage Wilderness Survival	Exploration Indian Lore					Wilderness Survival Archeology	Mountain Man Open Black Powder	Mountain Man Open Black Powder
Nature	Soil and Water Conservation Energy Environmental Science Fish&Wildlife / Mammals	Nature (field trip Wed until 2pm) Oceanography (field trip Wed until 2pm) Plant Science					Forestry (field Trip Thurs) Astronomy and Space Exploration Enviormental Science	Weather Geology (field Trip Wed.) Reptile & Amphibian Sustainability	Order of Rattlesnake
Royanaeh Institute of Knowledge	Cit. in the Nation Cit. in the World Communications	Cit. in the Nation Salesmanship Communications Theater					Cit. in Nation Cit. in the World Communications Theater	American Labor Cit. in the World Communications Music	Royaneh Restoration Project (M,T,Th,F)
ScoutCraft	Pioneering Emergency Prep. First Aid	Emergency Prep. First Aid					Pioneering Emergency Prep. First Aid	Camping Signs, Signals and Codes First Aid	Totin' Chip Sun, Mon, Tues, Thurs or Fri Firm'n Chip Sun, Mon, Tues, Thurs or Fri Paul Bunyan
Trail Rides	Mountain Man Breakfast Ride Thursday 6:30 - 9:00 AM						Trail ride Friday 3:30 - 4:30 PM		Evening Ride Monday 6:45 -7:45 PM
Drones	Drones 101	Drones 101					Drones 101		

Instructions for filing Stake-A-Claim:

Each individual troop attending camp must file a separate Stake-A-Claim.

1. This form and deposit must be turned in during camp or received in the Council Office by Aug. 31, 2020 to receive priority campsite assignment (see #3 below).
2. Deposit is **\$500** per week, per campsite, per unit. **Deposits are non-refundable and non-transferrable.**
3. On Sept. 1, 2020 units will be placed in campsites using the following procedures:
 - A. Priority will be given to units requesting same campsite and week # they had in 2020.
 - B. Units who attended camp in 2020 but wish a different week or different campsite will be assigned depending on availability.
 - C. Units who attended camp in 2020 but wish to switch SFBAC camps will be assigned depending on availability
 - D. Units who were not at camp in 2020 will be assigned depending on availability.
4. Units submitting applications after August 31, 2020 will be assigned subject to availability.
5. Units will receive a confirmation of their reservation by November 2020.

CAMPSITE MAXIMUMS:

Royaneh Campsite Maximums

18 - Bear Gulch
20 - Buddy Point
42 - Forester Village
58 - Frontiersmen Village
36 - Fricot Meadow
48 - Plainsmen Village
72 - Pioneer Village
24 - Kiwanis Grove
26 - Lion's Den
26 - Murphy's Gulch
26 - Rifle Camp
22 - Rotary Rancho
32 - Scanlon Ridge
24 - Tree Haven

Wente Campsite Maximums

44 - Big Dipper
12 - Dimond W
62 - Little Dipper
32 - Madrone
22 - Moss Shadows
50 - Oak Flats
68 - Sailor's Rest
26 - Sky High
20 - Sleepy Hollow
46 - Sunrise Ridge
20 - Trail's End
54 - Turkey's Roost
52 - Wishbone
74 - 12 O'clock High

The San Francisco Bay Area Council reserves the right to place multiple units in campsites; or to change campsites at a later date.

NO 2020 Deposits will be rolled over.

- *New 2021 Stake-A-Claim forms must be accompanied by \$500 deposit per week, per campsite, per Unit.*
- *Reservations for 2021 season will not be processed unless accompanied by a deposit.*
- *Council Camping Refund Policy applies; a copy can be requested from the Program Dept. at 510-577-9218. or found on www.sfbac.org/refund*

**Updated fee schedules will be sent in early November.
Make all checks payable to *BOY SCOUTS OF AMERICA*.**

Mail to: San Francisco Bay Area Council, Boy Scouts of America, 1001 Davis Street, San Leandro CA 94577-1514
Phone (510) 577-9218 Fax (510) 577-9002 www.sfbac.org/camping

2021 RESIDENT CAMP

“STAKE-A-CLAIM”

RESERVATION

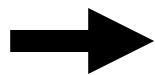
Unit # _____

District _____

Council: _____

**PLEASE,
READ THE
INFORMATION
ON THE BACK
OF THIS FORM
CAREFULLY.**

Int: _____



**Important information is sent to the people listed below
throughout the year. Please be sure to inform us
if this person changes!**

Name _____

Position in Troop _____

Address _____

City _____

Zip _____

E-mail Address

Home Phone (_____) _____

Work Phone (_____) _____

Cell (_____) _____

Name _____

Position in Troop _____

Address _____

City _____

Zip _____

E-mail Address

Home Phone (_____) _____

Work Phone (_____) _____

Cell (_____) _____

Sunday to Saturday	CAMP ROYANEH	WENTE SCOUT RESERVATION
June 20 to June 26	() Week 1	() Week 1
June 27 to July 3	() Week 2	() Week 2
July 4 to July 10	() Week 3	() Week 3
July 11 to July 17	() Week 4	() Week 4
July 18 to July 24	() Week 5	() Week 5
July 25 to July 31	() Week 6	() Week 6
August 1 to August 7		() Week 7

Any Special Arrival Needs: _____ **CAMPSITE 1st Choice** _____ *

Wente Only: FOOD PLAN [] Cafeteria [] Cook in campsite **CAMPSITE 2nd Choice:** _____ *

PROJECTED ATTENDANCE: **Scouts** _____ **Adults** _____

Your reservation will be based on the average number of Scouting in attendance during your last 3 years at camp.

Office Use Only: Event Code before 12-31-20: R-461-00 W-464-00 After 1-1-21: R-461-21 W-464-21)