

THEODORE L. STORER

SCOUT CAMP



2009

LEADER'S GUIDE

BOSTON MINUTEMAN COUNCIL
BOY SCOUTS OF AMERICA

Table of Contents

TABLE OF CONTENTS

Welcome from the Camp Director.....	5
Boston Minuteman Council Policies	6
The Environment.....	6
Camp Inspections.....	6
Nondiscrimination Policy	6
Pre-camp: Planning your T.L Storer Experience.....	7
Important dates	8
Beaver weekend.....	8
Pre-camp Planning Meeting.....	8
Camp Fees.....	9
Family Discounts.....	10
Adult Leaders & Meal Fees.....	10
Refunds/Cancellations	10
Camperships.....	10
Arrival and Check-In.....	11
Sunday schedule	11
Sunday Leader Meeting	11
Vehicles in Camp.....	11
Arrival	11
Luggage Drop-off	11
Check-In.....	11
Medical Check-In	12
Early Arrivals	12
Camp Rules and Regulations	13
Medical Permission Form	13
Required information.....	13
Permission	13
Pick up Authorization.....	13
Timing.....	14
Health and Medical Services	14
Health Lodge	14

Medication.....	14
Sickness in Camp.....	14
Religious Exemption.....	14
Policy for youth with insulin dependent diabetes	14
Emergency Procedures.....	15
Emergency Signals	15
Drills.....	15
Storms	15
Personal Accident.....	15
Lost Bather.....	15
Lost Person	15
Fire.....	15
Flood or Earthquake.....	16
Youth Protection Policies	16
Scout Travel out of Camp.....	16
Reporting Abuse.....	16
Communicating With Camp.....	17
Emergency Phone.....	17
Mail Communications.....	17
Camp Management.....	17
Scouts and Unit Leaders.....	17
Food Packages	17
Cellular Phones.....	17
Homesickness	18
Scout use of Phones.....	18
Visitors to Camp.....	18
Drop off / Pick up.....	18
Troop Visitors.....	18
Non-Troop Visitors	18
Meals	19
Overnight Visitors.....	19
Leaving Camp.....	19

Table of Contents

Campsite Safety	19
Buddy System.....	19
Knives	20
Food in Campsites:	20
Driving In Camp	20
Personal Hygiene.....	20
Smoking Policy	20
Leaders Leaving Camp:.....	20
Mountain Bike Policy.....	21
The Chaplin Service	22
Food Services	22
Menu	22
Dietary Needs	22
Food allergies.....	22
Ice:	22
Patrol Cooking Units	23
Programs and Activities.....	24
Merit Badge Sign-up	24
Prerequisites	24
Merit Badge Books.....	24
Blue Cards	24
Partial Credit	24
Activities sign-up	24
Aquatics	25
C.O.P.E. & Climbing.....	27
Field Sports	28
Handicraft.....	29
Nature and Conservation	29
Trailblazer Program (First Year)	30
Merit Badges.....	32
Directions to Camp.....	37

WELCOME FROM THE CAMP DIRECTOR

Dear Leaders,

Welcome to camp! This new and improved Leader's Guide is here to guide your Unit's leaders, both youth and adult, through the process of summer camp. Some has changed and a lot has remained the same in this new format but you should read through anyway. Some of the changes are:

- Updated Pre-camp meeting format
- Updated pick-up procedure for Scouts leaving mid week

BOSTON MINUTEMAN COUNCIL POLICIES

Mission of the BSA

The mission of the Boy Scouts of America is to prepare young people to make ethical and moral choices over their lifetimes by instilling in them the values of the Scout Oath and Law.

The Scout Oath

On my honor I will do my best
To do my duty to God and my country
and to obey the Scout Law;
To help other people at all times;
To keep myself physically strong,
mentally awake, and morally straight.

The Scout Law

A Scout is: Trustworthy, Loyal, Helpful, Friendly, Courteous, Kind, Obedient, Cheerful, Thrifty, Brave, Clean, and Reverent.

The Outdoor Code

As an American, I will do my best to –
Be clean in my outdoor manners
Be careful with fire.
Be considerate in the outdoors, and
Be conservation minded

The Environment

It is the policy of the Boston Minuteman Council that T.L. Storer Scout Camp be operated and maintained in such a way as to minimize impact upon the land. This is accomplished through limiting the number of buildings, rotating campsites and program areas, using certified forest managers, maintaining open space, and staining buildings and signs to blend with the surroundings. Programs held off camp property are conducted in compliance with BSA Wilderness Policy and accepted low-impact camping and other methods that educate our Scouts to be sensitive to our environment. From Troop leader's comments, we know that our setting is one of our biggest assets. Please join us in maintaining the property as an outstanding rural, forested setting so that future generations of Scout will be able to enjoy the pristine environment of T.L. Storer Scout Camp.

Camp Inspections

T.L. Storer Scout Camp meets all state and local health/safety codes and is reviewed yearly during a visitation conducted by the Boy Scouts of America. Our National Accreditation assures Scouts a clean, comfortable, safe, fun-filled quality experience.

Nondiscrimination Policy

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

PRE-CAMP: PLANNING YOUR T.L STORER EXPERIENCE

Summer of 2008:

- Finalize 2009 Camp dates
- Submit camp site reservation form and deposit

Fall of 2008 (October / November)

- Recruit camp leaders (remember two-deep leadership)
- Plan parents meeting (dates, fees, program)
- Review medical forms and schedule appointments
- Coordinate with incoming Webelos

Winter (December – February)

- Get commitments from parents and Scouts
- Apply for camperships or investigate other funding for Scouts with financial needs
- Finalize key adult leadership
- Give medical forms to scouts that need them
- Merit badge registration opens (mid February)

March

- Follow up on Scout commitment to camp
- Submit campership forms
- Register new Scouts for summer camp

April

- \$50 deposit per Scout due (required for discount rate)
- Conduct second parents meeting (finalize plans, transportation, equipment needs, etc.)
- Follow up on medical forms
- Have PLC decide afternoon activities to be requested at the May 9th pre-camp meeting

May

- Collect any outstanding medical forms
- Finalize Merit Badge registrations
- Attend pre-camp meeting on May 9th
- Finalize transportation, leadership and equipment plans

Summer

- Go to Camp!!!

Pre-camp: Planning your T.L Storer Experience

IMPORTANT DATES

April 1 \$50 deposit per scout is due (required for discount rate)
April 24-26 Beaver weekend
May 9 Mandatory pre-camp meeting
June 1 Webelos crossover registration and payment is due

BEAVER WEEKEND

Join us in a weekend filled with fun and service. Many different camp improvement projects as well as camp set up tasks will be performed during this weekend. For units providing service the camp will provide all meals on Saturday. If you are planning on attending please register through the council website [www.bsaboston.org].



PRE-CAMP PLANNING MEETING

When: May 10th, 2009

Week 1	9:00 AM
Week 2	10:00 AM
Week 3	11:00 AM
Week 4	12:00 (noon)
Week 5	1:00 PM

Where: Camp Sayre [411 Unquity Road – Milton, MA 02186]

Who: Primary adult leadership as well as Senior Patrol Leader who will be attending camp, as well as any others needed to comply with Youth Protection.

What you will need:

- Troop Roster
- Campership requests (late)
- Special dietary requests
- Visitor information
- Medical forms
- Unit program requests (in order of preference)

CAMP FEES

Program	Deposit by: 4/1/2009 Balance paid by: 5/01/2009	Paid in full after: 4/1/2008 (no deposit)
T.L. Storer Chartered Unit *Dining Hall* (unit provides its own leadership and eats camp provided meals)	\$300	\$350
T.L. Storer Chartered Unit *Patrol Cooking* (unit provides its own leadership and cook its own meals in camp site)	\$250	\$250
Provisional (Troop Gilwell) (join us without a unit any week of the summer and we will provide the leadership)	\$300	\$350
Storer High Adventure *Provisional* (we provide the trek guides and most of the equipment)	\$350	\$350
Storer High Adventure *Unit based* (Unit provides at least one unit leader and we provide a trek guide)	\$250	\$320
Storer High Adventure *Unit based, with food* (Unit provides at least one unit leader and we provide a trek guide)	\$350	\$420
National Youth Leadership Training (NYLT) (June 27-July3????)	\$250	\$250
Specialty Week Programs (August 9-15 – includes Waterworld, Schuetzen, Trail to Eagle and more)	\$250	\$250

Note: Recent crossovers can register at the early rate until 6/1/2009 with no late fee however a \$30 fee will be assessed for any registrations after 6/1/2009.

Pre-camp: Camp Fees

Family Discounts

Each additional scout attending Camp from the same immediate family will receive a \$20 discount.

Adult Leaders & Meal Fees

Each troop is allowed two adults free of charge; with another free adult for every 10 Scouts (for example a unit with 23 scouts would be allowed 4 Adults free of charge. **Additional leaders will be charged \$80 per week.** Adults that will not be attending for the entire week may opt to buy meals individually at a cost of \$4.00 for breakfast, \$5.00 for lunch, and \$6.00 for dinner. If a unit is cooking in site but would like to eat one or more meals in the dining hall they must notify the Camp Director at least 2 weeks prior to camp. The unit will be charged the meal fee for each person eating in the dining hall.

Refunds/Cancellations

Refunds of camp fees (exclusive of deposits) will be considered only if written communication is submitted to the council office two weeks prior to the scheduled arrival date. Deposits are not refundable. Refunds will be issued for the unused portion (exclusive of deposits) for a Scout who leaves camp for a verifiable medical reason. Homesickness is not considered a “refundable” medical reason. Camp fees are transferable to another Scout in your unit. **No refunds can be granted for any reason after August 31, 2008.**

Camperships

It is the policy of the Boston Minuteman Council that no Scout shall miss the opportunity to attend summer camp for lack of funds. A limited number of camperships are available directly from the Boston Minuteman Council. The necessary form requiring information and certification from both the Troop leader and the parent/guardian is provided in the Forms Section of this guide. **Campership applications must be submitted on or before May 1, 2008 along with a \$50.00 deposit.**

ARRIVAL AND CHECK-IN

Sunday schedule

9:00 AM	Adult leader and SPL Meeting
11:00 - 12:00	Lunch
01:00 - 4:00 PM	Scouts arrive and tours begin
5:40 PM	Waiter call
5:45 PM	Staff introductions and Flags
6:00 PM	Dinner
7:15 – 9:00 PM	Waterfront orientation*, Emergency procedure overview*, and Campfire
10:00 PM	Taps – All Scouts in their site

*Required attendance from everyone in camp (includes all Adults as well)

Sunday Leader Meeting

At 9:00 AM on Sunday there will be a meeting for the troop leadership (Adult and Youth) to go over check-in procedure and take care of any last minute business.

Vehicles in Camp

One vehicle/trailer that is carrying troop gear will be allowed to drive into camp to drop off gear or the trailer. **This vehicle must be off restricted roads by NOON.** Once finished the vehicle should be returned to the parking lot

Arrival

Scouts should be told to arrive no earlier than 1:00 PM on Sunday and gather in the parking lot or some other pre-determined spot. All gear should be placed by the campsite sign (make sure everyone knows where you are staying). Everyone should take their bathing suit and towel out of their gear so that they don't have to return to the campsite before taking the swim test.

Luggage Drop-off

Gear that is placed at the campsite sign will be transported to the Units camp site while they are completing check-in. Please note: Because of the risk of transporting propane, our crew will do a separate propane delivery after all other equipment has been delivered.

T.L. Storer and Boston Minuteman Council are not responsible for lost or stolen items. Please make sure you mark your equipment, so that it is easily identified.

Check-In

Once all of a troop's scouts have arrived they should report to the Dining Hall to start the check-in process. The unit will be assigned a guide who will help them navigate check in as quickly and efficiently as possible. A unit leader will be sent to settle the account and will be given wristbands, please wear these on the right wrist for easier identification. Another adult (or preferable two) will be asked to go to medical check-in and will receive buddy tags for the waterfront. While adults do

Camp: Arrival and Check-In

this the scouts will take dining hall orientation and then will go to either the waterfront for swim checks or the Adam's camp fire ring for a short presentation.

Medical Check-In

In order to have a quick check-in please make sure you send Medical/Permission Forms in ahead of your arrival! Units that fail to do this will be significantly delayed. Units that follow the procedure and have turned everything in by the June 1st deadline will receive preference in the check-in process and we will do our best to get them through as quickly as possible.

An adult leader from the Unit should collect all medications to give to our Health Officer. Another adult (if possible) should review medical forms with our Health Officers assistants and receive buddy tags.

Early Arrivals

Between 2:00 PM and 6:00 PM Saturday

Early arrivals are generally limited to Adult Leaders and Key Youth leaders. Units are required to obtain approval of the Camp Director at least 2 weeks prior to arrival. The early arrival form should be turned in at this time. Troop arriving early should stop in the Reservation Office to check-in. A driving pass will be issued for one Unit vehicle which should be used to drop off gear and then returned to the parking lot, no vehicles should be in the site after 7 PM. All program and activity areas will be closed and **strictly off limits** on Saturday. If youth are present youth protection (2-deep leadership) must be observed at all times. Remember to attend the Sunday morning meeting as well as participate in official check-in.

CAMP RULES AND REGULATIONS

This section is intended to inform you of the rules and regulations of camp that we all need to adhere to. Please read.....

MEDICAL PERMISSION FORM

If there is one single item that can be called the most important of camp planning, it is the Medical/Permission Form. It must be completed and signed in order for a Scout to stay in camp. **No Scout, youth or adult, will be allowed to stay overnight in camp without a Medical/Permission Form.**

The Medical Form is required by NH State Law for anybody staying in camp. It must be filled out to show the results of a physical exam by a Licensed Medical Practitioner within the last 24 months (12 months if 40 or over). All other Sections and the Permission Form must be filled out or updated, every year, by the parent/guardian or applicant (if over 18). This includes Scouts and adults. The immunization records must have a date on each one. "Up to date" written on them is not acceptable.

The camp is required to keep these forms. Units should have a back up copy for their records and should ask parents to keep a copy as well. We will unfortunately not be able to make copies so please come prepared.

Required information

The following must be completed on the Medical/Permission Form before your unit arrives in camp

- Parent/guardian signature
- Licensed Medical Practitioner signature
- Health Examination by a Licensed Medical Practitioner:
 - Within the past 24 months for people under 40 years of age
 - Within the past 12 months for people 40 years of age and older
- All immunizations must have a date
 - Note for adults: NH state law does not require an annual TB test; however the date of the last TB test must be supplied.

If these are not completed, according to NH state law and National BSA policy, the person cannot stay in camp. NO EXCEPTIONS!

Permission

The Permission Form must be completed. Please make certain that parents understand the purpose of the form and complete it correctly. Emergency notification numbers should reflect where and how to best reach the Scout parent or guardian *during the time the Scout is at camp.*

Pick up Authorization

Parents should fill out the Pick-up Authorization Form and submit it with the rest of their paperwork. This is especially important in case of a divorce, separation or instability within a Scout's family. Unit leaders should make sure that the parent/guardian notes who has legal custody of the child, and, more

Camp Rules and Regulations

specifically, who cannot remove the Scout from the property. Any scout leaving camp prior to Saturday pick-up must have this form on file and must secure the permission of the Camp Office and primary Unit Leader before leaving camp.

Timing

Sending the forms in advance lets the Health Officer review them and lets the unit leader know ahead of time if there is any information missing. We ask that you have medical forms turned into you by the 1st of June. All medical forms may be sent to the Council Office prior to the start of camp or T.L. Storer Scout Camp addressed care of the Camp Director or Health Officer once camp has begun.

