

Golden Gate Area Council

Summer Camp 2024

Camp Royaneh Parents' Guide v1.1



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Proud Camping Sponsors of Golden Gate Area Council

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Golden Gate Area Council Mission & Vision

The camps of the Golden Gate Area Council are some of the longest running scout camps in the Western United States. Camp Royaneh opened in 1925, Camp Wolfeboro in 1928, & Wente Scout Reservation in 1959. Each becoming a special place for Scouts of all ages.

The mission of our Camp staff is to facilitate an environment where scouts will be engaged in unique, evolving programs, while building character through the aims & methods of scouting in a safe, outdoor environment.

The goal of our Camp staff is to promote a profound reverence for the outdoors. We establish, maintain, & provide a traditional camping environment that can be enjoyed by all ages for many years to follow.

The Scout Oath & Scout Law are at the core of our Camps. As your Scouts participate in our camp programs, we help your unit utilize the "Patrol Method", so your scouts learn & develop leadership skills. Additionally, we expect your scouts to use the "buddy system" at ALL times.

The best aspect of program at Camp is that it is YOUR program. The staffers of Camp Royaneh, Camp Wolfeboro, & Wente Scout Reservation are here to assist you in providing that program so, BE PREPARED!

On My Honor I will do my best

To do my duty to God & my country & to obey the Scout Law;

To help other people at all times;

To keep myself physically strong, mentally awake, & morally straight.

A Scout is:

Trustworthy, Loyal, Helpful, Friendly, Courteous, Kind, Obedient,

Cheerful, Thrifty, Brave, Clean, & Reverent.

Youth Protection

The BSA's adult registration requirements mandate that **all adults** accompanying a Scouts BSA Troop to a resident camp or other Scouting activity **must be registered as an Adult Leader, including completion of a Criminal Background Check (CBC) & Youth Protection Training (YPT) prior to the start of the event.** <https://training.scouting.org/learning-plans/1179> In addition, the State of California passed AB506 that went into effect on January 1st, 2022. All registered BSA volunteers, employees, & other volunteers who are 18 years or older & who have direct contact with, or supervision of, children for more than 16 hours a month or 32 hours per year must complete a Live Scan background check & complete online mandated reporter training. Requiring registration, background checks, Youth Protection Training for all adults (18+, even if registered as a youth participant in Venturing or Sea Scouts) on Scouts BSA extended activities & complying with AB506 adds another dimension of protection for our Youth. To learn more please visit: <https://californiascouting.org/>.

- This requirement applies to any adult accompanying a Scouts BSA group on a single Scouting activity
- Adults **must** be registered as leaders, **including the completion of a Criminal Background Check (CBC) & Youth Protection Training (YPT) before the activity** (CBCs cannot be expedited)

Note: under normal circumstances it can take up to 3 weeks for a CBC to be completed – with many new adult registrations across the country at that time, it may take even longer - BE PREPARED by registering & completing your YPT & CBC early so as not to be told you cannot attend camp because it did not come back yet.

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

- Adults must maintain two-deep Leadership in Camp at all times.
- Notify the Camp Administration prior to arrival if you will have difficulties doing so.
- Adults must respect the privacy of Youth members.
- Adults & Youth will not share sleeping facilities at any time & Scouts must be within two years of age to share sleeping facilities.
- All Youth will respect the privacy of others regardless of age, gender, or relationship.
- If private issues between a Youth & an Adult must be dealt with, two-deep Leadership must be maintained during the conference, health check, or other event.
- See the Camp Administration if you or your Unit need assistance or advice in this area.

Camp Directors' Letter

Golden Gate Area Council proudly offers three outstanding Summer Camps for the Youth in your Unit. Whether you've decided to attend the beautiful redwood setting of Camp Royaneh, the rugged Sierra mountains of Camp Wolfeboro, or the sprawling hills & lake of Wente Scout Reservation, this guide will help you make the most out of your Unit's Summer Camp adventure.

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

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

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

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

The Camping Program of the Golden Gate Area Council is proud to be a part of your Unit's effort in serving our youth.

Yours in Scouting,

McKenzie Llano

Camp Director
Camp Royaneh

Connor Brock

Camp Director
Camp Wolfeboro

Mike Hannah

Camp Director
Wente Scout Reservation

Jonas Elam

Program Director
Camp Royaneh

William Russell

Program Director
Camp Wolfeboro

Scott Suplick

Program Director
Wente Scout Reservation

Joe Barton

Director of Support Services
Golden Gate Area Council

Michael McDowell

Camping Committee Chair
Golden Gate Area Council

Planning Calendar

Fees	Dates
Pay Unit Camp Deposit	Year Prior
Pay Youth Camper Deposit	1/31/2024
Pay Youth Camper Balance	3/27/2024
Pay Adult Camper Fee	5/29/2024
Pay Bridging Webelos Fee	5/29/2024
Pay for Individual Meals	5/29/2024
Tasks	Dates
Follow your Camp on Social Media	ASAP
Register for Pre-Camp Leaders' Meeting (April 16, 2024)	April 15, 2024
Begin Populating Registration System with Scouts' Information	February 2024
Collect T-shirt Sizing Information	February 2024
Email Parents the Link to Parents' Guide	March 2024
Email Parents the Link to Annual Health & Medical Record	March 2024
Begin Merit Badge Scoutmaster Conferences	March 2024
Collect Dietary Restrictions & Allergies	April 2024
Register Scouts for Merit Badges	Beginning May 1, 2024
Collect & Review AHMR for All Campers	May 2024
Collect Firearms Use Permission Forms (p 46)	May 2024
Review Requirements Not Covered at Camp (Prerequisites)	May 2024
Distribute Packing Lists to Youth	May 2024
Review Troop Equipment Needs	May 2024
Review Travel Instructions	June 2024

Registration & Camp Fees

2024 Camp Fees & Payment Schedule

Who	Where	GGAC Units*	Out of Council Units
Youth Camper Fees	Wolfeboro per Scout per Week:	\$715	\$745
	Royaneh or Wente per Scout per Week:	\$725	\$755
Unit Camp Deposit	At time of Reservation	\$500 per Unit per Site per Week (ONLY REFUNDABLE IF CANCELLED BY COUNCIL)	
Item	Deadline	GGAC Units*	Out of Council Units
Youth Camper Initial Payment	1/31/2024	\$250 Deposit per Scout (ONLY REFUNDABLE IF CANCELLED BY COUNCIL)	
Youth Camper "Free T-shirt" Deadline	3/27/2024	Balance of CW \$715 CR or WSR \$725	Balance of CW \$745 CR or WSR \$755
Adult Leaders	5/29/2024	First Adult is FREE Remaining Adults are \$450 per Adult (Partial week Adults are \$90 per day)	
All bridging AOL Scouts Payment Deadline	Must be paid in full by 5/29/2024	CW \$715 CR or WSR \$725	CW \$745 CR or WSR \$755
Late Registration Fees & Deadlines			
Youth Campers	After 3/27/2024	CW \$745 CR or WSR \$755	CW \$775 CR or WSR \$785
AOL Scouts	After 5/29/2024	CW \$745 CR or WSR \$755	CW \$775 CR or WSR \$785
Adult Leaders	After 5/29/2024	\$450	\$450

- Campers with fees paid in full by March 27, 2024, will receive the annual camp cotton T-shirt free (T-shirts may not be available at camp in all sizes.) Arrow of Light Scouts registering by 5/29/2024 will also be eligible for the free annual camp T-shirt.
 - Your site & week are not guaranteed until your deposit with projected attendance is paid.
 - If your initial payment is for a different number of Scouts than you initially indicated, your Troop may be required to move to a smaller campsite or share your site.
 - Camperships are only available to GGAC Scouts attending Camp Royaneh, Camp Wolfeboro, or Wente Scout Reservation & may only be applied to one camp per year.
 - The deadline for applying for Camperships is March 27, 2024. No late applications can be accepted.
 - Arrow of Light Scouts may apply for Camperships until May 29, 2024.
- *GGAC In-Council rates applicable to units coming from Councils without a functioning Summer Camp

Registration

We strongly encourage a Youth to Adult ratio of no lower than 5:1, while maintaining Two-Deep Leadership. If your unit needs to go lower than 5:1 after the Two-Deep Leadership requirement is met, please contact the Camping Program Department in writing at Camping@ggacbsa.org.

Council Refund Policy

The Golden Gate Area Council has instituted a refund policy to ensure our Scouts receive high quality programs & activities. A great deal of advanced planning & purchasing takes place for programs & events of the Golden Gate Area Council during the months & weeks prior to an event.

The Council will refund up to 100% of the costs for any event it cancels. In order to maintain the most cost effective & positive program impact activity, camping, & event refunds of 100% cannot be given. Refunds are not given for No-Shows, schedule conflicts, weather conditions, or behavior issues occurring before or during the event. Refunds are considered based upon the following criteria & timeline & are returned to the person or entity & in the manner in which they were received.

Time Until Start of Event	Percentage Refund
Up to 14 days prior	80% refund
Up to 7 days prior	60% refund
7 days or less	No refund*

*Participants who cancel from an event within 7 days will be considered for up to a 60% refund if the refund request is accompanied by a Doctor's note. Requests under these circumstances will not be considered if not received at the Council Service Center less than 14 days after the start of the event.

Camperships

The Golden Gate Area Council believes each Scout should be given every opportunity to attend Camp. At times it can be hard for a family to raise the money, & Camperships can help cover part of the cost of a week of Camp for Golden Gate Area Council members attending one of the Golden Gate Area Council Camps. Campership applications are due by March 27th for continuing Scouts & May 29th for newly bridged Arrow of Light Scouts. (<https://ggacbsa.org/summercamp/>)

Provisional Camper

No Troop.....No Problem! You don't have to miss out on all the fun just because your troop isn't going to summer camp or because other summer plans mean you won't be able to go to camp with your Troop. You may even want to do an additional week of camp just because you had such a great time.

New Friends.....New Experiences! Provisional Camping is just like camping with your home troop, except you'll have the opportunity to camp with new friends as you join Scouts from all over the council & beyond. You'll meet new people & have the opportunity to develop friendships that can last a lifetime. Provisional Scouts will partner with a selected Golden Gate Area Council Troop with an experienced leader. You'll have a full time Scoutmaster for the week that, just like your Scoutmaster back home, will make sure you have a safe & fun camp experience. Provisional scouts can participate in all of the camp's exciting programs including advancement, competitions, & patrol events. It's a great way to finish additional Merit Badges, or to try a new part of the program that you weren't able to try before.

NOTE:

1. First-year summer campers cannot attend as Provisional. Youth must have attended at least one Summer Camp at the camp prior to this year.
2. We will contact you after receipt of your reservation to coordinate registration into specific camp programs, get health forms, emergency contact info, permission slips, etc...
3. Adults attending with provisional Scouts must pay a leader fee.

SO, sign up now if you'd like to attend camp as part of the provisional camping program!

Provisional Camping is the creation of a temporary Troop or an opportunity to work with another unit. Provisional camping allows youth to attend camp without their home unit. Provisional camping is not new; it is used during many different Scouting events including National Jamborees & High Adventure trips.

The Scout's family is responsible for transportation to & from Camp. Please contact the Golden Gate Area Council Camping & Outdoor Programs Department (camping@ggacbsa.org) for questions or more information.

General Camp Information

2024 Camp Dates

Sunday to Saturday	CAMP ROYANEH	CAMP WOLFEBORO	WENTE SCOUT RESERVATION
June 16 – June 22	<input type="checkbox"/> Week 1	<input type="checkbox"/> Week 1	<input type="checkbox"/> Week 1
June 23 – June 29	<input type="checkbox"/> Week 2	<input type="checkbox"/> Week 2	<input type="checkbox"/> Week 2
June 30 – July 6	<input type="checkbox"/> Week 3	<input type="checkbox"/> Week 3	<input type="checkbox"/> Week 3
July 7 – July 13	<input type="checkbox"/> Week 4	<input type="checkbox"/> Week 4	<input type="checkbox"/> Week 4
July 14 – July 20	<input type="checkbox"/> Week 5	<input type="checkbox"/> Week 5	<input type="checkbox"/> Week 5
July 21- July 27	<input type="checkbox"/> Week 6	<input type="checkbox"/> Week 6	<input type="checkbox"/> Week 6
July 28 – August 3			<input type="checkbox"/> Week 7

2025 Camp Dates

Sunday to Saturday	CAMP ROYANEH	CAMP WOLFEBORO	WENTE SCOUT RESERVATION
June 15 – June 21	<input type="checkbox"/> Week 1	<input type="checkbox"/> Week 1	<input type="checkbox"/> Week 1
June 22 – June 28	<input type="checkbox"/> Week 2	<input type="checkbox"/> Week 2	<input type="checkbox"/> Week 2
June 29 – July 5	<input type="checkbox"/> Week 3	<input type="checkbox"/> Week 3	<input type="checkbox"/> Week 3
July 6 – July 12	<input type="checkbox"/> Week 4	<input type="checkbox"/> Week 4	<input type="checkbox"/> Week 4
July 13 – July 19	<input type="checkbox"/> Week 5	<input type="checkbox"/> Week 5	<input type="checkbox"/> Week 5
July 20- July 26	<input type="checkbox"/> Week 6	<input type="checkbox"/> Week 6	<input type="checkbox"/> Week 6
July 27 – August 2			<input type="checkbox"/> Week 7

Sunday Check-In

Camp Check-In is scheduled from 12:00 noon until 2:00 PM on Sundays. Your assigned Camp Staff Member(s) will be awaiting your arrival & meet your unit at the Camp parking lot, & then assist you in settling into your campsite & starting your camp tour & check-in. Please do NOT enter camp without completing the initial Check-In.

Required Forms

BEFORE departing home please collect & double check the following documents are complete. Have them readily accessible at Camp to speed up the check-in process. **All campers (adults & scouts) must have all their paperwork & will not be allowed to enter camp without it.**

[BSA Annual Health & Medical Record](#) - ALL Campers, Youth & Adult, must have a current, completed BSA health form with all three sections (parts A, B, & C) & all appropriate parental & doctor signatures. The Health & Medical Record must be valid for the camper's entire stay. They must be renewed annually. None of the Camps are staffed with personnel capable of completing the physical on-site.

[Firearms Permission Slip](#) (see page 46): Youth campers are required to have an Official Firearms Permission Slip to participate in all Shooting Sports activities at Camp. One (1) signed copy is required per Youth. Youth permissions will be identified by their wristband.

Transportation & Parking

Transportation to Camp

Each unit committee plans & provides its own transportation to & from camp. The Check In & Out sections of this guide should be used in planning your trip.

Parking

Camp speed limit is 5 mph. To protect the health & safety of Campers & conserve Camp property. Council policy states that personal vehicles are not to be used on In-Camp service roads. Leaders & visitors should park in the parking lot near the main area of Camp. ALL Vehicles should stop in this lot & Scouts should pack in all personal gear from this point. Parking in Campsites is not permitted.

All vehicles must back-in to park for evacuation purposes. Please remember our Camp properties are fragile environments, keep your vehicle on the main Camp Road. All vehicles should remain in each Camp's central parking lot throughout the week unless you are exiting or entering Camp. Everyone who brings a vehicle onto the property is responsible for keeping their keys on their person at all times in case of an emergency.

Any adults wishing to leave Camp during the week should ensure their Troop leadership know where you are going & when you will return. Leaders leaving Camp at any time need to check out & back in at the Camp Office. For emergency purposes, the Camp Administration must be able to account for each & every Scout & Scout leader at all times.

Camp Wolfeboro Note: There is extremely limited parking at the bottom & top of the hill.

Troop Trailers

All Troop equipment trailers at camp must be parked so as not to obstruct the free flow of traffic.

Tenting

Camp Royaneh & Wente Scout Reservation provide traditional canvas wall tents, whereas units attending Camp Wolfeboro must provide their own tents & transport them to & from camp. Each unit is responsible for providing adequate sleeping space for all members in attendance. Camp Wolfeboro does not provide platforms.

The entrance to each tent must be clearly marked with "No Flames in Tent" & have full dirt & water buckets nearby, per BSA regulations. (Camp makes every effort to have ample containers available.)

Camp Royaneh & Wente Scout Reservation Note: It is vital to respect & maintain the canvas wall tents. Due to past accidents, it is necessary to hold units accountable for damage to tents in use during your stay. Prime examples of damage include Scouts practicing woodcarving, using their pocketknives in their tent & cutting the walls of the tents. These types of accidents are irresponsible of the Scout & disrespectful of the equipment & Camp Property.

Upon arrival your Troop Leadership will inspect tents with your Troop Guide noting any previous damage. During checkout, if any new damage is found, Troops will be responsible for a charge of \$12 per inch up to the replacement cost of the tent. Normal wear & tear is understandable. The Camp Director has the final say on damage.

The additional \$10 per Scout fee for Camp Royaneh & Wente Scout Reservation is used for capital improvements for tent platforms & tent replacement.

Medical Checks

All Scouts & Scout leaders must go through a medical re-check with Camp personnel upon arrival.

All prescription medication brought to Camp must have original containers & original instructions for administration. At minimum, one adult leader will be required to work with Scouts to administer & track medications in the Troop medication log provided at Camp.

The Camp Health Officer will review all prescribed medications listed on the Annual Health & Medical Record during the Med Check.

Incomplete health forms, **including the physician's signature** for Part C will delay the participation of Scouts in Camp activities until completed forms are faxed to Camp. A failure to supply a valid form will necessitate the Scout being picked up from camp.

Dining Hall

During your unit's Check-In & Camp Tour, your unit will receive a Dining Hall orientation. Please alert the Dining Hall Steward of food allergies or dietary restrictions.

The first meal served at camp is Sunday dinner, & the last meal served is Saturday breakfast. For each meal, your unit must provide two hosts for every table that is assigned to the unit. The hosts will come to the dining hall to set up the table for the meal. The hosts should plan to report to the dining hall 15-20 minutes before each meal.

Dietary Needs – Please note ANY scout or Adult leader with food allergies or religious dietary restrictions during online registration. For severe allergies or more complex needs than can't be listed easily, email camping@ggacbsa.org three (3) weeks prior to arrival. Please submit items you can eat as well as those you can't.

NOTE: NO ONE is allowed in the Kitchen Area without permission from the Kitchen Supervisor.

Camp Administration

Camp Royaneh - the Administration Building is home to the Camp Office, Health Lodge, Safe Deposit Boxes, Program Office, Chief's Room filled with camp history, Unit Mailboxes, & Trading Post.

Trading Post

If you're looking to purchase camping gear, a camp souvenir, or even a snack, the Trading Post is your one stop shop for all camp necessities. Forgot your toothbrush? Don't worry! Our Trading Posts carry toiletry products that you might have left at home. Trading Posts are stocked with Camp T-shirts! Our pocketknife selection is ever-changing, so make sure to bring money & check out the current stock. Don't forget to have proof that you earned your Totin' Chip with you when you get to the register!

The Trading Post, which is open after meals & during program time, is the place for you to pay for Open session project materials, Target & Range Sports tickets, & trail rides! You can also pickup patches, neckerchief slides, & belt buckles, many unique to specific years of camp. The Trading Post staff is happy to accept cash, check, & all major credit cards.

On average, a Scout spends \$100 during their week at camp. This amount will depend upon the Scout's personal needs & whether the Scout's interests require special purchases such as Open shoot rifle range targets or non-merit badge handicraft items. We ask that Scouts come with small bills to aid in making change. For \$100, we recommend one \$20, four \$10, six \$5, & ten \$1.

Target & Range Sports tickets are available for purchase at all Trading Posts. Tickets are \$2 each. (Please note that tickets are not required for the Target & Range Sports Merit Badges.)

- Archery is Free
- Black Powder: 1 Ticket = 1 shot
- Rifle: 1 Ticket = 1 target, 5 shots per target.
- Shotgun: 1 Ticket = 1 clay pigeon, 1 shot per pigeon

Visitors

Visitors are welcome at each Camp; however, there are a few things to keep in mind before inviting visitors. Camp does not have separate visitor accommodations, and it's important for parents to remember that Scouts will probably be busy with Camp activities. Due to liability considerations and National registration requirements, only registered participants may participate in Camp programs, including staying overnight.

The best time to visit is the last full day of each session (Friday). The cost is \$90 per person per calendar day, meals included.

Uniforms

Field uniforms (a.k.a. "Class A") are worn at all flag ceremonies & at morning & evening meals. During the day & evening, Scouts should wear attire appropriate to the program area in which they are participating. Activity uniforms ("Class B's") are highly recommended. There are **NO laundry facilities** available to campers.

Scout appropriate attire is required at all times. Please see the Appendices for the Golden Gate Area Council Clothing Standards for a detailed description of "Scout Appropriate Attire." Swimsuits & sleeping attire are **NOT** acceptable at meals.

Camp Royaneh Communications

Mail

Mail may be picked up each day in the Chief's Room by an Adult Leader or the Senior Patrol Leader. Outgoing mail should be placed in the slot in the Administration Building. Please make certain all mail has a return address in case it arrives after the Unit has left. Mail to Scouts from home should be addressed as follows:

For USPS:	For ALL OTHER carriers:
Scout's Name & Troop #	Scout's Name & Troop #
Camp Royaneh	Camp Royaneh
P.O. Box 39	4600 Scanlon Road
Cazadero, CA 95421-0039	Cazadero, CA 95421-0039

Telephone

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

Telephone: (707) 632-5291

Internet

Wi-Fi is available in the Chief's Room from 5am to 12am. Adults, please keep all electronic devices in the Chief's Room.

Check-Out

Leaving Camp Midweek

- All Units or groups of Scouts must check out at the Camp or Program Office before leaving Camp property, such as a day hike to Wolfboro's Upper Falls.
- Adults who leave during the week must check out at the Camp or Program Office.
- Adults returning to Camp must check back in at the Camp or Program Office upon arrival.

Youth Early Release from Camp Property

For the safety of all Scouts attending Camp, it is the policy of the Golden Gate Area Council to follow these procedures in the event that a Scout must leave earlier than the whole Unit. The following must ALL be in the Camp Office together prior to departure (known at Camp as the Magic 5)

1. The Scout - The Scout must be present & sign out with the Adult Driver's signature.
2. Scout's Annual Health & Medical Record must list the driver as an Authorized Adult.
3. Adult Driver picking up the Scout must report directly to the Camp Office upon arrival.
4. Adult Driver's License & Insurance will be checked for validity.
5. Adult Leader Remaining in Camp verifies Unit knows when & with whom the Scout left.

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

Health & Safety

Communicable Diseases

With Covid-19 essentially endemic, we are shifting back to a commonsense policy of preventing the spread of communicable diseases. In other words, if any camper (Adult or Youth) or drivers are showing the following signs and/or symptoms within the 24 hours of arrival at camp, please stay home: Running a fever (>100.4 °F), Vomiting, Diarrhea, or New Cough.

Health

Health Facilities

Each Camp has a well-equipped Medical Lodge with a Health Officer trained to handle minor accidents & illnesses.

For each camp arrangements for treatment of more serious cases have been made with medical clinics & hospitals in the surrounding communities. If such treatment is required, attempts will be made to notify the camper's parents. Their desires concerning further treatment will be accommodated wherever possible.

1. It is the responsibility of the unit leadership to provide transportation for unit member(s) requiring services from a doctor or hospital. The camp will provide transportation only when a unit has inadequate transportation, or if an injury requires medical personnel with emergency transportation.
2. One adult leader from the unit must accompany the unit member(s) requiring services to the doctor or hospital. The adult leader must obtain the Scout's health record & any insurance forms from the Camp Health Officer before going to the doctor or hospital. Also, two-deep leadership still applies.
3. Since parent(s) or guardian(s) will be notified of any serious illness or injury, they should provide information about where they can be located if they will not be at home during the week of camp.
4. The Camp Health Officer must clear all cases requiring outside medical care. This is an agreement with the local health services facility & usually required by insurance companies for claim procedures.
5. Those leaving camp **for any medical reasons** should check out with the Camp Health Officer. Upon returning to camp, they must check back in with the Camp Health Officer & show documentation of release & any medical restrictions & care.

If not returning to camp, notify your Unit Leaders at camp or leave a message with the Camp Office.

Health Personnel

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

Medical Emergencies

In the unlikely event of a medical emergency while at camp:

Camp Royaneh, the patient will most likely be transported to Russian River Health Center. Urgent Care cases will be sent to Urgent Care clinics in Santa Rosa. After hours cases will be sent to the Sutter Santa Rosa Regional Hospital.

Medications

The Boy Scouts of America National policy states:

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

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

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

Dietary Needs

See Dining Hall on Page [13](#).

Special Needs

Unit leaders should understand the limitations & strengths of the Scouts in their charge. In some cases, leaders may need additional guidance regarding the extent of appropriate physical activity from the Scout's health-care provider, physical therapist, or teacher, in addition to the parents or guardians. Where a Scout is known to have special needs, it is essential that their Annual Health & Medical Record accurately reflect that condition. Likewise, the camp experience should not be an opportunity for a “medication vacation” – the Scout should maintain the normal prescribed medication while at camp to ensure a positive experience for the Scout & others at camp.

Many Scouts with disabilities can accomplish the basic skills of Scouting, but they may require extra time to learn them. Working with these Scouts can require patience & understanding on the part of unit leaders & other Scouts. A clear & open understanding should exist between the unit leadership & the parents or guardians of a Scout with a disability.

Scouts with special needs will be given opportunities to camp, hike, & take part in other unit activities based on their capabilities & safety. Using accessible facilities is an invitation for Scouts with special needs to feel welcome & able to fully participate. Camp operations may be able to work with the unit leadership to design a program for Scouts with special needs if given adequate advance notice. Please provide the camp staff of your destination camp with as much advance notice as possible, so we can work together to provide the best possible experience for your Scouts. You can connect with them through our Camp Staff Coordinator (Camping@ggacbsa.org).

Insurance

The BSA's Annual Health & Medical Record form requests personal health & accident insurance carrier & policy number. This information is needed in the event someone has a life-threatening condition & is taken to the hospital & the emergency contact person cannot be reached. Doing so meets requirements set by the BSA's insurance provider.

All Units attending camp must be covered by accident insurance.

Drugs, Alcohol, & Tobacco

Prescription drugs must be checked in to the Camp Health Officer. Non-prescription medications (aspirin, cough syrup, etc.) may be used only with the approval of the Camp Health Officers. Local authorities will deal with those using illegal substances at camp. Alcoholic beverages are not allowed in camp! Anyone in possession of, or under the influence of, alcohol will be escorted from camp immediately.

Smoking/Vaping Policy—All buildings & facilities are designated as nonsmoking facilities. Smoking or vaping is not permitted anywhere in camp. All activities will be conducted in a smoke-free environment.

If any Adult must use tobacco, they may do so ONLY in the designated smoking area.

Safety

Emergency Procedures

In the event of an emergency, notify a member of Camp Staff immediately. Do **NOT** attempt to deal with the emergency yourself, regardless of the situation. If the situation seems at all dangerous, as in the event of wildfire, the priority is to evacuate all Scouts & Leaders from the immediate area. For all emergency assembly purposes, a siren will sound, fire bell rung, & ALL Campers should report immediately to the Camp Assembly Area to await further instructions. When your Troop arrives at the Assembly Area, take roll using your Unit Roster printed from Black Pug. A key member of the Staff will ask for a Troop Roll Call. If anyone is missing, Camp Staff or appropriate Emergency Personnel will initiate a search. More information on emergency procedures will be available on your first day in Camp. In all cases, vehicle owners are required to keep their keys with them at all times while in camp.

Emergency drills are held during each session of Camp. When the alarm sounds, all Scouts & Adult Leaders are to report immediately to the designated assembly area.

Fire Safety

National Camp Standards require that each Unit post a completed Unit Fireguard Chart in their Campsite. These forms will be posted on your Campsite's bulletin board prior to your arrival.

Each Campsite has buckets, a shovel, & a rake. Do not remove these tools from your Campsite. Proper means of extinguishing fires should be on hand at all times. In case of extreme fire danger, the California Department of Forestry or the US Forest Service may temporarily suspend our Campfire permit.

Liquid or propane fueled stoves or lanterns are to be operated only under direct adult supervision. Any large quantity of fuel must be stored with the Camp Ranger.

Extreme caution must be taken whenever an open flame is involved. Camp can be a very hot & dry tinderbox during the summer. Be sure that all lanterns used are of approved status.

Fireworks of any kind are illegal & strictly prohibited in Camp. Possession of fireworks will be grounds for immediate dismissal from Camp property & could result in criminal prosecution.

Program Safety

Aquatics

All Scouts & Adult Leaders are required to take the BSA Swimmers Test before participating in any aquatic activity, no exceptions. Waterfront is off-limits when no Staff is present. No swimming is allowed anywhere other than the official Waterfront.

ATVs, COPE, Climbing, Corral

All Scouts & Adult Leaders should only enter these program areas with permission from a staff member who is present at the time. Appropriate safety equipment provided by staff must be worn at all times. These areas all require long pants & closed-toed shoes. The ATV program also requires long sleeves & shoes that cover the ankle.

Target & Range Sports

Permission from a parent or guardian is required for Scouts to shoot at any of our Camp ranges. A single copy of the Firearms Use Permission Slip is required. Troops will submit the completed forms alphabetically by last name. The Scout will then receive a wristband marked certifying that their Permission Slip is on file. The blank form can be found in the Appendix ([p 46](#)).

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

Eye & ear protection will be required for all participants & spectators. **Personal protective gear will only be allowed with Rangemaster discretion.** Please present your eye or ear protection for the Rangemaster to inspect or be prepared to use what is provided. All safety equipment is inspected for safety & replaced as necessary.

Protective equipment for Archery is **required to be worn by all participants, Scouts or adults.** Archers will wear finger tabs or gloves & arm guards while actively practicing archery, no exceptions. Failure to adhere to this policy will result in dismissal from range activities.

Red Flags are used to designate a Shooting Range

- If the flag is **DOWN**, the range is closed - - **DO NOT ENTER!**
- If the flag is UP, staff is present, & the range is Open
- Yellow rope or caution tape designates a restricted area - - **DO NOT CROSS!**

Personal Safety

- Closed-toed shoes are required throughout all Camps. The **ONLY** exception is inside the pool or Waterfront areas.
- Everyone should carry a filled water bottle at all times.
- Travel only on designated trails.
- Report safety issues to the Camp Office immediately.
- All Camps operate on the buddy system. Scouts need to have a buddy in program areas, on hikes, & in any other activity they are participating.
- Initiations and/or hazing are strictly forbidden by BSA National Council Policy.
- Non-prescription drugs & alcohol have no place in Camp & are prohibited at all times.
- No flames of any kind are allowed in tents or outside a designated fire ring at any time.
- Fireworks are prohibited by County & State law at all of our Camps.
- Pets of any kind are not permitted at any Camp.

Personal Projectile Throwers

Please leave all personal bows, firearms, & ammunition at home! **For the safety of Camp participants & to be in line with Camp Standards, our Shooting Sports Director must secure ALL designated Firearms on property.**

If personal bows, firearms, or ammunition find their way to camp, they must be checked in with the Target & Range Sports Director who will safely store them on the Range until checkout.

Knives

Knives may be necessary in the successful completion of an activity. For these activities, Totin' Chip training is available. All Scouts who carry knives or use other wood-cutting tools must carry their completed Totin' Chip card with them. NONE of the programs offered at camp require the use of a knife with a blade longer than four inches.

Under NO CIRCUMSTANCES are SHEATH KNIVES NEEDED or ALLOWED for participation in the camp programs. Knives of that type will be confiscated for the duration of the week.

Plants & Animals

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

Camp Wolfeboro has a real possibility of bears. Each Campsite is supplied with a heavy-duty bear locker. Full "smellable" precautions should be taken at all times as bears do make their way into camp from time to time. Each evening, all trash should be removed from Campsites & deposited in the appropriate location behind the Dining Hall. No food in any tents, as even mini bears (chipmunks & ground squirrels) can do considerable damage to tents & other equipment when searching out food.

Camp Royaneh has the perfect climate for growing **Poison Oak**, & we have some nasty patches around. Make sure your Scouts & Adult Leaders know what it looks like (after all, it's an advancement requirement). If you need help just ask a Staff member to point some out.

Valuables

None of the Golden Gate Area Council Camps are responsible for the security of campers' valuables. Leave unnecessary valuables at home; this includes items of sentimental value, such as a compass that has been handed down from father to son. Scouts should not take certain items (jewelry, money, etc.) to the aquatics or high adventure program areas. Some troops bring a "lock box" to store valuables for scouts at camp, but they need to be secured.

Lost & Found

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

Camp Royaneh's Lost & Found, the "Honor Box" is the large metal box to the right of the Trading Post. Place clothing or other items in this box. Any items of value — knives, watches, etc. should be turned in to the Camp Office for safekeeping.

Damaged Equipment

Each unit is responsible for taking care of camp equipment that has been issued for their use. If this equipment is damaged, the individual or unit is responsible for cost of repairs or replacement at the discretion of the Camp Director.

General Merit Badge Information

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

To earn a Merit Badge at Camp, a Scout must complete the requirements of that badge. A Scout must demonstrate the required knowledge to earn the badge, but we will give them every opportunity to satisfy the requirements they need. Simply showing up to each session does not earn the merit badge, & active participation is required. Completing a Merit Badge certifies the Scout's knowledge.

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

Blue Cards

The Camp staff will utilize Black Pug for all merit badge tracking & your online access will allow you to print or re-print your own blue cards at home. Each camp will issue a "blue card" for each newly started merit badge. All advancement is done digitally & can be inspected throughout the week with 24/7 Scouting, & corrections will be made Saturday morning during checkout.

Partials

There are many badges that have requirements that cannot be completed at Camp. Some of these are due to time-bound requirements, & others simply cannot be done in a summer Camp setting, such as Camping requirement 9a (Camp a total of 20 nights at designated Scouting activities or events). It is the policy of the National Council of the Boy Scouts of America that there is no time limit (other than the Scout's 18th birthday) on a Scout completing a Merit Badge after receiving a partial. All Golden Gate Area Council Camps will honor partials regardless of date or location that requirements were completed. Counselors will ask Scouts to review requirements already signed off to ensure that they are able to properly complete the Merit Badge. It is necessary for Scouts to bring the Merit Badge blue card partial to Camp.

Merit Badge Pamphlets

Scouts taking a merit badge are to provide their own copy of the merit badge pamphlet. The camps will no longer provide merit badge books/pamphlets for Scouts.

Camp Royaneh Program

Your program should be based on the needs & desires of the individuals in your unit. To ensure your unit's needs are met, we suggest that your unit have each youth decide, in advance, all the merit badges & other advancement & activities they want to do. Merit badge sign-ups will be accessed through <https://scoutingevent.com/023-CR2024>. The list of merit badges offered at Camp Royaneh with prerequisites & the tentative schedule located on Pages [30-32](#) & [33](#), respectively.

Aquatics

Merit Badges

Lifesaving

Swimming *now 2hrs*

Special Programs

Beginner Swim—This session helps scouts learn the strokes necessary to pass the BSA swim test.

Big Splash Contest—Can you cannonball & soak everyone? Do you have the best dive? Compete against the rest of camp Friday at 7 pm during the Big Splash Contest. Categories for Scouts & Scoutmasters alike!

Mile Swim BSA—Scouts & Scouters need to be in good physical shape to complete the rigorous requirements of this award. Before swimming the mile, all participants must attend 4 training sessions. The mile swim will generally take place on Friday afternoon. Please see the Aquatic Director to arrange conditioning times.

Polar Bear Pewter—Be at the pool by 6:30 am Tuesday & Thursday to prove you can survive the icy waters of Royaneh & be one with the polar bear.

Snorkeling—Discover the world below the water! Snorkeling is Tuesday & Thursday at 7 pm.

ATVs

Special Program

Scouts will complete a week-long riding & safety program, completing the ATV Safety Institute's (ASI) RiderCourse including five action-packed days of learning the safety & skills of riding & ATV. The course includes different types of turns, driving over & around obstacles, going up & down hills, & more. Scouts that finish the course will have earned the ASI *RiderCourse* Certification.

Scouts need shoes or boots that cover their ankles, long pants, & long sleeves, & are advised to bring a mask or bandana for their faces. The minimum age for participation is 14 yo at the start of the session.

Attendance every day is mandatory. To keep everyone safe, scouts will not be allowed to participate if they miss any instruction time, as they will miss vital information. The cost of the program is \$20 for the week.

Baden-Powell

Merit Badges

Cooking

Scouting Heritage

Cooking & Scouting Heritage merit badges are offered for all ages at camp, while Badge-Powell is designed to offer First-year Campers an opportunity to work towards First Class rank while still

experiencing all aspects of Camp Royaneh's programs. