

**OLD COLONY COUNCIL
BOY SCOUTS OF AMERICA
2438 WASHINGTON STREET
CANTON MA 02021
(781) 828-8360**

Dear Scout Leader,

The Old Colony Council and I are pleased that you have chosen Camp Squanto for your long term, summer camping experience. The camp continues to be a busy place since last summer. Many changes have taken place in the new museum. There are flat screen televisions in use and even a running Boy Scout train. We will continue to offer merit badges at the museum during summer camp. Be sure to stop in to visit the museum to relive some of the early days of scouting and of the camp. The dining hall is scheduled to be torn down at the end of the OA ordeal in September with a new building in place for the 2012 camping season. You will also notice that the merit badge schedule includes new offerings that we have added to broaden the merit badge offerings this season. Please pay special attention to these changes from the last year's schedule. Each year that Squanto opens should offer some new experiences for returning scouts.

Please review this guide which contains the basic information you will need to prepare your scouts for their week at Squanto. Copy sections of this guide as needed and share information with scouts and their parents. Usually this guide answers most of the questions that arise. The camp pre-meeting in March helps to disseminate the guide and to give troops the heads up on the upcoming theme. The week before your troop arrives; we hold another meeting to update any changes that have occurred including the addition of merit badges or activities for your week.

I welcome you to our camp. Many leaders are using their vacation time for this camping experience and I applaud your unselfish choice. Please feel free to discuss your camping experience with me at anytime. We constantly strive to continue teaching developmentally appropriate merit badges and activities. These build strong traditions that scouting promotes. Summer camp memories last a lifetime. Together, you and the camp staff have a mission; do our best to let each scout develop those memories.

Welcome to our camp,
Sincerely,

Bill Leminen
Camp Director

THE PURPOSE OF SUMMER CAMP

The purpose of good Scouting and Scout camping is to train boys in good character, vital citizenship, and personal fitness. The objectives of the Camp Staff and of the camp program are to serve the needs of the troop and the boys. In outdoor Scouting activities, simple skills of campcraft, woodcraft, aquatics, personal fitness, and living in a democratic society are at a premium. They are important because:

1. Learning skills and advancing bring self-confidence.
2. Solving immediate camping problems brings self-reliance.
3. Vigorous outdoor exercise promotes personal fitness.
4. Knowing what to do and doing it promote personal initiative.
5. Making group decisions and implementing them develop cooperation.
6. Facing certain hardships with buddies makes life-long friends.
7. Experiencing nature develops outdoor appreciation and spiritual awareness.

Lord Baden-Powell wrote in 1919, "The objective of a camp is: (a) to meet the boy's desire for the open air life of the Scouts and (b) to put him completely in the hands of the Scoutmaster for a definite period of individual training in character and in physical and moral development."

The basis for this training and character development is the boy's participation and acceptance of responsibility in his patrol. Baden-Powell emphasized this in 1936 when he wrote, "The patrol is the character school for the individual. To the patrol leader it gives practice in responsibility and in the qualities of leadership. To the Scouts it gives subordination of self to the interests of the whole, the elements of self-denial and self-control involved in the team spirit of cooperation and good comradeship."

At Camp Squanto, we intend to reproduce and strengthen the processes by which a troop ideally operates when it is in its home community. We do not intend to replace the Scoutmaster, the Troop Leaders' Council, or the Leadership Corps but, rather, to work with them and through them in determining the needs of individual troops and of the Scouts in them.

Camp will be more than out-of-doors; it will bring an intense and vital training session for the troops that come and for the boys they bring. It is a vital part of the Scouting program and will endeavor to build Scouts and troops by supplying them challenges, opportunities, and rewards of Scouting, in an intensive and reinforcing way. This, in turn, assists the Scouts and troops to continue to determine their own program and effectively operate through their own leadership.

Rules for acceptance and participation in all sessions of this camp are the same for everyone, without regard to race, color, or national origin.



2011 Theme

Camp Squanto Presents:

20,000 LEAGUES UNDER CAMP SQUANTO

At

Camp Squanto Waterfront
Tuesday Night

On Tuesday Night, we will be having a “Sea” themed “Carnival” at the Camp Squanto Waterfront.

All troops are asked to think-up set-up and run a small carnival-like game/event at the Waterfront under the scope of “20,000 Leagues Under Camp Squanto.” Scouts can participate in any of the events set-up by each troop and the camp staff.

Acceptable costumes and events can draw from anything pertaining to the sea, the tropics or deserted islands. Examples can include Hawaiian Luau, Pirates of the Caribbean, Australia, Jaws, Moby Dick, Cast Away, Gilligan’s Island etc... Be Creative, be unconventional; there are many ways your troop can approach this!

More information will follow at the pre-camp meeting the Monday before your troop arrives.

Warning: We reserve the right to change anything for any reason!

Some of the costs scouts need to know before arriving at Squanto

Troop photos on Monday	\$10.00
Leather works kits for those taking the merit badge	\$3.00-\$8.00
Basketry kits for those taking the merit badge	\$5.00-\$11.00
Indian Lore kits available	\$10.00-\$15.00
Woodcarving kits for those taking the merit badge	\$2.00-\$5.00
Shotgun shooting fee for those taking the merit badge	\$5.00

PRE-CAMP PROGRAM PLANNING SESSIONS

SCOUTMASTER/SENIOR PATROL LEADER PRE-CAMP PLANNING MEETING

This planning meeting is for you, the Scoutmaster, and for your Senior Patrol Leader to get an overview of Camp Squanto in 2011 and to give you assistance in your program planning before you arrive in camp. Also, any last minute administrative instructions and details will be given to you at this time.

The Scoutmaster and Senior Patrol Leader should be at the camp on the Monday evening the week before your camp arrival date. Dinner is served at 6:00 pm. It is vital that all troops have at least one representative for this planning session which begins at 7:15 in the Lyons Nature Center.

IF YOUR WEEK OF CAMP IS: YOUR PRE-CAMP PLANNING MEETING IS:

Week #1 July 3 – July 9	Monday, June 27
Week #2 July 10 - 16	Monday, July 4
Week #3 July 17 - 23	Monday, July 11
Week #4 July 24 - 30	Monday, July 18
Week #5 July 31- Aug 6	Monday, July 25
Week #6 Aug.7 - 13	Monday, Aug 1

THE FOLLOWING WILL TAKE PLACE AT THE PLANNING SESSION:

- A. An explanation and discussion of camp and troop administrative policies including the Merit Badge enrollment method
- B. An explanation and discussion of troop program and advancement opportunities available at camp
- C. Troop Rosters are collected. We encourage you to have ready your merit badge forms to turn in also. Medical Forms should come with your troop on Sunday.
- D. A Round Robin with Area Directors to schedule your troop program for the coming week. Our areas include:
 - 1. Aquatics 3. Handicraft 5. Range Sports
 - 2. Field Sports 4. Nature 6. Scoutcraft
- E. Area Directors have the responsibility of insuring equal afternoon program opportunities for each troop. They reserve the right to restrict your scheduling until all units have visited them.

PROGRAM CHANGES: *At Camp you may make changes in your troops program at any time. Please make all changes with the Area Directors. Don't hesitate to make changes if you feel they are in the best interest of your Scouts.*

2011 CAMP FEE DETAILS

Please make every effort to have your "Camp Money Person" collect all fees and submit them to the Council Service Center at least ten (10) days prior to your arrival date. The Camp will have a record of these payments. Please assist us in collecting fees at Council and keeping fees collected in Camp to an absolute minimum.

Camp Squanto discourages Scouts from attending more than a total of three weeks of camp in any one season. Requests for additional weeks must be cleared in advance by the Camp Director and Council Administration.

TROOP CAMPING: \$315 per Scout (early bird)*
\$330 per Scout (after May 15, 2011)

A chartered troop is when the leadership is provided by the troop and a minimum of five Scouts attending. There must be one registered leader over 21 and a second must be over 18. Scouts sign up with their own troop for camp. (see Leader Fees pg. 10)

PROVISIONAL CAMP: \$330 per Scout (Application page 43)

Provisional camping is when the camp provides the leaders for the Scouts. A Scout can come alone or with friends any week of the summer. A Scout may come before or after his troop comes to Squanto or any other Scout Camp. Scouts sign up at the council or camp office.

NATIONAL YOUTH LEADER TRAINING (NYLT): \$330 per Scout (Application page 44)

This NYLT course will be offered during week 1 this summer. The course is a leadership driven program that trains SPL's and Patrol Leaders in the patrol method, outdoor skills, teamwork, and having fun. This course follows BSA's NYLT curriculum.

EAGLE WEEK: \$330 per Scout (Application page 45)

Eagle Week is open to any Scout who holds a first class rank or higher and is at least 14 years old. The focus is on eagle required merit badges and general preparation required for a successful eagle candidate. Specially planned activities break up the work ensuring everyone has fun.

VENTURE WEEK \$330 per Venturer (Application page 47)

Venture Week is open to registered Venturers between 14 and 20 years of age. Programs include scuba, BSA Guard & Shooting Sports. All campers will receive First Aid, CPR certification, Venturing Orientation & Youth Protection, elements of Venture Youth Leadership, exposure to the other two programs! A week of great co-ed outdoor fun!

ADDITIONAL WEEK FEE: \$225 per Scout

The additional week (for 2nd and 3rd week discounts) applies to all weeks including NYLT and Eagle week and Provo. Each scout should pay full price for whichever week he is attending first. The first week must have been spent at Camp Squanto.

* Early Bird discounts apply only to the troop camping week.

PAYMENTS: The Old Colony Council accepts the following for payments:

1. Cash (do not mail -- bring to Council)
2. Personal or unit checks, money orders made payable to Old Colony Council, BSA
3. **MasterCard and Visa (for individual only)**

DEPOSITS: A non-refundable deposit of \$50 is required to hold a place at Provisional, Eagle Week, Venture Week and NYLT Week. Deposits should be sent with the application to: OLD COLONY COUNCIL, BSA, 2438 WASHINGTON ST., CANTON MA 02021. Or you may pay directly at the Council office Monday through Friday, 8:30 am to 4:15 pm. The balance can be paid at the Camp office as you arrive on Sunday at 1:00 pm.

Fees are due in full at time of registration.

Fees for Troop Camping, payments should be made to the Troop.

SCOUT LEADER'S PRE-CAMP CHECKLIST

As part of your planning, check off the first column as you complete each item.

Check off the second column the week before camp.

- | | | | | |
|--|--|--|--|--|
| <input type="checkbox"/> | <input type="checkbox"/> | <p>There is a completed roster of all Scouts going to camp.</p> <ul style="list-style-type: none"> • 1st copy is due with your final payment by May 15th for early bird discount • Updated copy of roster should arrive with you for the pre-camp meeting. | | |
| <input type="checkbox"/> | <input type="checkbox"/> | <p>Names, addresses, and phone numbers of all parents have been collected.</p> <ul style="list-style-type: none"> • Do you know where they can be reached in an emergency? | | |
| <input type="checkbox"/> | <input type="checkbox"/> | <p>Each Scout and leader has completed health and medical record forms.</p> <ul style="list-style-type: none"> • No Scout or adult may register or remain in camp without them. • MEDICAL FORMS NEED ALL IMMUNIZATION DATES (no check marks or words "up to date" accepted), PARENT AND DOCTOR SIGNATURES. | | |
| <input type="checkbox"/> | <input type="checkbox"/> | <p>All transportation arrangements have been made, both coming and going.</p> | | |
| <input type="checkbox"/> | <input type="checkbox"/> | <p>Troop camping and program equipment have been inventoried.</p> <ul style="list-style-type: none"> • Includes Troop and American Flags and tarps | | |
| <input type="checkbox"/> | <input type="checkbox"/> | <p>All Scouts are properly equipped.</p> <ul style="list-style-type: none"> • See checklist, have an equipment check just before camp. • Discourage boys from being over-equipped. | | |
| <input type="checkbox"/> | <input type="checkbox"/> | <p>All pre-camp program planning has been completed, and the leader has all necessary information and records.</p> | | |
| <input type="checkbox"/> | <input type="checkbox"/> | <p>Camping Patrols have elected their leaders.</p> | | |
| <input type="checkbox"/> | <input type="checkbox"/> | <p>All parents are fully aware of all plans.</p> <table border="0"> <tr> <td> <ul style="list-style-type: none"> • Date, time, and place of departure • Return date, time, and place of arrival • Mailing and phone information • Visiting day rules </td> <td> <ul style="list-style-type: none"> • Opportunity for Scouts to stay over as provisional campers before or after their troop departs </td> </tr> </table> | <ul style="list-style-type: none"> • Date, time, and place of departure • Return date, time, and place of arrival • Mailing and phone information • Visiting day rules | <ul style="list-style-type: none"> • Opportunity for Scouts to stay over as provisional campers before or after their troop departs |
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| <input type="checkbox"/> | <input type="checkbox"/> | <p>All Scouts and leaders have proper uniforms.</p> <ul style="list-style-type: none"> • Have a Summer Uniform inspection at a troop meeting prior to camp. | | |
| <input type="checkbox"/> | <input type="checkbox"/> | <p>Leader has sufficient funds for emergencies.</p> | | |
| <input type="checkbox"/> | <input type="checkbox"/> | <p>Troop First Aid Kit is stocked, in good condition, and ready to go.</p> | | |
| <input type="checkbox"/> | <input type="checkbox"/> | <p>All tent assignments are made on a patrol basis.</p> <ul style="list-style-type: none"> • Plan on 2-man tents. • Some campsites will have 6-man lean-tos. | | |
| <input type="checkbox"/> | <input type="checkbox"/> | <p>Arrangements for troop SPL or a special SPL to be in camp.</p> | | |

MEDICAL INFORMATION

Camp Squanto operates in compliance with the Boy Scouts of America Plans and Procedures for Operating a Resident Boy Scout Camp, Commonwealth of Massachusetts Safety Standards for Recreational Camps for Children (105CMR 430.000 through 105 CMR 430.830), and Old Colony Council Camp Policies.