HEALTH AND MEDICAL SERVICES

Health Lodge

Our Health Lodge is always open to those in need of medical attention. If the Health Officer is not in the Health Lodge, she or he can be reached through our radio network. There is a base radio in the Camp Office, and the staff have auxiliary radios at most program areas. All of our program areas are equipped with first aid kits that are regularly checked and restocked by the Health Officer. We are required to log all incidents requiring any level of first aid or medical attention.

Medication

All medications must be brought to the camp Health Officer upon check-in. This includes any non-prescription medications (i.e. Tylenol). The Scout may carry inhalers, with a pharmacy label, after the Camp Health Officer logs them in. All prescription medications must be in their original, pharmacy-labeled containers. Unit leaders are asked to assist the Health Officer in making sure that the Scouts requiring medications report to the Health Lodge at the appropriate times. The Health Officer may choose to bring medications to meals at her/his discretion to help Scouts remember to take them.

The Health Lodge stocks several non-prescription medications as directed in the camp physician's standing orders. Medication should not be part of a personal or unit first aid kit. Adults (18 and older) may not retain their own medications. It is required that these medications be listed on the adult's Medical Form. No medication may be kept for, or administered to, Scouts by an adult leader other than the Health Officer while on camp property.

Sickness in Camp

Scouts that are sick for more than a day will not be allowed to stay at camp. If for some reason the parents or anyone listed on the Medical Form cannot pick the scout up the in camp Unit Leader will be responsible for bringing him home.

Religious Exemption

Requests for religious exemption from medical care and treatment should be directed to the Boston Minuteman Council, telephone # 617-615-0004 ext 322.

Policy for youth with insulin dependent diabetes

Please see the appendix for this policy statement.

EMERGENCY PROCEDURES

The Camp Staff has undergone extensive training so that they are prepared for any emergency situation that might arise in camp. The camp has also created an Emergency Procedures Manual, a copy of which is given out at registration. The camp has emergency phone numbers posted near all telephones, FM radio communication throughout the camp, a written agreement with the local rescue squad, local hospital and local physician. If you have any questions on emergency procedures, please ask. During an emergency, your responsibility is for your Troop.

Emergency Signals

When you hear the camp siren, you must **immediately** assemble your Unit at the Adams Pond Parade Field, take a head count, have your Senior Patrol Leader report your attendance to the Staff member in charge, and await further instructions. If for whatever reason the Adams Pond Parade Field is unsafe, the staff will direct you to a safe location. Leaders need to make Scouts aware that emergency vehicles may be traveling the roads as well. Units should stay at the location until the all clear is given

Drills

Every person must report to the parade field when the siren is sounded and follow the normal emergency procedures regardless of if it a drill or not.

In accordance with National BSA camp policy, an emergency drill will be conducted each week of camp. Unit Leaders **will not** be notified of the time of the drill in order to truly test the response of the camp.

Storms

Whenever a serious storm approaches, everyone in camp should move into the nearest designated shelter. The primary shelter is the Dining Hall. If weather is too severe for those in the Wild Goose end of camp to get that far, the designated area is the Goose Building.

Personal Accident

- 1) Give immediate first aid.
- 2) Report accident to Health Lodge, Camp Office, or nearest Staff member with a radio.
- 3) Health Officer will administer medical care and/or make contacts for assistance.

Lost Bather

- 1) Report situation to Aquatics Director (or any other staff member)
- 2) Aquatics Director and the Camp Director or the Ranger will provide directions.

Lost Person

- 1) Report situation to the Camp Office at once, including as much information as possible.
- 2) Camp Director and the Ranger will provide directions.

Fire

- 1) Evacuate your Troop to the Adam's Parade Field. Immediately report the location of the fire to the Camp Director, the Ranger or nearest Staff member with a radio.
- 2) Fire fighting tools are located at central locations. These are provided to help you safely escape the area. Troops are not to fight fires!

Camp Rules and Regulations

3) Check your Fire Guard Chart provided at camp for further details.

Flood or Earthquake

- 1) Camp Director & Ranger will direct operations.
- 2) Camp Commissioner will direct Units.
- 3) Evacuations will follow as directed by local authorities

YOUTH PROTECTION POLICIES

The following policies have been adopted by the Boy Scouts of America to provide security for the youth in our program. In addition, they serve to protect adult leadership from situations in which they are vulnerable to allegations of abuse.

Troop Leadership Policy - Two-Deep Leadership Units are required to provide a minimum of 2 registered adult leaders or one registered adult and a parent of a participating Scout, at all times in camp. One must be at least 18 and one must be at least 21. Co-ed units must have at least one male and at least one female leader. If there is a problem, contact the Camp Director immediately.

No One-On-One Contact One-on-one contact between youth and adult members, except in parent-child situations, is strictly prohibited. In situations that require a personal conference, the meeting should be conducted in the view of others.

Respect of Privacy Leaders must respect the privacy of youth members in situations such as changing clothes and taking showers at camp. Adult leaders are not permitted to enter a youth shower facility and youth members are not permitted to enter an adult shower facility.

Separate Accommodations When in camp, no youth or youth Staff member is to share or sleep in the same tent as an adult or adult Staff member, other than his own parent or guardian.

No Secret Organizations There are no secret organizations recognized by the Boy Scouts of

America. All Scouting programs are open to parents and leaders.

Proper Clothing Proper clothing for activities is required. Skinny dipping is not an appropriate Scouting activity.

Constructive Discipline Discipline in Scouting should be constructive and reflect Scouting values. Corporal punishment is not permitted.

Hazing Physical or mental hazing is strictly prohibited and is not included in any Scouting activities.

Supervision Leaders must monitor and guide the leadership techniques used by junior leaders and see that Boy Scouts of America policies are obeyed.

Scout Travel out of Camp

If a Scout requires transportation from camp (i.e. to the hospital), the unit will work with the Camp to ensure that proper youth protection is followed. On trail trips away from the base camp, two adult leaders must be present.

Reporting Abuse

It is required by law that suspected incidents of child abuse be reported immediately to the state agency having this responsibility.

All suspicions of abuse should be reported to, and only to, the Camp Director.

COMMUNICATING WITH CAMP

Emergency Phone

In the event of an emergency please use the following numbers to contact camp:

Camp Office :	Boston Minuteman Council
603-942-5483	617-615-0004
603-942-5925 (FAX)	617-615-0005 (FAX)

Mail Communications

Please direct all business mail to:

T.L. Storer Scout Camp
1513 Province Road
Barnstead, NH 03218

TLS Camp Director
Boston Minuteman Council
411 Unquity Rd.
Milton, MA 02186

Camp Management

Position	Name	Before June 25 th	On/After June 25 th
Camp Director	Aaron Creighton	617-615-0004 ext.322	603-942-5483
Program Director	John Martin	781-568-9398	603-942-5483
Camp Ranger	Nick Grande	617-549-3530	617-549-3530

Scouts and Unit Leaders

Two of the most common questions from parents are: "Where will our son be?" and "How can we reach him?" Please remind parents that they can write their scouts but that they should not try and call camp unless there is an emergency. The following format should be used when corresponding with unit members in camp

Scouts Name
Troop # and town
Campsite Name
T.L. Storer Scout Camp
1513 Province Road
Barnstead, NH 03218

Food Packages

Food packages mailed to your Scout at camp should only contain as much food as can be eaten in a single day. Scouts should not store food in their tents.

Cellular Phones

It is the policy of the Boston Minuteman Council (BMC) that use of cellular phones, be restricted to the Unit leaders only, and that any scout or youth will not be allowed to bring a "cell" phone to any of the BMC properties owned or operated by the council. Unit leaders will be asked to secure any phone found

Camp Rules and Regulations

in the possession of any scout or youth, and to keep it safe until the units' time at the property is finished. Any leader may bring their own cell phone for their personal use, and at their own discretion. Reception at T.L Storer is unreliable, and BMC will not provide facilities to keep batteries charged. Parents, who need to speak with their child, may contact the Camp office.

Units leaders who allow usage of their personal phone do so at their own discretion, and the BMC is not responsible for damages or any charges that may appear on their phone.

Homesickness

If for some reason one of your Scouts should come down with this awful disease the phone and health officer are not the answer! Unit leaders that are inexperienced or just want help from the experts are encouraged to get their Commissioners involved.

Scout use of Phones

Scouts that need the use of a phone may only make calls from the camp office (even if they use a Unit Leaders cell phone) and must be done under the supervision of the unit leader. Unit leaders are urged to talk to their commissioner or other camp management before allowing Scouts to call home

VISITORS TO CAMP

In order to keep camp safe all visitors must follow the visitor policies.

Drop off / Pick up

Parents, relatives and friends are welcome on Saturday Morning for the Closing Ceremony and during drop-off on Sunday afternoon.

Troop Visitors

Visitors are welcome in camp if invited by their Troop and notification is given to the camp ahead of time. Troops should fill out the Authorized Visitor form; this will allow your visitors to pass quickly through visitor check-in. If the camp is not pre-notified we will dispatch a staff member to find a leader from your unit to vouch for the person. Unannounced visits pose a security risk to the camp and we ask that you check the motives of the person before vouching for them.

Once the person has been properly authorized the camp will allow them to sign in and issue them identification that must be turned in when they sign out. All adults not on camp staff are required to wear this identification to show them as having signed in. We encourage all Troop leaders and Committee Members to come up during the week. For a Troop trying to recruit adult volunteers, this is a great opportunity for them to see Scouts in action.

Non-Troop Visitors

If you are not affiliated with a Troop staying in camp and wish to visit our facility, please stop at the Reservation Office and arrange for a camp tour, or better yet, phone ahead to arrange a visit before your arrival. Camp phone number: (603) 942-5483.

Meals

Visitors in camp are more than welcome to join their Troop during a meal at the Dining Hall. Visitors who wish to eat with their Troop in the Dining Hall should see the Business Manager and arrange for meal payment. The costs are as follows:

Breakfast \$5.00

Lunch \$6.00

Dinner \$7.00

Overnight Visitors

Visitors are welcome to stay overnight if invited by their Troop. Visitors must sign in at the Reservation Office and must be approved by the Camp Director. They also must provide a full medical form and review it with the Health Officer. The cost for an overnight stay is just the cost of their meals.

Following BSA guidelines, units must have two registered adults or one registered adult and one parent of a participating Scout (one age 21 or older and the other 18 or older) with the Troop at all times. When leadership changes during the week, leaders must sign in and out at the Camp Office and incoming leaders must pick identification

All those who stay overnight, both adults and youth, must have a current Medical Form on file in the Health Lodge.

Leaving Camp

Visitors and Scouts must sign-out at the Camp Office if they are leaving camp prior to the normal Saturday morning departure. In the event a Scout needs to leave camp please refer to the Pick-up Authorization section.

CAMPSITE SAFETY

Buddy System

The Buddy System should be used by Scouts at all times. Scouts should never travel alone even if on bike or for short walks

Walking Barefoot

Walking barefoot in camp is dangerous! Scouts may only be without their shoes in the immediate waterfront area, camp showers, and in tents.

Clotheslines

Clotheslines should be strung away from trails and should always have something on them. Don't use tent outriggers or guidelines.

Saws and axes

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

Camp Rules and Regulations

Knives

Knives with fixed blades or any knife with a blade longer than 3" are prohibited for both Scouts and adults. The council finds absolutely no purpose for such knives in camp.

Food in Campsites:

Since food and food odors attract animals, all food maintained in a campsite must be secured in tightly sealed containers. Trash generated during the day should be secured in plastics bags and left at the campsite entrance no later than 5:00 PM each day. Rangers will conduct a trash collection run each day of operation on or after 5:00 PM. Do not leave garbage or trash in your campsite overnight.

Lanterns and Stoves

Propane stoves and battery or propane lanterns are allowed. The use of liquid fuel may only be used by adults with prior approval of the Camp Director and stored under supervision of the Ranger.

Flames in Tents

Under no circumstance should there be open flames in tents. **No Flames in Tents!**

Driving In Camp

Camp and vendor vehicles are allowed in camp at the discretion of the Camp Director. During camp, private troop or unit vehicles are not allowed in camp. Private vehicles are to be parked in the parking lot. The Camp Director may only grant exceptions to this rule. Anyone driving a vehicle is expected to obey the posted camp speed limit and drive safely. A vehicle operator must be at least 18 years of age to drive on camp property. No one is allowed to ride in the bed of a truck and everyone must wear a seatbelt. Vehicles and bikes must adhere to the camp speed limit. **The camp speed limit is 10 MPH.**

One vehicle/trailer that is carrying troop gear is allowed to drive into camp to drop off the gear/Trailer. The designated Troop vehicle must be removed prior to noon and returned to the main parking lot for storage.

Personal Hygiene

A Scout is Clean – Unit leaders are urged to make sure Scouts shower regularly. Youth Showers are located at both ends of camp. The camp has separate shower facilities for adults and youth. No person age 18 or over may shower in the youth showers. No exceptions! Separate shower facilities are available for female leaders and youth. Troops/Units will be asked to clean the Shower House they use at least once during their stay at camp.

Smoking Policy

Smoking is discouraged at camp, but we recognize the prerogatives of adult leaders. There are two designated smoking areas in camp: around the gate of the main parking lot and the marked area behind the dining hall. It is strictly forbidden for anyone under the age of eighteen to smoke and adults are not to smoke in front of youth.

Leaders Leaving Camp:

Two-deep leadership must be maintained within your Unit at all times. Unit leaders are responsible for the supervision of their Unit's youth at all times. If sufficient leadership is available and a leader desires to

leave camp, the leader must sign out with the camp office. Upon returning, leader must sign back in with the office. **The Leaders may not consume alcohol during short, temporary absences from camp.**

Mountain Bike Policy

Mountain bikes are allowed at camp however are strictly controlled. Bikes must be of the correct type, in good working order and the rider must have the correct protective gear. Please see this appendix for more information regarding mountain bikes in camp as well as the required inspection form. Failure to follow this policy will result in permission to ride being revoked.

CAMP SERVICES

THE CHAPLIN SERVICE

Each week, T.L. Storer holds a non-denominational vespers service on Wednesday evening at 5:15pm. This is a great time to enjoy friendship and fellowship while experiencing a few moments of worship and giving thanks. Each week's message is based on situations that we all encounter (adults and scouts alike) in our daily lives. Join us for a time of thought provoking messages, worship, sharing of thoughts and concerns and inspiration. Come to a place, where all are welcome.

The Chaplain is available throughout the week to assist in any area of concerns that the unit leaders, parents, scouts and staff may be encountering. Whether it is a few words of encouragement or a listening ear; our Chaplain is there to serve you and has a multitude of resources available.

FOOD SERVICES

Our mission is to provide quality service and food to everyone attending camp. We believe that a well-fed Scout is a happy Scout. To that end, Storer operates its own food service and maintains a dining hall and kitchen facility.

Menu

Our camp menu is planned on a two-week rotating schedule and as per national standards is approved by a licensed dietician. A copy of the week's menu will be available at the beginning of each week.

Dietary Needs

Anyone with dietary needs or restrictions should feel free to call our Food Service Manager or Camp Health Officer so that special arrangements can be made as necessary. Our staff will do its utmost to accommodate food allergies and special diets, but we need to have adequate notice to order food from our supplier. There is a section on the Health Form that lists food allergies, but we ask that all special needs be brought to the attention of the Camp Director ahead of time. Any other food service questions should be directed to the Camp Director.

Food allergies

Please see 'Camp Guideline for Food Allergies' appendix.

The Dining Hall

Our Dining Hall is set up to serve cafeteria style. Our Steward will be present before, during and after all meals to ensure that service runs smoothly and to coordinate with the kitchen. We ask that questions during the meal be directed to him instead of the Food Service Director and that you cooperate with any requests the Steward may have.

Ice:

Bags of ice are available for units to purchase. To get ice, first pay for them at the Trading Post. They will give you a receipt to take to the kitchen.

Patrol Cooking Units

Troops who are patrol cooking must provide their own food supplies. Any perishable foods will be stored in the Dining Hall Cooler, and annotated with the troop's number and campsite. We need to minimize any concerns around safe-handling and storage of the perishable. We thank you for your cooperation.

COMMISSIONER SERVICE

A great deal of your Troop and Patrol activities will occur under the leadership of your Troop's Scouts and Leaders. However, you are not alone. The T.L. Storer Commissioner Service is here to assist you. Each Troop attending camp has a Commissioner assigned to it throughout their stay. The Commissioner is a knowledgeable and dependable program resource for your Troop. They know everything about the camp and its programs.

They can help you get settled into your campsite. They can help you get acquainted with the camp and its program opportunities. They can guide you through the day-to-day operations of the camp. They can help adjust your program to meet your changing needs. They will find solutions to little problems that may arise from time to time and much more. You can use your commissioner as your liaison to the camp. When you have a question or need help, see your Commissioner first.

At camp, Commissioners are available to ensure that your Troop receives the maximum benefit that the camp experience has to offer. They are able to assist in campsite inspections, special troop programming and general support. This group has a wealth of knowledge and experience. Take advantage of their assistance. They are a real asset to your Troop's operation.

Advice from your Commissioners:

Please make the Commissioner's Staff aware of any late arrivals or early departures.

Trash is collected every day during the evening meal. Please place neatly tied trash bags by the side of the road before going to dinner.

All the units in camp will be called upon to take a turn cleaning the shower house.

The Commissioner's staff will conduct daily inspections of all the campsites and award points based upon the overall safety, cleanliness, and neatness of a site.

Each evening the Storer Inspection Award will be presented to the troop or unit with the best inspection results!

Scoutmaster meetings are an essential chain in the flow of information from the camp administration to troop leaders. Please make every effort to have a leader from your troop attend each meeting!

The Commissioner's staff exists to make your week at camp safe, fun, and organized. Please feel free to approach us at meals, when making inspections, or driving down the road.

We are always available to help!

PROGRAMS AND ACTIVITIES

Merit Badge Sign-up

Scouts should pick their merit badges ahead of time, once this is done a unit leader can enter this information into the camp registration website. There is a maximum amount allowed depending on the class so please sign up early.

Prerequisites

Some merit badges have items that need to be completed before arriving at camp (Prerequisites). These requirements must be completed by the scout before arriving in camp. These are items that cannot be satisfactorily completed at camp or are inappropriate in the camp setting; yet help the scout achieve a completed merit badge in his week at camp. Depending on the item it should either the Scout should bring it with them to camp or a merit badge councilor from home should sign off on the Scouts blue card. Any prerequisites or preparations NOT completed before camp will probably result in the scout receiving a partial.

Merit Badge Books

Merit badge books are not required for most badges taught at camp, however in order to be prepared Scouts should look at the requirements and read the book if they think it would help them prepare for camp.

Blue Cards

Scouts should come to class the first day with a filled out blue card. The Scoutmaster should **sign once** directly under the scouts contact information. The second signature signifies completion of the merit badge and should only be signed once the Scout is finished.

Partial Credit

If a Scout does not complete a merit badge during camp a 'partial' merit badge will be given back to him. This will allow him to complete it with a counselor from home or at T.L. Storer next summer. This does not guarantee credit from the next counselor who has the right to re-test any previously passed portion. It is the policy of T.L. Storer Scout Camp that only Scouts that have complete all of the requirements will be given a completed Merit Badges.

Activities sign-up

Activities sign up will occur at the pre camp meeting. Please see the pre-camp portion of this guide for more information.

AQUATICS

Adams Pond and Goose Pond will both be open this summer. Adams Pond Waterfront, will host our swimming, lifesaving and BSA Guard programs. Wild Goose Waterfront is on the larger of the two ponds and will be utilized for all boating activities. All those who choose to use the waterfront facilities must take a swim test, which lets the staff know each person's ability level. ** Note** Scouts will not be able to wear t-shirts into the water, only water shirts can be worn and must be approved by the Aquatics Director.

Early Morning Opportunities

Polar Bear Swim - 6:30-7:00am: Early morning swim open to all. Come to three out of the four mornings Monday – Thursday and receive the Polar Bear Award.

Afternoon Opportunities

Free Time, Instruction and Troop sign-up (Monday-Thursday)

ADAMS

Watermelon Tussle - Units buy a watermelon coupon from the Trading Post and bring it to the back of the dining hall for a watermelon from the food service director. The Troop is divided into two teams or challenges another troop. The object is to push the melon to the other team's goal. Non-swimmers play at the discretion of the Aquatics Director.

K2 - The Iceberg - Try to reach the summit and slide down. Must be a swimmer.

GOOSE

Canoes - You and your partner can race the rest of the Troop. Must be a swimmer.

Kayaks - All Scouts and Leaders that are swimmers can come down and cruise around in our Kayaks

Rowboats - Take some time and row around the lake, showing off those skills you learned in Rowing merit badge. Beginners may use a rowboat if accompanied by a swimmer.

Tubing - Take a ride on a tube around Goose Pond, while trying not to fall off. Must be a swimmer.

Evening Opportunities

Free Time, Instruction and Troop Games from 7:15-8pm (Monday-Thursday)

In the evening, all the boats are open for Scouts to use. No Troop reservations for boats in the evening. If there are no Troops signed up for evening games, the waterfront may have an Open Swim.

Water Polo - Using teamwork you try to get the ball in the other team's net.

Mile Swim Practice – Practice every day to gain endurance for the Mile Swim.

Certifications and Awards

Mile Swim, BSA

The National Award given to Scouts and Scouters who complete a training program and swim a full mile. Qualifications and actual mile swim times will be announced at camp. If you are a strong swimmer, swim the mile! After completing the award, the mile swim patch is available in the Trading Post. Practice afternoon and evening periods. Swim Friday 2:15-3pm at Adams Waterfront.

Snorkeling, BSA

The National Award given to Scouts and Scouters who complete a training program and demonstrate snorkeling proficiency. After completing the award, the patch is available in the Trading Post. Monday and Tuesday 3:15-5pm at Adams Waterfront. Afternoon open program no sign ups necessary.

B.S.A. Lifeguard:

This is a week-long course for anyone, male or female, age fourteen or older interested in becoming a lifeguard. The level of certification is roughly equivalent to that of Y.M.C.A. or Red Cross Lifeguard. A current CPR certification is required. It may not be possible to get a CPR trainer for each week of camp so it is recommended that anyone interested in this program come with prior certification. Patch will be available at the Trading Post.

Safety Afloat & Safe Swim Defense:

Taught together, this is a dual course for Troop leaders about planning and conducting safe Scout boating and swimming events.



C.O.P.E. & CLIMBING

Challenging Outdoor Personal Experience

The T.L. Storer C.O.P.E. & Climbing Programs are two different programs with similar goals. Project C.O.P.E. is comprised of a series of outdoor challenges, beginning with basic group initiative games and progressing to more complicated low-course and high-course elements. Some of these activities involve a group effort, while others test individual skills. Participants climb, swing, balance, jump and think through solutions to a variety of challenges. Participants find that with some inner strength and the help of their peers they are capable of much more than they initially thought. C.O.P.E. is a fun way to emphasize the methods of Scouting, the patrol method and to develop leadership ability in a challenging environment.

The Climbing program shares the same goals but approaches them in a different way. Scouts and adults learn the basics of climbing; everything from knots and gear, to climbing-specific first aid and safety, to actually hauling up sheer faces. The program emphasizes adopting a safe approach to climbing, good decision-making, meeting and overcoming personal challenges, and having fun. The program is adapted to best meet each particular group's needs. 'Class-time' is balanced by 'fun time' spent climbing, rappelling, and applying the knowledge gained in class. The group also makes a one-day outing to the cliffs at Rumney, NH, home to some of the best sport climbing in the country with routes for the beginner and world-class climber alike. Ultimately, Project C.O.P.E. and Climbing promote personal growth through self-knowledge gained by pushing past one's perceived limits.

The following are some of the standards of the BSA that pertain to the operation of the C.O.P.E. Area:

1. A Scout must be 13 years old by January 1, 2009 in order to participate in the C.O.P.E. certification program (admittance for younger scouts is at the discretion of the C.O.P.E. and Climbing Directors).
2. Participants are instructed to notify an instructor if they become tired, physically weak, hot, or cold.
3. No participant is coerced or pressured into attempting any activity. A participant may be encouraged to take the next small step toward the ultimate goal of the activity ('challenge by choice'). The final choice of participation and performance is left entirely to each individual. A staff member never asks a participant to do something that the staff member has not done.

Project C.O.P.E

Instruction at 2:15 pm - 5:00pm (Monday-Thursday)

T.L. Storer's C.O.P.E. Certification Course is an intense 2 day training program that will teach you everything you have ever wanted to know about C.O.P.E. It is perfect for Older Scouts and adults. There will be 2 classes per week. Class 1 will be on Monday & Tuesday. Class 2 will be on Wednesday & Thursday. Mornings are available if troops would like to schedule special team-building workshops for Scouts or adults.

Climbing

Instruction at 9:15 am - 12:00pm (Monday-Friday)

T.L. Storer's Climbing program is an intensive all-morning course about all things climbing, including one day climbing on real rock off-site. Every class is packed with information, hands-on practice, and let's not forget climbing. It is open to older scouts and adults, beginners and experienced rock-jocks alike. It runs all three morning periods, Monday through Friday. In addition to everything else offered, scouts can earn the Climbing Merit Badge and adults can earn Climb On Safely. A working knowledge of basic first aid/CPR and a basic level of fitness is recommended.

Open Climb

Instruction at 2:15 pm - 5:00pm (Monday-Thursday)

Just show up and climb! No sign-ups necessary, Scouts and adults climb all afternoon on a first-come, first served basis. No experience necessary. Personal harnesses are allowed at the discretion of the C.O.P.E. and Climbing Directors.

FIELD SPORTS

Come to the sport's field in the afternoon with your troop – play: softball, soccer, basketball, tetherball or other team sport of your choice. Challenge another troop to a game! A good way to work up an appetite before dinner!

Afternoon Opportunities

Cycling MB - by appointment only

Backpacking MB – by appointment only

Personal Fitness MB – by appointment only

Troop Sign-up (Monday-Thursday)

Meet at Sports Field

2:15, 3:15, 4:15 – Troop Sign Up

Cycling Treks 2:15 till...5pm?

(trek length varies each day)

Evening Opportunities

Troop Sign-Up

Fishing

Scouts 15 years old and younger do not need a fishing license to fish at camp during the summer. The privilege is valid for taking of warm water fish only. The taking of salmon or trout under this privilege is prohibited. Fishing is permitted along the shore of the ponds of Storer Scout Camp. Those 16 and over wishing to fish at camp will need to obtain a New Hampshire Fishing License. Licenses can be obtained locally, ask the Camp Office for details

Cycling

T.L. Storer Scout Camp is known for its extensive use of mountain bikes. Sign up for the merit badge with the instructor and learn how to take proper care of your bike, handle roadside emergencies, and the proper and safe operation of a bike. Afternoon Troop bike rides are offered. Please speak with Area Director to make arrangements.

HANDICRAFT

The Carl Christiansen Handicraft Center at Adams Pond is a great place for Scouts of all ages to come down and work on the Handicraft Merit Badges.

Afternoon Opportunities

Free Time, Instruction and Merit Badges (Monday-Thursday)

Scouts can come down during free time and work on Merit Badges even if they are not in a morning class.

Evening Opportunities

Open Program and Scheduled Instruction (Monday-Thursday)

Tie-dying, Natural Art, Weaving, Art to wear, Art to Give, Patrol Flag making

Note: Basket and Stool Weaving Kits as well as Clay for Sculpture are all available for purchase at the Trading Post

NATURE AND CONSERVATION

The Anthony N. Toto Nature Center will serve as the area from which Scouts have the opportunity to move out into the thousands of acres of forest, ponds, and streams in search of the wonders of nature.

Morning Opportunities - Merit Badges

9:15-10:00am Environmental Science MB*, Forestry MB and Weather MB

10:15-11:00am Environmental Science MB*, Forestry MB and Nature MB

11:15-12:00pm Forestry MB, Geology MB and Reptile and Amphibian Study MB

(*means that the merit badge meets for a double period.)

Afternoon Opportunities

2:15-3:00 pm Environmental Science MB* and Fish and Wildlife Management MB

3:15-4:00pm Environmental Science MB* and Soil and Water Conservation MB

By Appointment Oceanography, Astronomy, and World Conservation Award

Free Time, Instruction and Troop sign-up (Monday-Thursday)

Troop Activities:

Nature Games - Have fun playing outdoors and learning about our natural world.

Conservation Projects - You can work toward the Honor Troop award by selecting a conservation project from the approved list in the Nature Area. Your Troop will take pride in the service performed and camp will benefit from your hard work

Scavenger Hunt - This is a patrol contest where Scouts collect specimens and samples listed by the Nature Department. Prizes must be provided by the Troop.

Nature Hikes - Your Troop goes on a hike into the woods and observes signs of nature, including types of trees and signs of wildlife.

Any individual Scout who would like to come down to the Nature area with a buddy for instruction is more than welcome to come. Scouts needing Merit Badge help should make an appointment with the instructor.

Programs and Activities

Evening Opportunities

Merit Badges and Troop sign-up from 7:15-8pm (Monday-Thursday)

Mammal Study MB

Leave No Trace to earn youth patch

Late Night Opportunities

Troop sign-up at 9:00pm

There will be one star hike scheduled each week, depending on weather conditions. On clear nights upwards of 30 constellations can be seen along with such atmospheric phenomena as meteors and the Milky Way. This is a troop activity, weather permitting. Telescope will also be used when and where possible.

TRAILBLAZER PROGRAM (FIRST YEAR)

The Trailblazer program is designed for brand new Scouts that have never been to camp before.

First year Scouts will meet each day during all 3 of the morning blocks. Scouts will be broken into patrols and go through a month of troop program. Each of the days is formatted to be an ideal troop meeting with the week culminating in a five mile hike.

The Trailblazer cookout will normally occur on Wednesday during lunch and Siesta. However, if there are a large number of scouts in the class, the area director may choose to split the class into two parts and do one cookout Wednesday and the other on Thursday. 'Totin' Chip will be offered as usual in the Trailblazer program, however it may actually be taught in Scoutcraft from 7:15-8:00 pm on a day to be determined. The reason for this is to allow older scouts to earn their Paul Bunyan Woodsman award by instructing the trailblazers on 'Totin' Chip. This will be the decision of the area directors involved and will be made on assessing the interest of the older scouts that particular week. Please see the next page for a list of the requirements that will be covered in the TB program.

Trailblazer Afternoon Program:

Trailblazer afternoons will consist of programs and activities aimed at older, more experienced scouts and even adults.

Monday - Geocaching

Tuesday - Advanced Compass Course

Wednesday - Advanced Compass Course

Thursday - Off site Geocaching

There will be an award for scouts and adults who participate in 2 or more of these programs.

Advanced Compass Course

This is an open program and will run all three periods in the afternoon wherein, older scouts can test their map and compass skills out in the wilderness. It will begin in the Trailblazer area, where there will be an hour of instruction of advanced level map and compass skills. Afterward, the scouts will be turned loose on the camp to complete a two mile compass course which will take them to some of the most remote locations on the property. The scouts will be put in small groups and have to work as a team to find each marker, using bearings they find themselves on a topographical map. The course will consist of markers with flags attached to them. From the first marker, they will find the bearing of the second and travel overland to it.

From the second, they must find the third, and so on. At each marker, the scouts must take the flag as proof that they found it. The course will begin and end from the same preset location and a staff member will accompany them to make sure they do not get lost.

Geo-caching

This is an open program running in the afternoon and evenings. There are four private geo-caches on site, with nice goodies inside them, which are in very interesting and historic places in camp. During a session of Geocaching, the group will generally find two of the camp's geo-caches before returning to the trailblazer area. The afternoon on-site Geocaching session will be broken up into two sessions of an hour and a half each. The Thursday afternoon session will be off-site. The group will be transported to the surrounding area of Barnstead and Pittsfield to find registered geo-caches from the Geocaching.com website. This will take the entire three hour block on Thursday afternoon and should be a really great time.

Totin' Chip & Firem'm Chit

Troops may take advantage of the unique opportunity to go the Totin' Chip & Firem'm Chit demonstration. Camp Staff will go over all the necessary training with your scouts. Bring your scouts to Trailblazer or have it in the comfort of your own campsite. Please sign-up in advance so we may prepare.

MERIT BADGES

Merit Badge	Recommendations Year / Difficulty	Preparation	Other Information
Archery 	2+ **	Read Req. 1,2,3	May require practice outside of class time Completing paperwork will help complete badge on time
Art 	All	None	
Astronomy 	3+	Best to complete Req. 1A, 1B, 2A, 2B, 3 & 8 prior to camp	Requires night classes and clear nights
Athletics 	All *	Req 4 should be completed prior to camp	
Backpacking 	3+ **	Req. 6b, 10, & 11 should be completed prior to camp	
Basketry 	All	Kits are available for purchase in our Trading Post	May not take all week to complete
Camping 	2+ **	Complete Req. 9 Complete Req. 8c if possible	Must bring your own camping equipment Merit badge book recommended

<p>Canoeing</p> 	<p>2+</p> <p>***</p>	<p>Note CPR Requirement</p>	<p>Must be able to pass BSA swimmers test</p> <p>May require practice time outside of class</p>
<p>Climbing</p> 	<p>2/3+</p> <p>***</p>	<p>Basic knowledge of first aid / CPR</p> <p>Basic level of fitness</p>	<p>Must be 13 by January 1,2009 or have Directors approval</p>
<p>Cycling</p> 	<p>3+</p> <p>***</p>	<p>Must have high level of physical fitness</p>	<p>Requires afternoon out of camp bike trips. 50 miles on final trip to compete badge</p>
<p>Environmental Science</p> 	<p>2+</p> <p>**</p>	<p>Reqs 1 and 3F should be completed before camp</p>	<p>Bring camera, pencil & paper</p> <p>Boy Scout Handbook is also helpful</p>
<p>First Aid</p> 	<p>2+</p> <p>**</p>	<p>Note CPR Requirement</p> <p>Complete Req. 2d & 7</p> <p>Bring cravat & a first aid kit</p>	<p>Note: Req. 2d requires a home first aid kit that was prepared by the scout</p>
<p>Fishing</p> 	<p>All</p>	<p>None</p>	<p>Bring own fishing gear if possible</p> <p>Good camp badge</p>
<p>Fish and Wildlife Management</p> 	<p>2+</p>	<p>Be familiar with MA & NH hunting/fishing laws</p>	

Merit Badges

<p>Forestry</p> 	<p>3+ ***</p>	<p>Complete Req. 5&7 prior to camp. Difficult to compete in one week of camp</p>	<p>Bring spiral notebook, pencil and a tree identification guide</p>
<p>Geology</p> 	<p>2+ **</p>	<p>None</p>	
<p>Indian Lore</p> 	<p>All</p>	<p>Compete req 1 & 4a Bring materials that you can make clothing out of (fabric, trim, sewing supplies)</p>	
<p>Leatherwork</p> 	<p>All</p>	<p>Projects available in our trading post</p>	
<p>Lifesaving</p> 	<p>3+</p>	<p>Note CPR Requirement Swimming MB must have been earned</p>	<p>Must Complete 400 yd qualifying swim. Long sleeved button-down shirt and long pants.</p>
<p>Mammal Study</p> 	<p>All</p>	<p>None</p>	
<p>Motorboating</p> 	<p>3+ **</p>	<p>Note CPR Requirement Swimming MB must have been earned</p>	<p>Must be able to complete BSA Swimmer test</p>
<p>Nature</p> 	<p>All</p>	<p>Complete Req. 4B (birds and insects) & 5 prior to camp.</p>	<p>Bring paper and pencils. Lots of study time necessary</p>

<p>Oceanography</p> 			
<p>Orienteering</p> 	<p>3+ ***</p>		<p>Merit badge and compass required</p>
<p>Personal Fitness</p> 	<p>3+ ***</p>	<p>Req. 1a, 7, 8, 9</p>	
<p>Pioneering</p> 	<p>2+ **</p>		<p>Merit badge book required</p>
<p>Reptile and Amphibian Study</p> 	<p>All</p>	<p>Req. 8 cannot be met at camp</p>	
<p>Rifle Shooting</p> 	<p>2+</p>	<p>Scouts should request related materials from the MA or NH wildlife department.</p>	<p>Merit badge book is strongly recommended Note: Only Option A is available</p>
<p>Rowing</p> 	<p>2+ **</p>	<p>Note CPR Requirement</p>	<p>BSA Swimmer Practice time outside of class required</p>
<p>Sculpture</p> 	<p>All</p>	<p>None</p>	

Merit Badges

<p>Shotgun Shooting</p> 	<p>3+</p>	<p>Scouts should request related materials from the MA or NH wildlife department. Req 1f, 1i and all written work should be completed.</p>	<p>Merit badge book is strongly recommended Note: Only Option A is available</p>
<p>Small Boat Sailing</p> 	<p>3+ ***</p>	<p>Note CPR Requirement Swimming MB recommended as well as Canoeing or Rowing</p>	<p>BSA Swimmer Requires Practice outside of class</p>
<p>Soil and Water Conservation</p> 	<p>2+</p>		<p>Pencil and paper are required</p>
<p>Sports</p> 	<p>All *</p>	<p>Req. 3 & 4 should be completed prior to camp</p>	
<p>Swimming</p> 	<p>1+ **</p>	<p>Note CPR Requirement</p>	<p>BSA Swimmer Long Sleeved button down shirt and long pants.</p>
<p>Weather</p> 	<p>2+ **</p>	<p>Req. 8</p>	
<p>Wilderness survival</p> 	<p>2+ **</p>	<p>Bring supplies needed to make a survival kit</p>	<p>Will require and overnight with minimal equipment</p>
<p>Wood Carving</p> 	<p>All</p>	<p>Must have earned Totin' Chip</p>	<p>Need appropriate pocketknife</p>

DIRECTIONS TO CAMP

From Interstate 93:

Exit 9:

Take exit 9 and follow Rt. 28 N to the Epsom Rotary

Exit 15 W

Take exit 15 W for I-395/4/202 and continue to follow Rt. 4 to the Epsom rotary

From Epsom Rotary

Take the Rt. 28 N exit on the rotary

Turn Right at Rt. 126

Turn Right at Bow Lake Road (there is a T.L Storer sign that directs you)

Turn Right at the T-intersection to turn onto John Tasker Rd

Camp will be straight ahead

From Interstate 95:

Go north on I-95

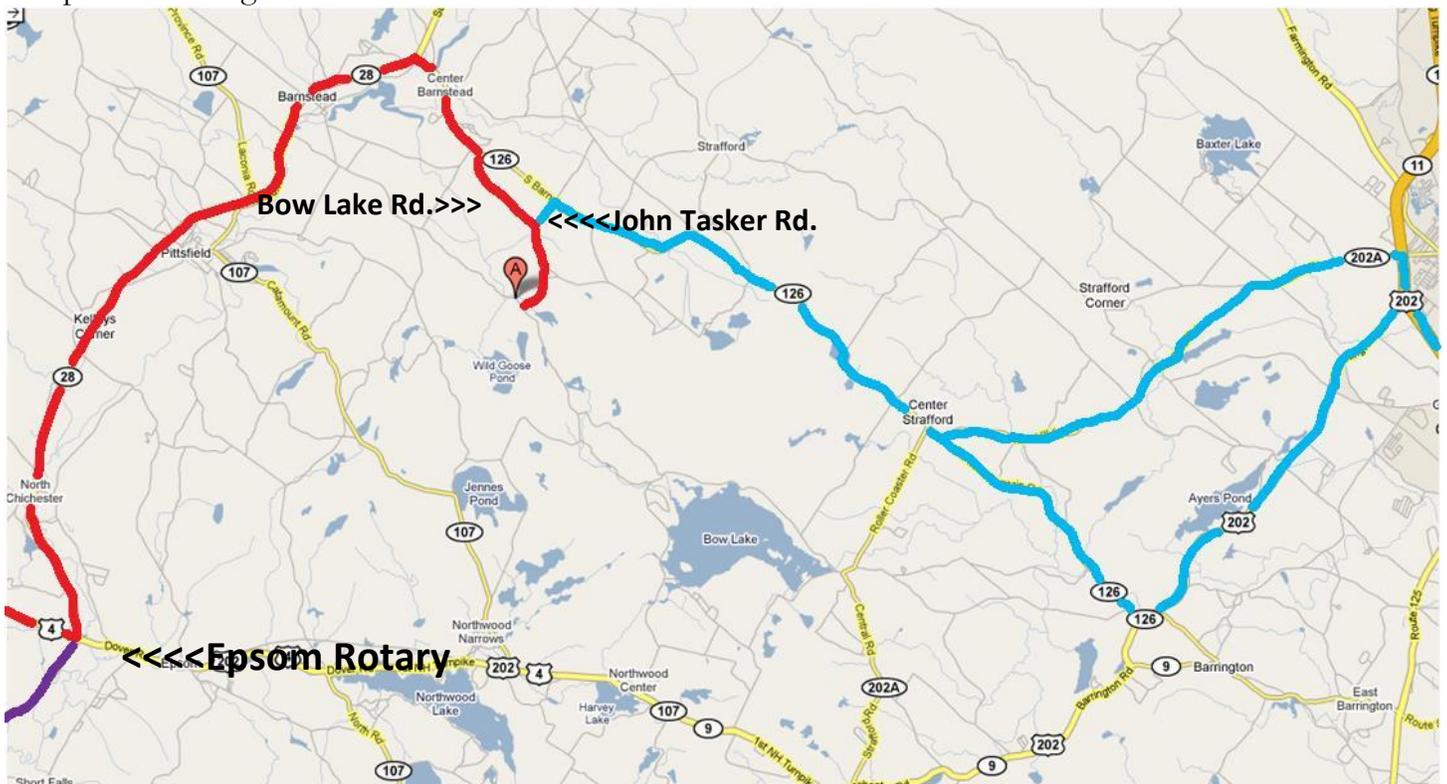
Take exit 6 onto the Spaulding Turnpike (Rt. 16/U.S. 4)

Take exit 13 for U.S. 202 S (or exit 14 for Rt. 202A)

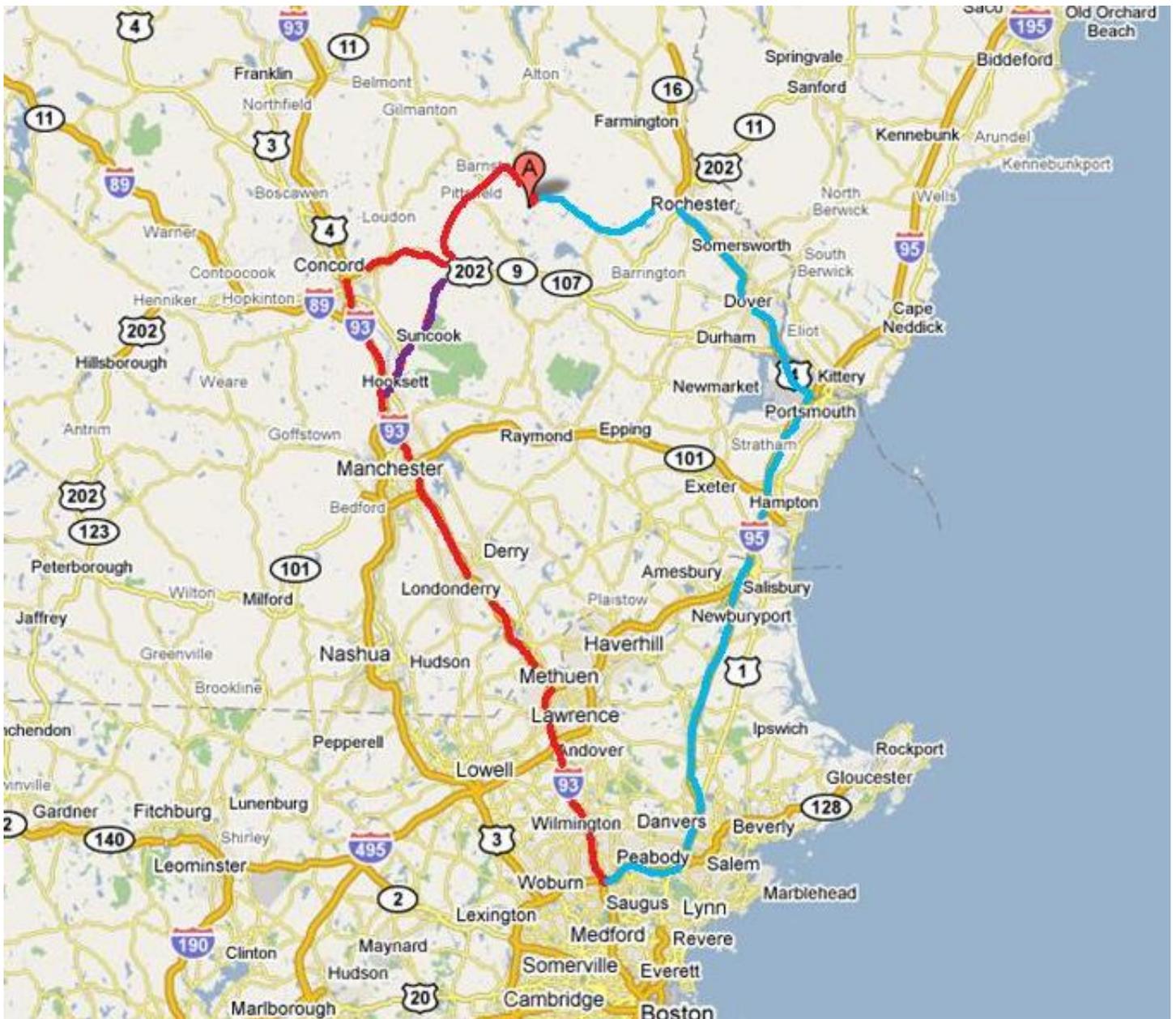
Turn Right at Rt. 126 / Parker Mountain Road

Turn Left at John Tasker Rd.

Camp will be straight ahead



Directions to Camp



GPS Note: Some GPS units and online directions will attempt to have you turn right at Province Road from Route 28. This road is not maintained and poses a risk to most vehicles.

**T.L. Storer Scout Camp
1513 Province Road.
Barnstead, NH 03218
603-942-5483**