Camp Squanto has developed a comprehensive and detailed Health and Safety Guide, which contains policies covering emergencies, safety issues, Health Lodge operations, medical treatment, discipline, and background checks.

A copy of this complete guide is available for your review at the Old Colony Council office at 2438 Washington St., Canton MA (781) 828-8360, or during summer camp operation at Camp Squanto Director's Office and it's Health Lodge.

MEDICAL FORM

The following is the Policy at Camp Squanto regarding Medical Forms:

- All Scouts and Leaders, under age 40, attending camp **MUST** have a medical exam performed by a physician within 24 months of your camp arrival date, however, your Medical form must be revised each 12 months. Therefore, your medical form must be signed by a physician within the past 12 months but you need only to have had a physical exam within the last 24 months.
- All leaders over age 40 attending camp **MUST** have a medical exam performed by a physician within 12 months of your camp arrival date.
- All completed medical forms are presented to the Health Lodge upon arrival. **SCOUTS AND ADULT LEADERS WILL NOT BE PERMITTED TO REMAIN IN CAMP WITHOUT A PROPERLY COMPLETED HEALTH RECORD. CURRENT IMMUNIZATION DATES ARE REQUIRED BY STATE LAW.** Check marks or words "Up to date" are not acceptable. **ALL MEDICATIONS MUST COME IN ITS ORIGINAL CONTAINERS. ALL MEDICAL FORMS MUST BE SIGNED BY A PHYSICIAN, APPLICANT AND A PARENT/GUARDIAN IF UNDER 18, WITHIN THE LAST TWELVE MONTHS.**
- A photocopy of the medical insurance card is attached to the medical form.

Again, if you are under 40 you need only to have had a physical within the past two years, but the form still needs to be signed by a physician within the last year.

TREATMENT OF MILDLY ILL CAMPERS

Mildly ill campers will be treated using good nursing judgment following procedures approved by our Health Care Consultant. Administration of medication will be done by our Camp Health Supervisor following the directions provided by the prescription label or by a written Doctor's order and for non-prescription products by the product label or by a Doctor's note. **NO EXCEPTIONS.** Emergency health care will be provided on site by trained first aid staff, followed up by our Health Lodge staff and transport to Jordan Hospital if deemed necessary.

GENERAL INFORMATION & CAMP POLICY

Camp Squanto is owned and operated by the Old Colony Council, Boy Scouts of America. All questions, concerns and payments will be handled by the Old Colony Council Service Center located at: 2438 Washington St. Canton MA 02021

Phone: (781) 828-8360 Fax: (781) 828-0543

SQUANTO MAIL & PHONE

Mail: Name of Scout
Troop # & Campsite
Camp Squanto, BSA
PO Box 931
S. Carver MA 02366

Phone: (508) 224-2010
Fax: (508) 224-9444

VISITORS

Parents and friends are welcome on Sundays from 1:00 to 6:00 pm. You may tour camp, take advantage of our Trading Post and family picnic area. All visitors are required to sign in at the Camp Office.

Parents are welcome to visit on Wednesday evening for family night. Dinner is not available that night, but picnic areas will be made available.

CAMP TELEPHONE & TECHNOLOGY

Our business phones may be used in emergencies to contact parents with the permission of your troop scoutmaster. Cell phones are not allowed to be in the possession of campers while at Squanto. The camp office is not equipped to allow for personal internet use by scouts or scouters. Please plan accordingly and try to enjoy a technology free week.

TRADING POST

Our community store, the Trading Post, is open most of the day except meals. You will find a wide variety of items including T-shirts, patches, mugs, merit badge pamphlets, craft kits, candy, snacks and soda. Please be sure your Scouts have appropriate spending money as to not feel left out.

CAMP PICTURES

Your troop will have its picture taken by the Camp Photographer on Monday of your week. Pictures will be taken from 12 Noon to 2 PM. The cost per troop picture is **\$10.00**.

LEADERSHIP

It is the policy of the Boy Scouts of America that at least two registered adult leaders (they must be on your charter's roster), one of whom must be over 21 years of age, are present for all trips and outings, which includes residential summer camp. This is the Leadership policy approved by the national Executive Board of the Boy Scouts of America. Your cooperation and support is appreciated.

The leader fee schedule is as follows:

1-8	Scouts	one free leader
9-16	Scouts	two free leaders
17-24	Scouts	three free leaders
25-32	Scouts	four free leaders
33-40	Scouts	five free leaders
41-48	Scouts	six free leaders

This schedule applies to unit leaders at least 18 years of age. The fee for all leaders beyond this schedule is \$100.00 per week. This helps to cover food and other costs.

FOOD SERVICE

Everyone at camp is served wholesome, well-balanced family/cafeteria style meals in the dining hall. The dining hall and cafeteria system are explained at camp. Menus are approved by qualified dietitians. Units provide waiters for all meals.

MEDICAL OFFICER

The services of our Medical Officer at the Health Lodge are on a 24-hour basis. **ALL MEDICATION IS ADMINISTERED FROM THE CAMP HEALTH OFFICER. ABSOLUTELY NO MEDICINE OF ANY TYPE IS TO BE KEPT IN THE SITE WITHOUT PRIOR KNOWLEDGE AND APPROVAL OF THE CAMP HEALTH OFFICER.** There is no injury too small to be reported and treated. Each Scout and Adult is covered by insurance, but the insurance is valid only if the case is reported, treated, and logged in the Health Lodge records.

BUDDY SYSTEM

The National Boy Scouts of America require that all scouts utilize the "buddy system". This requires that two or more campers stay together at all times, day and night, while at Camp Squanto.

EMERGENCIES

In the event of an emergency, a siren will sound. Everyone will assemble on the Sports Field by troops, leaders must then do a head count of their scouts. A STEADY BLAST IS USED AS OUR EMERGENCY SIGNAL. To report an emergency, proceed to the Health Lodge and report your emergency to the Medical Officer on duty.

Back up alarm is the constant ringing of the camp bell.

SCOUT VESPERS

A Scout is Reverent. Scout Vespers will be held weekly at 5:15 PM at the pine grove on Wednesday. The camp memorial services will be held on Thursdays in the Memorial area. At that time we honor those Scouts, Scouters and volunteers who have passed away.

UNIFORMS

Each Scout should plan to have at least one complete summer uniform in camp. Uniforms are encouraged to be worn for the morning and evening meals. Comfortable clothes and a bathing suit should also be available for daily use during activities.

COLORS AND RETREAT

These ceremonies are conducted just before breakfast 7:45 AM and supper 5:45 PM. Be sure to bring your troop flag in order that Scouts may participate. Troop flags are displayed daily at the Parade Field. No other flags should be flown with your troops flags.

YOUR CAMPSITE

Each campsite has thousands of dollars worth of equipment in it. Troops are responsible for the care and up keep of all equipment. Any damage to your site that you discover upon arrival should be reported immediately to the Camp Commissioner. Units are financially responsible for any damage caused by its members to camp property and equipment. Have your Scouts keep their sites and the trails leading to it clean. (Assignments for clean-up will be made at the beginning of the week).

TAPS

Taps is played each night at 10pm. Campers are expected to be in their sites and quiet at this time. A scout that requires leaving the site for an emergency trip to the health lodge must be accompanied by an adult or camp staff member.

SHOWERS

The Camper shower house (for under 18 years old only) and Adult shower house (with separate male and female units as well as handicapped access units) is available each day from 6:00 AM to 10:00 PM. We ask that troops provide supervision for their campers when they are utilizing the camper's shower house. You will also be asked to help us keep the shower house clean by participating in a rotating schedule of cleaning the shower house.

PETS

Please remind parents and leaders that they cannot bring pets to visit or stay at Camp Squanto. This is especially important on Sunday and Saturday because of the number of visitors we have in camp.

VEHICLES

All vehicles must be kept in the main parking lot. Camp trucks will transport all unit gear to their sites, when the entire unit is present. Anyone with special medical disabilities which may require a vehicle for transport are required to notify the Camp Director in writing one week prior to arrival for approval;

a special pass will be issued as well as rules for compliance. If a troop has large equipment that they wish to transport, they may do so on Sunday morning, from **10:00 am to 11:30 am**. There will be no private vehicles allowed after 11:30 am Sunday.

FUEL STORAGE

Flammable liquids must be stored in our storage facility when not being used. Propane containers which are not connected to a stove or lantern, must be in our storage facility. Liquid fuel containers must be stored in our storage facility. All fueled devices, lanterns, stoves, etc. must be operated by adults or under adult supervision.

RAINY DAY ACTIVITIES

Be prepared for the worst. Please make sure that your Scouts have adequate rain gear and warm clothes. Encourage them to bring cards, checkers and other small games. Don't hesitate to bring your troop tarps.

LAUNDRY

Laundry services are available at laundromats outside of camp.

INITIATION OR HAZING

All Scouts have received proper initiation through the Scout induction ceremony. Hazing of any type is not permitted at Camp Squanto or anywhere in Scouting.

STRICTLY PROHIBITED ITEMS

Alcohol, drugs, straight blade knives, and fireworks are against Massachusetts Law and are strictly prohibited. Possession and/or use of any of these items will result in dismissal from camp. A report may also be filed with the local police and fire officials.

FIREARMS

Only camp-owned .22 caliber firearms and ammunition are permitted in camp. **Privately owned firearms and ammunition of any type are forbidden.** They present unnecessary risks and our firearms and ammunition will be provided free of charge. All personal Bows and Arrows must be checked at the Camp Office upon arrival. Please make sure your name and unit number is clearly labeled.

BICYCLES

Bikes are not allowed to ride on camp trails during summer camp. If they arrive with your troop they will be held until you depart on Saturday.

WHAT TO BRING TO CAMP

Personal Items

- Pack / Locker
- Sleeping bag / 2 sheets and blanket
- Pillow
- Full Class A summer uniform
- Comfortable walking shoes / Sneakers (1 pair)
- Extra clothing (shorts, pants, shirts, 3 sets)
- Underwear (8 pair)
- Socks (8 pair)
- Cap / Hat
- Jacket
- Laundry bag
- Swim trunks
- Beach towel
- Flip-flops / Sandals
- Rain gear
- Bath towel, hand towel, wash cloth
- Soap (1 bar)
- Shampoo (1 bottle)
- Toothbrush
- Toothpaste
- Brush / Comb
- Deodorant
- Money (spending & \$10 camp picture)
- Lip balm (Chapstick)
- Mosquito repellent
- Sun block
- Totin' Chip card
- Completed Medical Form - Scouts can not be admitted to camp without a completed form signed by a Doctor and parent or guardian

Troop / Patrol Items

- Troop & American flags
- Patrol flags
- Scoutmaster handbook
- Scoutmaster minutes
- Leader's Guide
- Troop Record book
- Troop advancement chart
- Thumb tacks
- Song book
- Merit Badge forms
- Merit Badge books
- Pencils, paper, clipboard
- Skit & stunt supplies
- Ceremony equipment
- Troop first aid kit
- Small mirror for washstand
- 100 ft. clothesline
- Alarm clock
- Sun block SPF 15 or better

Optional Items

- Fishing gear
- Camera & film
- Baseball glove
- Pocketknife
- Canteen
- Musical Instrument
- Bible or prayer book
- White t-shirt (tie dye)

Other Suggestions:

For Advancement: Merit Badge books, handbook / field book, paper & pencil, MB partial sheets, MB projects (started or completed)

For Swimming & Lifesaving MB, BSA Guard: Long trousers, long-sleeved shirt, and pair of old sneakers to be used in emergency swim requirements (will be getting wet). Old clothes suggested.

For Handicraft Merit Badges: Money for required kits to be bought at Trading Post

For Photography MB: Camera & film (or money to buy a disposable camera at the Trading Post), and money for film developing

For Fishing MB: Fishing gear and pole

Be sure to check complete descriptions of Merit Badges for other needs.

For snorkeling BSA: Mask, fins, snorkel

SCOUT VESPERS

Each year we plan to have a camp chaplain. The Camp Chaplain will help to ensure that Camp Squanto maintains a spirit of reverence which will aid in the development of character, citizenship and fitness.

To this end, the Camp Chaplain will be available on Wednesdays each week to conduct a Scout Vespers at 5:15 PM to encourage the saying of "grace" before meals, to promote the importance of the Scout Religious Emblems and Chaplain's Aid programs, to visit your unit and program areas as time allows, to counsel campers, staff and adult volunteer leaders, to help foster good relations among scouts, and to help build camp morale.

The Chaplain desires to be a resource, to set a spiritual atmosphere while in camp, to maintain confidentiality, and to assist you in any way possible. I wish all of you a most blessed, healthy, happy, safe, and fun experience here at Camp Squanto! May the Lord God bless you through the summer.

Vespers is not intended to be a substitute for one's own family and religious obligations, but merely a short time dedicated for the purpose of being reverent.



YOUR FIRST DAY IN CAMP

ARRIVAL

Plan your troop arrival between 1:00 -2:00 PM -- **PLEASE!! NO EARLIER THAN 1:00 PM.** Troops are asked to gather in the parking lot in front of their campsite sign, where a staff member will greet you as your troop guide. Once in your campsite, have your Scouts select their bunks and get into swim trunks and shoes. The next stop is the Health Lodge with your Medical forms for their re-check. Then it is on to the Waterfront for swim tests. Afterwards, return to your campsite and set-up and prepare for colors and dinner.

ORIENTATION

The Camp Director will conduct orientation before dinner on the Parade Field at 5:30 PM.

RETREAT

This follows camp orientation and precedes dinner, usually around 5:45 PM. Full uniform please!

DINNER

The camp will begin to serve dinner beginning around 6:00 PM following an explanation of dining hall procedures. Scouts signed up for the Flight to Eagle Program (1st year campers) will meet after dinner for orientation.

TWILIGHT ACTIVITIES

ALL camp program areas will be open and available for your use after orientation to dusk. This is a great time for Scouts to meet the staff in all the program areas.

OPENING CAMPFIRE

Units will assemble at 8:15 PM at the parade field for our opening campfire.

YOUR LAST DAY IN CAMP

**Closing ceremonies for the week will begin at 9:30 on Saturday morning. All families are encouraged to attend.

CAMP SQUANTO DAILY SCHEDULE

7:00 AM	Reveille (Rise and Shine)
7:45	Colors (Parade Field)/ Waiters Call (Dining Hall)
8:00	BREAKFAST
9:00	Morning Activity Period (Session 1)
10:00	Morning Activity Period (Session 2)
10:30	Scoutmaster's Council (held on Dining Hall Porch)
11:00	Morning Activity Period (Session 3)
12:15	LUNCH SPL MEETING 1:00 PM
1:00 PM	Siesta (Troops in campsite)
2:00	Afternoon Activity Period (Session 4)
3:00	Afternoon Activity Period (Session 5)
4:00	Afternoon Activity Period (Session 6)
5:00	Troops in campsite
5:45	Retreat/Colors and Waiters Call
6:00	SUPPER
6:45	Twilight Activities (Open Areas/Camp Wide Program)
8:15	Campwide Evening Activities
9:30	Program Ends for the day
10:00	Camp Taps (scouts should all be in their sites)

Morning Activity Periods are designed for individual advancement. Afternoon Activity Periods are designed primarily for recreation. Scouts may also choose an additional Merit Badge or two.

Twilight Activity Period is designed as free time for Scouts to participate in any camp activity. ALL program areas are open for individual Scouts. This time is also available for Scouts to participate in our Patch Segment Program and with troop competitions. Remember to observe the Buddy System everywhere!

SUGGESTED CAMP WIDE TWILIGHT & EVENING WEEKLY ACTIVITIES:

Campfires	Songfest	Bouldering Wall
New Games	Ranges	Tie Dye
Staff Hunt	Boating	Auction
Troop Activities	Outpost Camping	Apache Relay
Magee Competition	Totin Chip	Indian Games
Paul Bunyan	Scavenger Hunts	Compass Course
Boat Races	Water Competitions	Nature Trail
Swim Meets	Sports Extravaganza	Trails Programs
World Cons. Award	Interpreter Strip	Road Race

CAMP SQUANTO AWARDS

Each program center presents special awards and certificates during the week for various contests and achievements. Here are some of our current awards.

EVENING ACTIVITIES:

Apache Relay	Program Area Spot-light Nights
Camp wide Competitions	Camp Segments Program
Skills Instructions	Campfires
Theme Night	

Some evening activities are inter-troop competitions. Prizes are usually awarded the day following the event at one of the meals or at the closing campfire, or the Awards Ceremony on Saturday morning.

COMPETITIONS - TROOP VS. TROOP:

Water basketball	Street Hockey
Water polo	Softball
War Canoes	Volleyball
Greased Watermelon	Scout Skills Competitions (in all areas)
Tug-of-war	Ultimate Frisbee
Basketball	Horseshoes

COMPETITIONS - WITHIN THE TROOP:

Scavenger Hunts	Games of all sorts
New Games	Basketball
Chess Tournament	Bocce Tournament

***INDIVIDUAL AWARDS:**

Wantonoit	Totin' chip
Master Degree Program	Presidential Environmental Youth Award
Camp Segment Awards	World Conservation Award
Firem'n Chit	

***These awards present challenging events for many older and experienced scouts.**

CAMP SQUANTO PATCH SEGMENT AWARDS

Our segmented patches offer Scouts the opportunity to explore activities in all areas of Camp. Scouts may work toward their segments after supper during Twilight Activities or by special area arrangements. Afternoons are a great time for patrols or troops to earn these working together.

SEGMENTS:

1. V-2 Be a 2-year Veteran of Camp
2. V-3 Be a 3-year Veteran of Camp
3. V-4 Be a 4-year Veteran of Camp
4. V-5 Be a 5-year Veteran of Camp
5. V-6 Be a 6-year Veteran of Camp
6. Order of the Arrow WWW Prove current OA Membership
7. Lifeguard BSA Earn Lifeguard BSA
8. PEYA President's Environmental Youth Award, earned at the Lyons Nature Center
9. Aquatics. Be a swimmer; successful ring buoy toss; row a boat in a straight line and pivot-turn; solo paddle a canoe in a straight line for a specified distance.
10. Camper Award (CA) This is awarded through the week by Scoutmasters. (Usually ONE per troop and should be considered VERY SPECIAL).
11. Archery Using 5 shots score a 30 or above.
12. Riflery Using 5 shots score a 30 or above.
13. Wantonoit Complete 10 requirements on this nature test
14. Field Sports Be able to throw a softball 100 ft.; hit a softball 5 out of 10 times; hit 5 of 10 free-throws; and participate in any 3 other activities in the area.
15. Staff Be an adult leader or a past or present Member of Camp Staff.
16. Master's Degree (M) Complete a series of difficult Scoutcraft Skills.
17. Hall of Fame (HOF) Complete 5 events in the Scout Circus.
18. Handicraft Show competency in 3 of the following skills:
Woodcarving, Leatherwork, Sculpture, Basketry, Troop Plaque, Indian Lore, Tye Dying.
19. EEC Environmental Education Center Participate In the Center in some capacity - staff or camper.
20. Indian Lore Learn some local Indian traditions and play 4 To 6 Indian games.
21. OTIS. Properly plant at least 10 new (Operation Tree in seedlings or transplant 4 trees Scouting) in pre-selected sites in camp, or take part in major tree pruning projects selected by Ranger
22. Challenge Course (CC) Complete 4 events in the Challenge Course (patrols only)
23. Mountain Boarding Take part in the Mount Board program.

REQUIREMENTS FOR PRESIDENTIAL ENVIRONMENTAL YOUTH AWARD

1. Four (4) hours conservation work:

WORK DETERMINED BY NATURE DIRECTOR. THIS WORK CANNOT COUNT TOWARDS ANOTHER BADGE, AWARD, OR TOWARDS AN ADVANCEMENT SERVICE PROJECT.

2. Explain how the conservation work you do will:
 - a. **HELP** control erosion
 - b. **CONTRIBUTE** to the management of the forest
 - c. **INCREASE** the number of wildlife in the area.

3. Discuss a Scout's commitment to ecology and conservation:

Review the Outdoor Code. Tell what you could do in your community to work towards these goals.

4. Discuss a national **ECOLOGY PROBLEM** and give possible **SUGGESTIONS**.

This is considered an older Scout award and it requires time that may conflict with Merit Badge work. It is not restricted, however, to the older Scouts.

Some troops have elected to work on this award as a special troop project.

A special patch and certificate are available to all who complete this special award.



TROOP AFTERNOON ACTIVITY CHECKLIST

AQUATICS

- Dock Swim
- Swim Areas
- Boating
- Segments
- Kayaks
- Water Polo
- War canoes
- Ultimate Ball
- Other

HANDICRAFT

- Troop Plaque
- Tie Dye
- Leatherwork
- Indian Games
- Segments
- Other

FIELD SPORTS

- Polo Hockey
- Softball
- Volleyball
- Basketball
- Segments
- Orienteering
- Obstacle Course
- Contests
- Other
- Mountain boarding

NATURE

- Nature Games
- Nature-Ecology Trail
- Stalking & Camouflage
- Conservation Projects
- Segments
- Swamp Stomp
- Other

SCOUTCRAFT

- Lashing Knots, Splices
- Dutch Oven Cooking
- Segments
- Hiking & backpacking
- Scout Circus
- Wood Tools
- Survival
- Tower Building
- Other

RANGE SPORTS

- Archery
- Rifle
- Segments
- Other

USE THIS FORM AT TROOP MEETING(S) PRIOR TO COMING TO CAMP TO DETERMINE THE INTEREST OF SCOUTS.



Camp Squanto

2011 MERIT BADGE SCHEDULE

	AQUATICS	COPE/CLIMBING	HANDICRAFT	NATURE	SCOUTCRAFT	SPORTS	RANGES
7:45	Colors	Colors	Colors	Colors	Colors	Colors	Colors
8:00	BREAKFAST	BREAKFAST	BREAKFAST	BREAKFAST	BREAKFAST	BREAKFAST	BREAKFAST
9:00	Scuba (5) Canoeing (1) Rowing (1) Sailing (1) BSA Guard (5) (15 years old)	COPE 9-NOON (3) (4)	Art Basketry Woodcarving	Forestry Nature Weather	Camping (6) Orienteering	Sports (6) Golf (6)	Archery 9-12 Mon thru Fri (2) 24 Scouts
10:00	Instructional Swim Lifesaving 10-12 Swimming (1 hr)		Metal work (4) Art Photography (2) Indian Lore(4)	Fish and Wildlife Oceanography	Wilderness Survival Outdoor Chef's (2 hr. 10-12)	Athletics (6) Personal Fitness (6)	
11:00	Instructional Swim Snorkeling Swimming (1 hr)		Basketry Leatherwork Metalwork (4) Woodcarving	Mammals Environmental Science Geology	First Aid Outdoor Chef's program (continued)	Scouting Heritage (M) Energy	
12:15	LUNCH	LUNCH	LUNCH	LUNCH	LUNCH	LUNCH	LUNCH
1:00	SIESTA	SIESTA	SIESTA	SIESTA	SIESTA	SIESTA	SIESTA
2:00	<i>Continuation of 9am class for: Canoeing, Rowing, Sailing</i>	Climbing 2-5pm (2) (3)	Art Woodcarving Leatherwork	Soil and Water Environmental Science	Wilderness Survival Pioneering (2 hr. class) (2:00-4:00)	Astronomy	Riflery Mon thru Fri 2-5 (2) 8 Scouts
3:00	Mile Swim		Leatherwork Photography (4) Metalwork (4)	Environmental Science Mammals	Camping (6) Pioneering (cont)	Personal Fitness (6) Energy	
4:00			Basketry	Fishing Forestry Weather	First Aid Orienteering	American Heritage (M) Sports (6)	
5:45	Retreat/Colors	Retreat/Colors	Retreat/Colors	Retreat/Colors	Retreat/Colors	Retreat/Colors	Retreat/Colors
6:00	SUPPER	SUPPER	SUPPER	SUPPER	SUPPER	SUPPER	SUPPER
7:00					Totin' Chip (Sun, Mon) Firem'n Chit (Thu, Fri)		

(1) 1 HOUR AFTERNOON PRACTICE REQUIRED
(2) MUST BE OVER 13 YEARS OLD

(3) CLASS HAS A MAXIMUM SIZE LIMIT
(4) MUST BE OVER 14 YEARS OLD

(5) ALL DAY CLASS
(6) AUTOMATIC PARTIAL

ADVANCEMENT POLICY

The Council Advancement Committee, under the supervision and authority of the Executive Board has mandated guidelines for the processing of merit badges by the Old Colony Council camp staff. The camp counselor will only be able to certify a Scout for the **COMPLETION** of requirements completed at camp. It is the Scout's responsibility to have the merit badge application signed by the **TROOP'S** merit badge counselor. Consequently, a Scout will not be required to ask his Scoutmaster for a letter verifying requirements completed outside of camp. The **SCOUTMASTER WILL BE ABLE TO VERIFY THE WORK DONE DIRECTLY ON THE MERIT BADGE APPLICATION.**

In preparing your summer camp program, a reminder that certain merit badge requirements cannot be completed within a Scout's stay at camp. There are six badges in particular in which only partial completion can be awarded by the camp staff.

1. CAMPING

For requirement #8d, the Scout must cook 1 breakfast, 1 lunch, 1 dinner.

For requirements #9 a, b, c the Scout has to sleep under a tent under the stars for 20 nights.

2. PERSONAL FITNESS

For requirement #1b, the Scout must visit a dentist and get a written statement pertaining to his tooth care.

For requirement #8, carry out daily for 12 weeks six exercises for all-round physical development.

3. SPORTS

For requirement #3, a Scout must participate for a full season as a member of an Organized team sport.

4. GOLF

For requirement #7, a Scout must play a minimum of 2 nine-hole rounds or one 18-hole round of golf.

5. Art

For requirement #4, the Scout must visit an art museum or gallery.

AQUATICS AREA POLICIES

GENERAL:

1. Enter and exit Aquatics area via approved entrance.
2. The area is open from 9 AM - 12 NOON, 2-5 PM, and after supper until 8 PM. **NO** Scout should be anywhere near the lake other than these times without express permission from the **AQUATICS AREA DIRECTOR** only.
3. Running, horseplay, and towel snapping are forbidden.
4. Everyone will have 1 hour to swim each day.
5. Fishing is permitted at the fishing beach. Footwear is required. No wading.

DOCK SWIMS -- AVAILABLE BETWEEN 2-5 PM:

1. Check in with a buddy, swim within 10 feet of your buddy and check out with your buddy.
2. Swim in the ability group pool that you checked into at the buddy board.
3. During buddy checks, raise your arms to be counted and please be quiet.
4. Do not run on the dock and do not go under the dock.
5. At the end of the swim, check out quickly with your buddy so that we can account for everyone.

TROOP SWIM AREAS--AVAILABLE BETWEEN 2-5 PM:

1. All troop swims run according to the Safe Swim Defense Plan.
2. **UNIT LEADERS ARE REQUIRED TO SUPERVISE FROM THE SHORE.
NO LEADER, NO SWIM!!!**
3. All troop swims are supported with Camp Staff persons and **MUST BE SCHEDULED.**

BOATING:

1. All boating activities will follow the Safety Afloat plan of the BSA.
2. Canoes are for swimmers only. Beginners may use rowboats. Non-swimmers may use a rowboat if there is an adult swimmer in the boat.
3. Everyone must wear a lifejacket.
4. Splashfights, ramming craft together, and standing in craft are forbidden unless they are part of a supervised, planned activity.
5. Stay in sight of Aquatics tower.
6. No shoes in craft.
7. No boating after 8:00 PM.
8. Sailboats are for Scouts in the Sailing Merit Badge class or for Scouts who have already earned the badge.
9. Craft may be landed only at the boating areas unless other wise designated.
10. We reserve the right to restrict the use of craft to those showing adequate ability.
11. Unit leaders are encouraged to participate.
12. Catamarans & kayaks are available to older Scouts and Leaders only and must receive Aquatics Director for details.

AQUATICS AREA SCHEDULE

TIME	INSTRUCTIONAL GROUP	REMARKS	RATING
9 - 10 AM* & 2 - 3 PM*	Rowing Merit Badge	Swimmer by Mon. noon This is a 2 hr. badge 9-10 am & 2-3 pm. Limited reading required. No writing. Not recommended for 1st year campers.	2
*This class meets at both times.			
9 - 10 AM* & 2 - 3 PM*	Canoeing Merit Badge	Swimmer by Mon. Noon This is a 2 hr badge 9-10 am & 2-3pm. Limited reading required. No writing. Not recommended for 1st year campers.	3
*This class meets at both times.			
9 - 10 AM* & 2 - 3 PM*	Sailing Merit Badge	Must have the following MB: Swimming, Lifesaving, Rowing & Canoeing.	3
*This class meets at both times.		This is a 2 hr badge 9-10am & 2-3pm. Limited reading required. Some writing required.	
9 - 12 Noon & 2 - 5 PM*	BSA Lifeguard This is a 3 year certificate A partial is not available.	Must have the following MB/skills: <i>Candidate must be in good physical shape.</i> Swimming, Lifesaving, Rowing & be at least 15 years old. This Award requires 6 hrs of work ea. day. Some reading/little written work. 9-12 pm and 2-5 pm Instruction. This award requires CPR & First Aid Certification. It is best if it is Obtained prior to camp.	
*This class meets at both times.			
10 - 11 AM or 11 - 12 Noon	Instructional Swim for Beginners	This is a 1 hour session that focuses on FUN! The goal is to pass a beginner swim test by the end of the week. We also encourage adult non-swimmers to participate.	

AQUATICS AREA SCHEDULE

TIME	INSTRUCTIONAL GROUP	REMARKS	RATING
10-11 AM 11AM -12 NOON	Swimming MB	Swimmer by Mon. noon Limited reading required. Not recommended for 1st year campers.	2
10 - 12 Noon	Lifesaving MB	Swimming MB required. This is a 2 hr badge 10-12. Limited reading required. No writing.	3
3 PM Swimmers will need to provide a rower for all open water swims.	Mile Swim Award	Must be a swimmer. This group meets Mon- Thurs afternoon at 3 pm. Mon 1/8mile. Tues 1/4 mile Practice. Wed 1/2 mile practice. All practices are mandatory to participate in the Mile swim on Thursday.	3
11 AM	Snorkeling BSA	Must be a swimmer. Equipment is available, though scouts may wish to bring their own mask & fins.	2
9 AM-12 NOON 2 PM -5 PM	Scuba	All day merit badge See rules insert	

Announcing SCUBA Merit Badge at Camp Squanto. This new Merit Badge will be offered for an additional fee of \$325 and will include a life-long PADI Open Water SCUBA Certification. Scouts will participate 9 AM – 5 PM Monday through Friday and will leave camp for pond and ocean dives. Class size is limited to 4-8 Scouts (**age 13 and over with Swimming MB**) per week, so register now by sending \$100 deposit to Old Colony Council, 2438 Washington St. Canton, MA 02021 - made out to "Diver's Market" (specify which week of camp in the memo). Scouts must provide their own **mask and snorkel**, , all other equipment (including boots and fins) will be provided. For medical requirements and other details contact Diver's Market @ 508-746-3483 (Dive).

Scuba Diving Merit badge a brochure that you can view please visit
<http://www.scouting.org/filestore/pdf/220-005WB.PDF>

SPORTS AREA

1. The purpose of the area is to develop good sportsmanship and health and fitness while having fun with athletics. Unit leaders are encouraged to work with Camp Staff to accomplish this goal.
2. Some of the area's badges require activities which involve weeks or months of participation. Prior work is necessary in Personal Fitness and Sports. (See next page)
3. In the afternoon, all of our facilities are available for troops who reserve them. Plus individual Scouts may come anytime.
4. Twilight is generally for inter-troop challenges and segments as well as individual activities.
5. The obstacle course is open to everyone during twilight activity. The obstacle course is off limits to Scouts unless it is supervised by a staff person.

AFTERNOON FIELD SPORTS ACTIVITIES

Softball, Kickball Basketball, Soccer, Flag Football, Ultimate Frisbee Driving Range	These may be scheduled for one or more troops. Bring your glove for softball!
	This activity involves the basics of compass, maps and simple orienteering.
Obstacle Course	This is an individually timed activity. Includes various climbs, the commando line, and other obstacles.
Inter-Troop Competitions	Open to troops wishing to do things together.
Basketball Court Mountain Boarding	Take advantage of our full-court in troop or 3 on 3 games.



SPORTS AREA SCHEDULE

TIME	MERIT BADGE	REMARKS	RATING
9 - 10 AM or 4-5 PM	Sports	Little written work. Mostly oral and physical. Requirement 3 must be done outside of camp. Cannot be completed in camp.	1
10 - 11 AM	Athletics	500 word essay required. Very demanding physical requirements. Difficult badge.	1
10 - 11 AM or 3 - 4 PM	Personal Fitness	Difficult badge with demanding physical requirements. This badge cannot be completed in camp.	3
9 - 10 AM	Golf	Prior knowledge of USGA Rules of Golf helpful. Some writing may be required. Cannot be completed in camp.	2
2 - 3 PM	Astronomy	Participation in Outpost required. Notebook and pen helpful.	2
11-12	Scouting Heritage	Requirement 4B must be completed outside of camp. Taught at the Casoni Museum.	2
11-12	Energy	Will need a notebook and pen for each Class. Prior knowledge of Solar energy is helpful.	3
4-5	American Heritage	Knowledge of US History is very Helpful. Taught in the Casoni Museum.	2

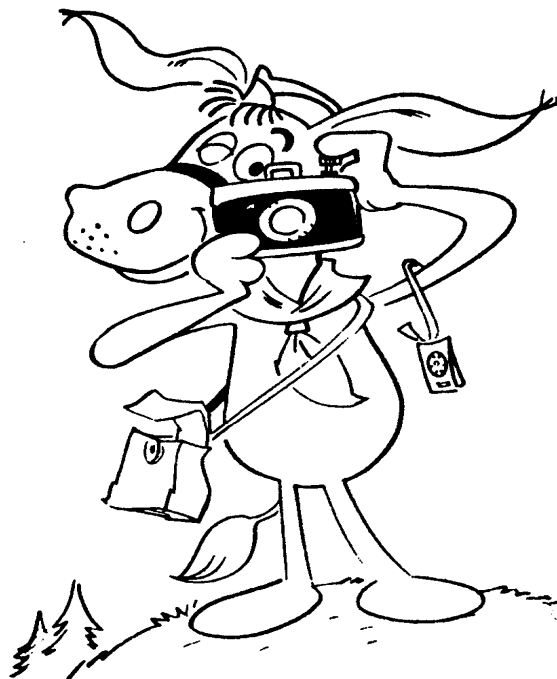
Additional badges may be offered by appointment with the Program Director and Area Director.

HANDICRAFT AREA

1. The merit badges of this area are badges of skill and many require a good deal of time. Our projects encourage Scouts to become as proficient as possible at these skills.
3. Younger Scouts may easily complete one or two of our badges, except Indian Lore or photography in one week. Older Scouts should be encouraged to pursue other merit badge opportunities in camp.
3. The merit badges of this area may require materials which may be purchased at the Trading Post. The estimated costs are on the next page. Other materials will be available free of charge.
4. The Afternoon Activities are especially recommended for small groups and open programs.
5. During the Twilight Activities, the Handicraft Area is open to everyone to work on individual projects as well as segment awards and troop plaques.

HANDICRAFT AREA AFTERNOON ACTIVITIES

- Troop Plaque** This is a fine opportunity for a small group to plan, design and produce an individual plaque to be hung in the Dining Hall with many others from nearly every troop in the Council and beyond.
- Tie Dying** Scouts bring their own white T-shirts and make crazy designs by knotting and submerging them in dye.
- Indian Games** Scouts of any age engage in fun, authentic Indian Games.



HANDICRAFT AREA SCHEDULE

TIME	MERIT BADGE	REMARKS	RATING
11 - 12 Noon or 2 - 3 PM or 3 - 4 PM	Leatherwork	Limited reading required. No written work. There are leather craft kits available for sale at the Trading Post for an estimated cost of \$2 - \$8.	2
9 - 10 AM or 10 - 11 AM or 2 - 3 PM	Art	Limited reading required. All work drawn and designed. Wide use of different art materials.	1
9 - 10 AM or 11 - 12 Noon or 4 - 5 PM	Basketry	Limited reading required. No written work. Basket kits may be purchased at the Trading Post. Both large and small sizes are available. Estimated costs \$5 - \$10.50.	1
9 - 10 AM or 11 - 12 Noon or 2 - 3 PM	Woodcarving	Limited reading required. No written work. A carving knife is necessary. Knives and woodcarving kits may be purchased at the Trading Post. Estimated cost \$2 - \$4. Totin' Chip Required	2
10 - 11 AM Or 3 - 4 PM	Photography	Participants will need a digital camera. Camp will provide access to some cameras. Must be 13 yrs. old to take this badge.	
10 - 11 AM	Indian Lore	A great deal of reading and some written Work is required. Scouts will make Indian artifacts and /or clothing. Kits are available in the trading post for \$10-15. Must be 13 yrs. old to take this badge.	3
10-11 AM 11 AM-12 NOON 3-4 PM	Metal Work	Limited reading and written req. Class limit to 10 scouts, 14 yrs. And older. If space is available, others will be admitted first come, first served.	2

LYONS NATURE AREA

1. Some badges require reading and extensive written work. We recommend that Scouts do as much as possible **BEFORE COMING TO CAMP**.
2. Scouts are welcome to visit the Nature Area at any time during the day to visit the animals and see the displays. They may also feed and clean the animals with the staff after breakfast and supper.
3. Conservation projects may be done in either the troop site or anywhere else in camp. The counselor must approve the project before the work is done. We do have a supply of wood tools which may be used for projects. Instructions in their use are also provided. Camp Commissioners may also approve and help out in projects.

INDEPENDENT ADVISEMENT

This time is for older scouts who have already completed many of the camp badges in the Lyons Nature Center. A counselor will be available daily by advanced request at leaders meeting from 10 AM – 11 AM to help advise scouts in the following badges (Bird Study, Inspect Life, Nature and Botany). Scouts should bring their merit badge books and any completed work with them to camp.

NATURE AFTERNOON ACTIVITIES

Stalking and Camouflage	Learn how animals hide from predators using camouflage.
Swamp Stomp	Stop around a swamp looking for various species of wildlife.
Conservation Projects	Scouts are urged to help us improve our camp for others and fulfill their Adventure Award requirements or it may count toward merit badge work.
Nature Games	Play fun and educational games with nature themes.
Nature-Ecology Trail	Explore our trails with a guide to help you learn fascinating facts of nature, or explore the self-guided nature trail system.
Conservation Projects project	Troops may choose to complete a conservation project in camp or in their site. See the Activities Director for ideas.
Other Activities	Troops plan special activities with the help of the Nature Staff and Program Director.

NATURE AREA SCHEDULE

TIME	MERIT BADGES	REMARKS	RATING
9 - 10 AM or 4 - 5 PM	Forestry	The work of the living tree is explored. Scouts must learn 15 trees and keep a leaf notebook.	2
11 – 12 Noon or 3 - 4 PM	Mammals	This is a good badge for younger Scouts. It explores the habitat of mammals and most of the written work can be completed in class.	1
9 - 10 AM	Nature	This badge explores various aspects of our ecosystem. Multiple small projects are required.	2
10 - 11AM	Oceanography	This badge is for older Scouts. It requires extensive reading and knowledge of the ocean as well as field observation and written work.	3
10 - 11AM	Fish & Wildlife Management	The focus of this badge involves the relationship between man & wildlife.	2
11 - 12Noon or 2 - 3 PM or 3 - 4 PM	Environmental Science	This is the most difficult badge in the nature area. It requires extensive reading and written work. In addition to 8 hrs of field observation, it requires an understanding of difficult concepts and ability to draw conclusions from field observations. Observational periods are also required.	3
11-12	Geology	Look at the rocks and minerals that make up our Earth.	1
9 - 10 AM or 4 - 5 PM	Weather	This is a good badge for older Scouts. Weather conditions and causes are explored in depth. Some written work.	2
2 – 3 PM	Soil & Water Conservation	This is a good badge for older Scouts. It requires a sound knowledge of nature and maps.	2
4 - 5 PM	Fishing Merit Badge	This group meets daily and will split time between classwork and fishing. Some reading. Bring your own pole!	2

RANGE SPORTS AREA

1. The Range Sports Area consists of three Ranges--Archery, Shotgun and Riflery. They are operated by 3 Range Officers in accordance with the Boy Scouts of America standards.
2. The Range Officers are available at scheduled times during the day for instructions and open shooting.
3. The **RED** flag at the entrance to the area flies when shooting is in progress. **NEVER** enter the area without permission from one of the officers.
4. The merit badges of this area are extremely difficult and require proficient skill. Previous experience is probably necessary if a Scout expects to complete either badge in one or two weeks. We make every effort to provide Scouts with the opportunity to gain this experience.
5. The rifle and archery ranges are available to any troop in the afternoon that reserves them. Large troops are advised to sign up for both Archery and Rifle Ranges in the same hour. This will keep waiting time to a minimum.
6. During Twilight Activities, the ranges are open to everyone. One shooting station will be reserved for members of the Merit Badge session. This is one of their practice opportunities.
7. At the Rifle Range, firearms and ammunition are provided at no additional cost.
8. The Shotgun Range will be open during the week as a twilight activity. At the present time, there will be no charge for ammunition or clay targets. This range is open on a first come first served basis and there may be a waiting period.



RANGE SPORTS AREA SCHEDULE

TIME	MERIT BADGE	REMARKS	RATING
9 - 12Noon	Archery	A badge which requires skill. Previous experience is necessary. If a Scout expects to complete the Badge in 1 week.	3
9 - 12Noon 2-5 PM	Rifle Shooting***	Requires proficient skill, previous experience is necessary if a Scout expects to complete the badge in 1 week. MINIMUM AGE 13*	3
3-5 PM	Shotgun Shooting	Difficult badge to earn. Open to older scouts MINIMUM AGE 14. Requires proficient skill, previous experience is necessary if a Scout expects to complete the badge in 1 – 2 weeks. Activity fee of \$5.00 Class limit set by the instructor.	3

****Rifle Shooting is limited to space available; AM is capped at 24 and PM is capped at 8. Age is used as pre-requisite

AFTERNOON ACTIVITIES

Archery & Riflery	A fine opportunity for Scouts to gain instruction and practice at this skill. The activity is open for scheduled troops.
Shotgun	The Shotgun Range at camp will open some evenings from 7-8PM for open shoot.

SCOUTCRAFT AREA AFTERNOON ACTIVITIES

Cooking	We have facilities for troops to cook whole meals. How about a stew in one, French fries in the second, and a cake or pie in the third Dutch oven? How about setting up a patrol competition?
Scout Circus	Scouts have the opportunity to participate in all the events of the Scout Circus including the monkey bridge and the tower.
Knots, Lashings, and Splices	The fundamentals of knots, lashings and splices are explored. You should decide which of these skills you would like to spend this time learning.
Woods Tools	Scouts receive instruction in the proper use and care of a knife, an axe, and a bow saw. All requirements for Paul Bunyan award and/or Totin Chip are also explored.
Survival	Extensive coverage of techniques needed to stay alive in the woods, including edible plants and shelters.
Tower Building	Scouts will have the opportunity to use their lashing knowledge to build a type of tower.

Some badges require reading and extensive written work. We recommend that Scouts do as much as possible before coming to camp.

All of our afternoon activities are available to troops that reserve them and open to all when not scheduled by troops. We do have a limited supply of camping and cooking equipment which may be signed out to troops. Whenever possible, you should plan to use your troop equipment for special programs.

Other badges may be available by appointment with the Program Director and Area Director.

SCOUTCRAFT AREA SCHEDULE

TIME	MERIT BADGE	REMARKS	RATING
9 - 10 AM or 3 - 4 PM	Camping	Eagle required merit badge. Overnight camping requirement makes this an automatic partial in camp.	2
2 - 4 PM	Pioneering	Requires proficient skills in knots, lashings, splicing. Rope provided.	3
10 - 11 AM or 2 - 3 PM	Wilderness Survival	Requires survival skills including shelters and edible plants. An overnight outpost will be spent in a shelter you make in camp.	2
11 - 12 Noon or 4 - 5 PM	First Aid	Scouts should have completed the Tenderfoot, Second Class, and First Class first aid requirements. Scouts should bring a first aid kit they put together. Some writing may be required.	2
10 - 12 Noon	Outdoor Chef Program	This course is intended to prepare Scouts for the necessary skills in fire building and cooking which can lead to the Merit Badge. Scouts will learn how to cook over open fire and with Dutch ovens. Food is enjoyed by all participants. A great fun activity!	1
9-10 AM or 4-5 PM	Orienteering	Intensive map and compass work Use of compass in 3 contests. One must be 2,000 meters designed by Scouts.	2
7 - 8 PM Thursday & Friday	Firem'n Chit	Offered as a 2 hour Session; Part I on Thursday, Part II on Friday	1
7 - 8 PM Sunday & Monday	Totin Chip	Offered as a 2 hour Session; Part I on Sunday, Part II on Monday *Required for woodcarving	1

COPE

COPE: Project COPE, "Challenging Outdoor Personal Experience". It comprises group initiative games, trust activities, low and high course activities. Some of the activities involve a group challenge, while others test individual skills and agility. Participants climb, swing, balance, jump, and think of solutions to a variety of activities.

New Games: This is a task course which requires the patrol to work as a Team in order to complete each challenge presented. It is very successful in developing the patrol method and it is great fun. Limit 12 scouts.

Challenge Course: This course is an exciting outdoor activity for a group of Scouts whether it be a troop or patrol. It offers a set of stimulating and challenging activities. The challenge course is ideal for emphasizing the patrol method and for developing team work and leadership skills.
Limit 12 Scouts

PROJECT COPE

TIME	ACTIVITY	REMARKS	RATING
9 - 12Noon	COPE	Challenging Outdoor Personal Experience. Scouts must be 14 years of age.	3

Project COPE stands for "Challenging Outdoor Personal Experience." It comprises group initiative games, trust activities and low and high course activities. Some of the activities involve a group challenge, while others test individual skills and agility. Participants climb, swing, balance, jump, and think of solutions to a variety of activities. Most do much more than they thought they could.

Project COPE is an exciting outdoor activity that can be used to attract and hold older boys in Scouting. It offers a set of stimulating activities designed to meet the needs of today's young people, who are seeking greater challenges to their physical and mental abilities. The underlying goals of a Project COPE course are consistent with the methods of Scouting. Group activities are ideal for emphasizing the patrol method and for developing teamwork and leadership skills. Individual activities promote personal growth.

The standards that have been developed for Project COPE activities are stringent to ensure that the experience is both safe and successful. **SCOUTS MUST BE 14 YEARS OF AGE TO PARTICIPATE.**

GOALS AND OBJECTIVES

The Project COPE program has eight major goals for scouts to accomplish. These are:

- *leadership
- *problem solving
- *communication
- *self esteem
- *trust
- *decision making
- *teamwork
- *planning

Project COPE provides an opportunity for every participant to achieve success both as an individual and as a member of a patrol or group. The activities are not designed to be competitive or to be a race against time. More important objectives (including building each individual's confidence and developing leadership and a sense of cooperation among patrol or group members) are emphasized.



CLIMBING

TIME	ACTIVITY	REMARKS	RATING
2 - 5 PM	CLIMBING	Scouts must be 13 yrs of age. This badge requires good physical strength.	3

Climbing supports Scouting's basic objectives. It clearly promotes physical fitness, being one of the more strenuous activities, and it also develops character. Young people are able to surmount seemingly impossible objectives – they do more than they thought possible prior to participating in this exhilarating outdoor sport. Climbing provides a worthy challenge. As their knowledge and skill increases, participants become more confident, develop more self-reliance, and trust among themselves.

Although the climbing program follows the requirements of the climbing merit badge, earning the badge is not necessarily the main goal of the program. Since the ability and personal limitations vary between each scout, participants who don't make it up a rock wall experience just as much of a sense of accomplishment as those who do.

Good leadership and self-discipline are essential in climbing. Young people have an opportunity to see superb examples of leadership. They learn leadership by example. As their proficiency grows, they, too, have an opportunity to exercise leadership. In climbing, as elsewhere, a participant needs to be a good follower before becoming a good leader.

Climbers work together as a team to get to the top of our wall. Good team work is crucial. Climbers must entrust their life and well-being to their "stout-hearted" belayer. The friendships that develop between climbing participants frequently are life-long.

PROCEDURES FOR INFORMING PARENTS WHEN FIRST AID IS RENDERED

In general, for mildly ill or routine medical treatment, the Camp will not call a parent/guardian. However, for serious injury requiring transport to a local hospital, the parent(s)/guardian will be notified at the earliest possible time after the decision to transport has been made by the Camp. It is understood that transport may have already begun before notification is made. For illness not deemed an emergency, parent(s)/guardian may be called and a discussion will be made whether to go to the hospital, MD office, home or not.

CAMP SQUANTO'S PLAN FOR ADMINISTERING MEDICATION (PRESCRIPTION AND NON-PRESCRIPTION) AND THE PLAN FOR RECORDING THE DISPENSING OF MEDICATION.

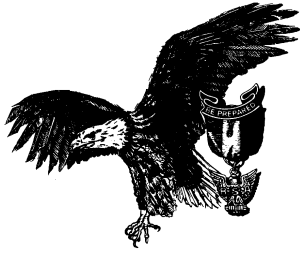
Camp will utilize Med Sheets for recording the dispensing of medication. Dispensing of Medication for all Campers/Staff under the age of 18 will be done by the camp Health Lodge Officer. Medication for those over 18 can be administered by the owner after being declared at the Health Lodge, providing they are kept in a secure location by the owner.

PROCEDURES FOR IDENTIFYING AND PROTECTING CAMPERS WITH ALLERGIES AND/OR OTHER EMERGENCY MEDICAL INFORMATION.

Upon arrival at Camp each leader, Scout, Staff member, and guest is asked to check in with the Health Lodge. Upon arrival at the Health Lodge campers must present a Medical Form complete with parent/individual and physician signature. Health Lodge Staff will review each medical history. By 10:30 am Monday unit leaders will have been notified of all campers with allergies, medical issues that need monitoring, and those who need to be visiting the Health Lodge for medication and their times. ***If by 8:00 pm Monday there are campers/staff who have not shown up for scheduled medications, a staff member will deliver a message using NOTICE OF MEDICATION LAPSED FORM directly to a leader in charge of those named. The leader/Scoutmaster must proceed with the scout(s) to the Health Lodge. The Health Lodge and Leader/Scoutmaster will call the camper's parent with camper present informing them of the problem and consequences. The consequences requires that the scout be sent home if he/she is more than one half hour late for a prescribed medication time. Therefore, if a camper does not show for scheduled medications after being put on notice once, then they will be sent home, without delay.***

After Monday evening this same procedure will be followed for any camper/staff who does not show up for medication within one hour of the prescribed time, providing it is their first time.

In brief, mildly ill campers will be treated using good nursing judgment following procedures approved by our Health Care Consultant. Administration of medication will be done by our Camp Health Supervisor following the directions provided by the prescription label or by a written Doctor's order and for non-prescription products by the product label or by a Doctor's order. NO EXCEPTIONS. Emergency health care will be provided on site by trained first aid staff, followed up by our Health Lodge staff and transport to Jordan Hospital if deemed necessary.



FLIGHT TO EAGLE

Specialty program designed for younger and first year campers that focus on rank advancement (tenderfoot, second class, and first class), scouting skills, and character building, while emphasizing citizenship, teamwork, leadership, and fun.

The purpose of this program is designed for the first year camper or new Scout to start the journey of the Eagle Trail and work on the rank requirements for Tenderfoot, Second Class, and First Class while at camp.

The ranks of Scouting are not awarded by the camp. This is the function of the unit leader. At the Saturday awards ceremony we would award the Scouts who have completed the week's program with a Flight to Eagle patch. This allows us to recognize the Scout while at the same time leaving the right to declare whether the Scout has earned the rank or not to the Scoutmaster.

9 – 12 Noon

Monday through Friday

9 – 11 am

During this time scouts participate in activities that meet some of the Tenderfoot, Second Class, and First class requirements. They also work on scout skills with the emphasis on having FUN!

11 – 12 pm

Each scout chooses a merit badge class to attend.

Meeting 6:45 pm Sunday night at Dining Hall, Bell Tower.

**ORDER OF THE ARROW
TISQUANTUM LODGE #164**

Lodge Chief:
Colby Ward

Lodge Advisor:
John Larney



LEADERSHIP REQUIREMENTS:

Unit Leader Approval: Certify candidates Scouting Spirit, adherence to the Scout Oath, Law, and participation in unit activities.

Camping Requirements: 15 days and nights of camping within two years prior to the election under the auspices and standards of the Boy Scouts of America. The 15 days must include six consecutive days and nights of resident camping.

First Class: Boy must be First Class rank at the time of the election.

Present: Must be in attendance at long-term camp when elected. A Scout not with the troop at long term-camp is eligible if he will attend, or is in attendance, at either a National High Adventure base, a National Jamboree, or the Council's Junior Leader Training Camp, in the same summer.

Registration: Must be currently registered in a chartered troop and under the age of 21. Adult leaders under 21 but 18 or over must fulfill all of the youth requirements. Venture and Explorer units excluded.

LEADER'S REQUIREMENTS:

Same registration, camping and unit committee approval. Camping requirements may only be waived by the Lodge Executive Committee. Only one adult per unit per year, so long as there is at least one youth elected from the unit. If no youth is elected after two attempts, the next opportunity will be the following year. The adult is not elected, but rather nominated by a unit committee. His name is referred to the Lodge adult selection committee, consisting of the lodge lay adviser, Vice President of Camping and Lodge Staff Adviser, with final approval of the Scout Executive, serving as the Supreme Chief of the Fire.

GETTING READY FOR SUMMER CAMP:

- A roster of all registered troop members, a copy of your charter renewal form and any new boys is perfect.
- A list of all boys with the troop, in camp.
- Over 50% of the registered boys **MUST BE PRESENT** to conduct an election.
- Information on eligible scouts will be needed for election forms.

There is no fixed quota on how many boys get elected. Rather, any boy who receives 50% of those ballots turned in is elected.

BALLOTING IS SECRET AND IS NOT ANNOUNCED IMMEDIATELY.

Elections will occur at camp every Wednesday at 1 PM in your campsite. Sign up early for the available time slots. The tap-out to recognize those elected will occur on Thursday evening.

CAMP SQUANTO **LEADING SCOUT PROGRAM**

Overview: The Leading Scout program is Camp Squanto's staff training program. The program is designed to introduce older Scouts to the duties and responsibilities required of paid staff at Camp Squanto. The training consists of Staff Training Week and Junior Leader Training followed by a rotation of program assignments throughout the camp. While in each area the leading scouts will be present for all program functions of that area, learning that working a full day can be exhausting work! The experience in each area, which includes assisting in merit badge classes and with afternoon activities will help each leading scout gain not only teaching and leadership experience, but confidence and pride in oneself. Program areas could include: *Aquatics, Scoutcraft, Nature, Sports, Shooting Sports, Handicraft, Trading Post, and Climbing.*

In addition to other duties in camp, all leading scouts will be required to participate in their own personal development and growth including merit badges throughout camp. Weekly evaluations will take place as well as weekly reviews with the Leading Scout Director.

Requirements: The Leading Scout program is an application program, which requires the following for admission:

- Must be a registered with the Boy Scouts of America and meet the age requirement of 14 or 15 years old by the start of the summer camp.
- Hold current rank of First Class or higher. Youth leadership positions held at the troop level are encouraged (patrol leader, senior patrol leader, etc.)
- Complete an application available through the council office or Camp Squanto's website www.campsquanto.net. The application requires signature from both parent/guardian and Scoutmaster.
- Applicants will then be contacted by the camp administration to set up a short meeting/interview. This is an opportunity to put a face to the application and discuss leadership experience and goals.

Commitment: The Leading Scout program requires a minimum of 4 weeks.

- Staff Training Week.....June 25th – June 30th
- NYLT..... July 3rd – July 9th
- 2 additional troop camping weeks of choice
(*some Scouts may choose to stay up to 4 additional weeks*)

Program Fee: The program cost is \$350. This fee includes admission for each week the Scout remains with the program (4 week minimum, 7 week maximum). The fee may be collected in two payments which is outlined to scouts once accepted.

PROVISIONAL TROOP AT CAMP SQUANTO 2011

Scouts can attend Camp Squanto on an individual basis and become part of our Provisional Adventure Troop. The camp provides a full-time Scoutmaster and assistant leaders who are qualified to provide outstanding programs for campers. "Provo" Troop #1 of Camp Squanto awaits you for a week or more of real Scouting outdoor experience. You may come alone, bring a friend, or your whole patrol. You will enjoy the fun and fellowship that our adventure troop can bring, as well as opportunities to meet scouts from all over the state. Stay with us before or after your troop attends.

WHO: Any Scout

WHEN: Week 2: July 10-16
Week 3: July 17-23
Week 4: July 24-30

Week 5: July 31-Aug 6
Week 6: Aug. 7-13

Check in time is on Sundays from 1:00 to 3:00 pm
Closing ceremony is Saturday at 9:30am

COST: \$330 per Scout
\$225 per Scout (2nd and 3rd week discount)

PROVISIONAL TROOP CAMP REGISTRATION FORM

- 2: July 10-16 4: July 24-30 6: Aug. 7-13
- 3: July 17-23 5: July 31-Aug 6

Scout Name: _____

Address: _____

Town/State/Zip: _____

TROOP # _____ TOWN: _____

Parent's signature: _____ Date: _____

METHOD OF PAYMENT: _____ Check/Money Order _____ Mastercard/Visa

Account # _____

Signature (Charges only) _____

Mail this registration form and payment to:

Old Colony Council, BSA
2438 Washington St.
Canton, MA 02021

NYLT: see course website

<http://nylt.oldcolonycouncil.org>

EAGLE WEEK: see course website

<http://eagleweek.oldcolonycouncil.org>



Camp Squanto

JEFFERSON CENTER CAMPING INFORMATION & APPLICATION

Camp Squanto's camping area, called the Jefferson Center, has available campsites for the families of our registered Scouters. **In order to camp at the Jefferson Center there must be a registered Scout/Scouter present in the group.** The Jefferson Center facility is equipped with bathroom and hot shower facilities, as well as a stove, refrigerator, fireplace and meeting room.

- No boating is allowed unless approved by the Camp Director.
- All swimming is done at your own risk.
- Parents must provide supervision for children at all times.
- You must provide your own tent or trailer.
- You should plan to provide your own meals.

CAMPING FEES:

Closed for this season

APPLICATION AND PERMIT

Name _____ Phone _____

Street _____

City _____ State _____ Zip _____

of Adults _____ # of Children _____ Other _____

ENCLOSED IS MY CHECK FOR: _____

We will arrive at the Family Center on _____

We will depart from the Family Center on _____

WE WILL NEED A: TRAILER SITE TENT SITE

ELECTRICAL HOOK-UP? YES NO

A copy of this application will be returned to you prior to Camp, and will serve as your ticket to the Jefferson Center. **I understand that Camp Squanto is only responsible for the services mentioned above and is not responsible for personal liability. I also understand that I must comply with all policies concerning the Camp, or the Camp Director may cancel this agreement without notice.**

SIGNATURE OF APPROVAL

RECEIPT #

SIGNATURE OF APPLICANT

REFUND POLICY

This refund policy is applicable to all Camp Programs including Site Reservations, Troop Leadership Development, Cub Day Camp, Facility and Equipment usage, and other specialty programs. It also covers Jamborees, High Adventure Treks, and Leadership Training courses.

Monies used for **required deposits are non-refundable and non-transferable.**

Monies used for fees are refundable or transferable up to two weeks prior to the event. Refunds will be based on total fees paid **LESS** any expenses related to contractual agreements or other expenses incurred on **YOUR** behalf. All requests for refunds must be made **IN WRITING** to the Old Colony Council, 2438 Washington Street, Canton MA 02021.

NO FEES ARE REFUNDABLE OR TRANSFERABLE DURING OR AFTER THE EVENT

LEADERSHIP POLICY FOR ALL BSA TRIPS AND OUTINGS

The following leadership policy for all BSA trips and outings was approved by the National Executive Board and is effective immediately.*

It is the policy of the Boy Scouts of America that trips and outings may never be held by only one adult. At least two adult leaders, one of whom must be 21 years of age or older, are required for all trips or outings. It is the responsibility of the chartered organization of any Cub Scout Pack, Boy Scout Troop, Varsity Scout Team, or Explorer Post/Ship to inform the committees and leadership of the unit that sufficient adult leadership be provided on all trips and outings.

The "Safety Rule of Four" requires that no fewer than FOUR individuals (always a minimum of two adults) go on any back country expedition or camp out. If an accident occurs, one person stays with the injured and two go for help.

Your full cooperation and support is needed and appreciated.

***This policy will be strictly enforced and adhered to by the Old Colony Council.**

OLD COLONY COUNCIL

YOUTH PROTECTION GUIDELINES FOR SCOUT CAMP LEADERSHIP

Summer camp is an important part of the program of the Boy Scouts of America. It is in the camp atmosphere and in the outdoor program that the character building and citizenship purposes of the Scouting program are best taught. It is also at camp that the responsibilities for caring for Cub Scouts, Boy Scouts, Varsity Scouts, Venturers, and Explorers becomes a 24-hour-a-day duty.

Members of the Boy Scouts of America come from all kinds of backgrounds, and they bring their experiences to camp with them. In meeting your leadership responsibilities, you may be confronted with situations that are alien to your experience. You may be unsure how to resolve them. Child abuse is one such situation, and regardless of your background, you are responsible for the physical and emotional safety of those in your care. Be a source of strength and help the Scouts in your camp.

Reporting Child Abuse and Sexual Exploitation

Child Abuse is a crime against youth. Child abuse can involve the mental, physical, and sexual victimization of children. Most camp staff and unit leaders are not trained to make judgments about whether a child has been a victim of any kind of child abuse. The Boy Scouts of America has made it a policy that the Scout Executive of each council, as well as key members of the professional and volunteer staff becomes familiar with child abuse and its various manifestations. This guideline follows both the Youth Protection principles of our National Office, as well as Massachusetts State Law.

If you suspect that a child in camp is a victim of child abuse you **must** report this to your camp directors. They will discuss your suspicions with you and possibly talk to the child. In most cases, persons with knowledge of suspected child abuse are required to report the case to the child protective services agency. Failure to report leads to criminal penalties in the State of Massachusetts. All states provide immunity from prosecution for reporting suspected child abuse in good faith. Your camp directors will be able to explain these responsibilities to you.

Detecting Sexual Molestation

Some forms of abuse may not leave obvious physical evidence. There are, however, behavioral signs that may indicate abuse. This is especially true of children who have been sexually molested. You should be alert to these signs of sexual abuse:

1. Change in behavior, extreme mood swings, withdrawal, fearfulness, crying
2. Bed-wetting, nightmares, fear of going to bed, or other sleep disturbances
3. Inappropriate sexual activity or showing an unusual interest in sexual matters
4. Regression to infantile behavior
5. Pain, itching, bleeding, fluid or rawness in the private areas. These problems should be attended to by a physician or nurse.
6. A fear of certain places, people or activities – especially being alone with certain people.

You should note that some of the behaviors might have other explanations. A child who comes to summer camp or other outdoor activities is coming to an unfamiliar environment and may experience homesickness, or anxieties that can lead to behaviors similar to the signs of sexual molestation. Do not simply discount the behavior as homesickness, however. Immediately bring it to the attention of the camp director or camp nurse. Even if the child's behavior is a result of

homesickness, his outdoor experience can be much more enjoyable if the cause of the distress is addressed. You are in a position to be a real help to youth placed in your care.

What to Do

At some point, a youth in your care may tell you that someone has molested him. If this happens, we want you to be prepared to help the child. Follow the guidelines below if a child indicates that he or she may have been the victim of abuse or exploitation:

Don't panic or overreact to the information disclosed by the child

Don't criticize the child

Don't make phone calls

Do respect the child's privacy. Take the child into the Camp Office away from other Scouts. It is important to discuss the child's situation only with the Camp Director and/or camp nurse who will discuss the situation with the Scout Executive and with the child protective services agency. It should not become the topic of conversation in the staff lounge. Camp is a hard place to keep information confidential. Your scouts should not become the subject of camp gossip.

Do make sure that the child feels that he is not to blame about what happened. Tell the child that no one should ask him to keep a special secret and that it is okay to talk about what happened with appropriate adults. Try to avoid repeated interviews about this incident. This can be very stressful for the child. Do regard this always as an urgent matter.

Precautions Against Accusations of Sexual Abuse or Exploitation

Child abuse is a serious criminal offense. As a camp leader with the responsibility for caring for children, you may be placed in sensitive situations making you vulnerable to claims of child molestation. If you take these simple precautions, however, you need not be afraid of groundless accusations.

1. Have other leaders present when supervising showers, changing into swim suits, and other circumstances in which the child may be dressing and undressing.
2. Respect the privacy of the child. Do not become intrusive in such areas as bodily functions more than is necessary to monitor the health and safety of the child.
3. The child has the right to reject displays of affection if he feels uncomfortable about them. Not every child comes from a background in which affection is openly displayed. Respect the child's wishes.
4. Protect your own privacy – In some camp living situations, camp staff live with their campers – there will be a natural curiosity about boyfriends or girlfriends, personal relationship, and with some of the older campers, sexual activity. You should use common sense in discussing these subjects with your campers, and keep private the details of those areas of your life that are nobody's business but your own.

Sexual exploitation should not be confused with physical contacts that are true expressions of affection or friendship. A warm and health relationship can exist between the camper and the staff if staff members respect the child and place reasonable limits on their physical interaction.

It is the policy of the Old Colony Council that all incidents, whether real or imagined, of child abuse be reported to the Camp Director. The Camp Director will discuss the report with the Scout Executive and a decision will be made on following up on the report. The Council will take every strong position on child abuse and in all cases will discuss the report with the Department of Social Services and or the District Attorney.

In order for the Department of Social Services to accept a report and begin an investigation, a specific allegation that a child has been (1) sexually abused, or (2) that the harm or threatened harm has come by the acts of omissions of the person responsible for the child's welfare.

The Department does not investigate cases based on a statement about a child's general condition. There must be some connection between the condition and "harm" or "threatened harm" to a specific child, and that harm or threatened harm must allegedly be imposed by a "person responsible for the child's welfare".

In order for the Department of Social Services to accept a report noting that a child has undergone a marked behavior change or a report indicating a child's parents are drinking heavily, in and of itself, would not justify investigation.

You are encouraged, when you are unsure whether a situation constitutes a report, to discuss it with the Camp Director or Scout Executive. State law protects you when reporting child abuse cases. Although your identity can be kept confidential, your open participation in the process can provide the most benefit to the child and the parent. If you do request that your identity be withheld, it will be, unless the case goes to court. If there is a court hearing, your identity must be disclosed, but state law provides you with civil or criminal immunity which may arise from a report made in good faith.

INSURANCE INFORMATION FOR VOLUNTEERS

Listed below are brief outlines of insurance coverage provided by or through the local council:

Comprehensive General Liability Insurance

This coverage provides protection for the council, all Scouting professionals and employees. Scouting units, chartered organizations and volunteer Scouters (whether or not registered) with respect to claims arising in performance of their duties in scouting. Coverage is more than \$15,000,000 for bodily injury and property damage.

The insurance provided Scouting volunteers through the BSA General Liability Insurance program is excess over any other insurance the volunteer might have to his or her benefit, usually a homeowners, personal liability, and auto liability policy. There is no coverage for those who commit intentional or criminal acts.

By providing insurance coverage to volunteers on an excess basis, BSA is able to purchase higher limits. Because of the high limits, volunteers should **NOT** be placed in a position where their assets are jeopardized because of a negligence liability claim or lawsuit.

Automobile Liability Insurance

All vehicles **MUST** be covered by a liability insurance policy. The amount of this coverage must meet or exceed the insurance requirement of the state in which the vehicle is licensed. (It is recommended, however, that coverage limits are at least \$50,000/\$100,000/\$50,000). Any vehicle carrying ten (10) or more passengers is required to have limits of \$100,000/\$500,000/\$100,000 or \$500,000 single limit. In case of rented vehicles the requirement of coverage limits can be met by combining the limits of personal coverage carried by the driver with coverage carried by the owner of the rented vehicle. All vehicles used in travel outside the United State must carry a liability insurance policy that complies with or exceed the requirements of that country. The council's automobile liability insurance is excess of the insurance the owner of the auto carries, providing insurance protection about the limits carried on the auto up to the council's \$15,000,000 limit of coverage. A tour permit or a council short term camping permit is required when units travel overnight or outside their district. The council should establish more specific guidelines setting forth when local council tour permits are required. National tour permits are required for all trips more than 500 miles. These permits should list the drivers' names and limits of automobile liability insurance carried.

Unit Accident Insurance Plan (Mutual of Omaha)

Unit Accident Insurance is available through the council; information is sent to units each year in their charter renewal kits, and the coverage must be applied for by the unit. This plan provides coverage for accident medical expenses and accidental death and dismemberment while participating in any approved and supervised Scouting activity, including going to and from meetings. New members are automatically covered under the plan until the renewal date. Non-Scouts attending scheduled activities (including group travel to and from such activities) for the purpose of being encouraged to participate in Scouting are also automatically covered. However, the plan does not cover parents, sibling or other guests.

Council Accident & Sickness Insurance (Mutual of Omaha)

This Accident and Sickness Insurance may be provided for Cub Scouts, Boy Scouts, Explorers and adult volunteer leader registered in the council, and covers them for accidents and sickness (as well as accidental death and dismemberment) while participating in any official Scouting activity. This coverage is applied for by the council and is in effect on an annual basis.

Additional information on coverage, limits, etc., may be obtained by contacting the council office.

Camper's Accident and Sickness Insurance Plan (Mutual of Omaha)

This Accident and Sickness Insurance is provided for all Cub Scouts, Boy Scouts, Explorers, adult volunteer leaders and all other persons registered and attending official council events (i.e. summer camp, day camps, wood badge courses, etc.), if purchased by the council. It is purchased for specific events of the council and provides coverage for medical expenses for accident and sickness and accidental death and dismemberment. Additional information on coverage, limits, etc., may be obtained by contacting the council office.

ALL SERIOUS INCIDENTS, ACCIDENTS AND/OR SICKNESS, OR IF A SUMMONS IS SERVED ON A VOLUNTEER, PLEASE REPORT TO THE COUNCIL SERVICE CENTER IMMEDIATELY.

Call (781) 828-8360 and ask for Rick Poirier if you have a question related to insurance.

Procedures for Intrusion of an Unauthorized Person At Camp Squanto

1) Periodic review of security concerns of the site

- Leaders will be instructed to “stop in” their campsites throughout the day on a regular basis.
- The Camp Staff will be trained in all of the following procedures and are encouraged to walk around camp during program hours to look for intruders.
- Taps is at 10:00 pm daily. Under the direction of the night “Officer of the Day”, staff will walk through all camp areas looking for anyone or anything out of the ordinary. This will also be done in the parking lot.
- Staff taps are at 11:00 pm. Staff can also assist in watching for anything out of the ordinary. The Directors are equipped with radios to call the Administration Building / Camp Director at any time.

2) Training for staff and campers when appropriate, about steps to take in such instances.

The following steps will be shared with the staff during staff training week, with the leaders during the leader meetings, and Senior Patrol Leaders during their meetings.

1. All visitors must report to the Administration Building to sign in and sign out. This book will be monitored by the Camp Director or his/her designee.
 2. If an unauthorized person is suspected, notify the closest program area. Most major program areas are equipped with a radio and should contact the Administration Building / Camp Director and stand by to give or receive further instructions from the Camp Director or his/her designee.
 3. Once the Camp Director is notified of the situation, he/she will proceed to the area with the program director or another adult to question the destination of the individual in question.
 4. If the person in question flees, the “checklist for Intrusion of an Unauthorized Person” form should be completed as soon as possible.
 5. Program areas should continue, unless the situation warrants the sounding of the camp alarm. All Scouters, Scouts, and Staff are instructed to report to the Sports Field and do a roll call.
 6. The Scout Executive is notified of the situation. An assessment is made to the severity of the problem and call the Plymouth Police, if needed.
- Leaders will be instructed to train their scouts on the above procedures. Most importantly, stress to the scouts NOT to approach the person and to find an adult immediately. The Buddy System should be strictly enforced at all times.
 - The staff will participate in an Emergency Drill during staff week. In addition, they will conduct a scenario of an unauthorized person entering camp.

- The checklist attached will be kept by the telephones in the Administration Building and in the Camp Director / Program Director vehicles.
- We have a letter from the Plymouth Police on file for service. In addition, we are to call the barracks to remind them of the camp season. Also, they will call the Administration Building if there are problems or concerns in the area. It has been very helpful to have a working relationship with the Police Department.
- Lastly, no one should speak to the media. An official media spokesperson will be designated by the Scout Executive.

3) **Procedures regarding the release of Campers who are minors to a parent or to persons other than a legal parent or guardian at the Camp Squanto Scout Reservation**

1. If a parent/legal guardian needs to pick up their child during his week at camp, the following procedure will be followed. They need to sign out the child in the Administration Building.
 - a. Have a note attached to the Scouts Medical Form
 - b. Sign out their scout at the Administration Building
 - c. If no note is attached to the medical form, the medical form parental signatures will be used to verify the signatures and information
 - d. Complete a “Camp Squanto Release of Scout Form”.
 2. If a person other than a legal parent or guardian needs to pick up a camper, the following procedures will be followed.
 - a. Have a note attached to the Scouts Medical Form.
 - b. Complete the “Camp Squanto Release of Scout Form”, with Scoutmaster’s signature. Verification of identification required with photo ID.
 - c. If no note is attached to the Medical Form, a note must accompany the adult signing out the scout with the signature verified by use of the Medical Form.
 - d. If the signature is not verifiable, or no note is available, the Scoutmaster & Camp Director will contact the parents by phone. If not verifiable or the Camp Director is uncomfortable with the information, **the scout will not be released.**
- The Camp Squanto Leader’s Guide Book states the above procedures as National/Camp Policies. These new policies will also be discussed at all Leader Orientation Meetings.
 - This procedure is to ensure the safety of your/our youth.
 - In addition, the staff will also follow procedures. We conduct a mandatory meeting of parent/guardians of our staff during our Staff Training Week. This policy will be explained at this time.

4) **Visitors**

1. Any person over the age of 21 who will be staying in camp for more than 1 hour, must check in with the medical officer and receive a wrist band, which must be worn at all times while in camp.
2. Exception – during special events – Sunday supper, Apache Relay and O/A Callout, and Saturday closing ceremonies. The above will go into effect one hour after the event is over.



Camp Squanto RELEASE OF SCOUT FORM

WEEK # _____ NAME _____

STAFF CAMPER: TROOP # _____ TOWN _____

Individual picking up Scout _____

Relationship _____

Driver's License Verification

Circumstances for Release: _____

Release Date: _____ Return Date: _____

Parent or Guardian Signature _____

Print _____

Scoutmaster Signature _____

Print _____

Alternate Signature if not Parent _____

Print _____

• IF SIGNATURE IS OTHER THAN THE PARENT OR GUARDIAN, CONTACTING THE PARENT BY PHONE OR OBTAINING OTHER VERIFICATION BEFORE RELEASE IS REQUIRED.

• SCOUTS WILL NOT BE RELEASED TO ANOTHER YOUTH WITHOUT WRITTEN CONSENT OF PARENT.

Notes: _____

CAMP OFFICE APPROVAL _____ DATE _____

Verification of Absentees or “No-Shows” At Camp Squanto Scout Reservation

1. **When Troops arrive to Camp, one Leader reports to the Administration Building for check-in. At this time troop rosters are turned in for review.**
2. Any Scout on a Roster that isn't present or name has been crossed off needs to be verified.
3. The attached form will be used at check-in. A phone call will be made Sunday afternoon to verify the whereabouts of the scout in question by the Reservation or Program Director. A copy of this verification form will be attached to the Troop Roster. These records remain on file for five years.
4. Leader Guide Book states the above information in the National/Camp policies section. The information will be explained and restated at the Leader Orientation Meeting.

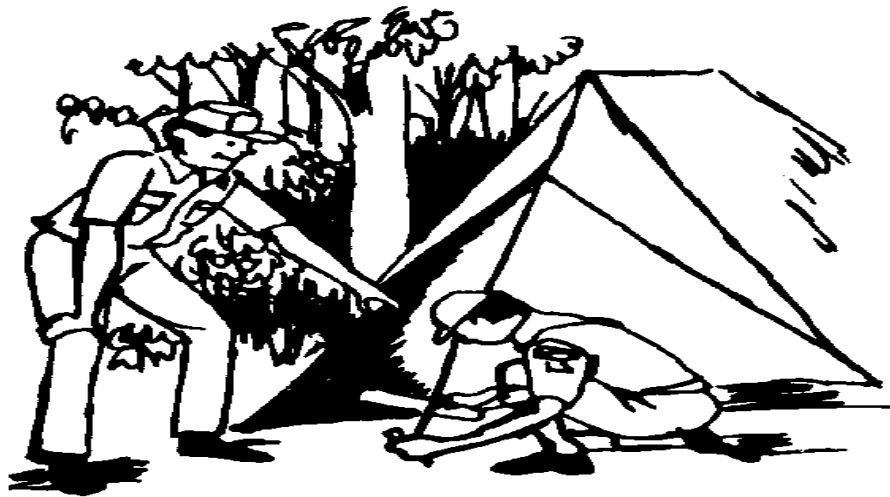
Verification of Absentee or “No-Show” Scouts Form

1. Week: _____
2. Troop: _____
3. Name of scout in question: _____
4. Phone number of scout: _____
5. Time and date called: _____
6. Contact person: _____
7. Reason for not coming to camp: _____
8. Staff person verifying scout: _____

CAMP SITE

RESERVATION PROCEDURE

1. All units are reserved at their current site until October 1st 2011.
2. To reserve your site for the next camping season, complete the Summer Camp Site Application and **turn it in with the minimum site deposit** before you leave summer camp.
3. If you plan on changing to a different week or plan to change your site within the same week, you may reserve that site immediately IF it is open after October 1st. If the site is not currently open, it is recommended that you pay the deposit for your current site and call or visit the Old Colony Council Service Center the week following October 1st and inquire about site availability.



**SUMMER CAMP 2012
CAMP SITE APPLICATION**

TROOP _____ OF _____

Hereby makes application for the use of the _____ **SITE**

For the **WEEK BEGINNING** _____ and **ENDING:** _____.

Please print the following information:

Name: _____ Position: _____

Mailing address: _____

City/State/Zip: _____

If you are from out of council, please provide us with your:

Council Name: _____ Council #: _____

**In signing this application we understand that no campsite is guaranteed for the week our troop is submitting registration for at this time. We understand that registration numbers change for troops from fall to spring, thus creating numbers that can not be physically accommodated in the site reserved. This would justify the camp administration shifting troops within that week. We also understand that Camp Squanto will make every reasonable effort to accommodate our reservation preference and does not intend to disrupt any troop's reservation without just cause. We agree to pay and follow the deposit schedule as listed below. We will provide a minimum of two adult leaders for this period.

In signing this application our troop agrees to the terms of the Camp Squanto reservation form.

Signature of Troop Member _____ Date _____

SITE DEPOSIT AND PAYMENT DUE DATES

Available Campsites: Agawam, Apache, Blackfoot, Chippewa, Comanche, Dakota, Delaware, Eries, Mohican, Penobscot, Pioneer, Wampanoag, Souix,

1st Payment	October 1st	\$200.00
2nd Payment	April 1st	\$400.00 <i>additional</i>
Final payment	Early bird May 15th	

**Troops must submit a summer camp roster with this final payment to assist the camp administration.*

Please ask for a copy of this form for your troop records.



CAMP SQUANTO DAILY SCHEDULE

Scout Name _____

	SUNDAY	MONDAY	TUESDAY	WEDNESDAY	THURSDAY	FRIDAY	SATURDAY
7:30		COLORS	COLORS	COLORS	COLORS	COLORS	COLORS
8:00		BREAKFAST	BREAKFAST	BREAKFAST	BREAKFAST	BREAKFAST	BREAKFAST
9:00							CLOSING CEREMONY
10:00							
11:00							
12:15		LUNCH	LUNCH	LUNCH	LUNCH	LUNCH	
1:00		SIESTA	SIESTA	SIESTA	SIESTA	SIESTA	
2:00		UNITS CHECK IN					
3:00	MEDICAL & SWIM CHECKS						
4:00	UNITS MOVE IN TO CAMPSITES						
5:45	COLORS	COLORS	COLORS	COLORS	COLORS	COLORS	
6:00	SUPPER	SUPPER	SUPPER	SUPPER	SUPPER	SUPPER	
7:00	CAMP TOUR	OPEN AREAS	OPEN AREAS	OPEN AREAS	OPEN AREAS	OPEN AREAS	
8:30	CAMPFIRE	EVENING ACTIVITY	EVENING ACTIVITY	EVENING ACTIVITY	O/A CALL OUT	CAMPFIRE	
10:00	TAPS	TAPS	TAPS	TAPS	TAPS	TAPS	

DIRECTIONS TO CAMP SQUANTO

FROM SOUTH OF PLYMOUTH (CAPE COD)

Take route 3 north to exit 3 (Long Pond Road)

Take a left onto Long Pond Road

Follow the signs that read “Myles Standish State Forest”

Take a left into Myles Standish State Forest (Alden Road)

At the first form (approximately 1.6 miles) – bear left; Camp Squanto sign is on the post, Upper College Pond Road.

Keep following the signs that read Camp Squanto

(Be careful this is a windy road and is patrolled)

You will pass the entrance opposite Fearing Pond

Take this right and follow this curving road all the way to the Camp Squanto parking lot.

FROM NORTH OF PLYMOUTH (BOSTON)

Take route 3 south to exit 5 (Long Pond Road)

Take a right onto Long Pond Road

Follow the signs that read “Myles Standish State Forest”

Take a right into Myles Standish State Forest (Alden Road)

At the first form (approximately 1.6 miles) – bear left; Camp Squanto sign is on the post, Upper College Pond Road.

Keep following the signs that read Camp Squanto

(Be careful this is a windy road and is patrolled)

You will pass the entrance to Charge Pond and Camp Cachalot, we are the next entrance opposite Fearing Pond.

Take this right and follow this curving road all the way to the Camp Squanto parking lot.

FROM NORTH WEST OF PLYMOUTH

Take route 24 south

Route 495 south

Take exit 2 off 495 (which is Route 58)

Follow the signs that read “Myles Standish State Forest”

You will come to a fork in the road “approximately 2.6 miles) where route 58 bears to the left – stay to the right on Tremont Street.

Continue to Cranberry Road (approximately .8 miles). Take a right onto Cranberry Road. This will take you to the Forest Headquarters building (approximately 2.8 miles). Be careful; this is a windy road and is patrolled.

Go left and follow detour signs around College Pond to a right onto Upper College Pond Road.

Follow the signs that read “Camp Squanto”.

You will pass the entrances to Charge Pond and Camp Cachalot; we are the next entrance opposite Fearing Pond.

Take this right and follow this curing road all the way to the Camp Squanto Parking Lot.



The Bridge Builder

An old man, going a lone highway,
came at evening, cold and gray,
to a chasm vast and deep and wide;
thru which was flowing a sullen tide . . .
the old man crossed in the twilight dim,
the sullen stream had no fear for him;
but he turned when safe on the other side
and built a bridge to span the tide.

“Old man,” said a fellow pilgrim near,
“you are wasting your strength with building here;
your journey will end with the ending day,
you never again will pass this way;
you’ve crossed the chasm deep and wide;
why build this bridge at evening tide?”

The builder lifted his old gray head
“good friend, in the path I have come,” he said,
“there followeth after me today,
a youth whose feet must pass this way;
this chasm that has been naught to me
to him may a pitfall be;
he, too, must cross in the twilight dim . . .
Good friend, I am building this bridge for him.”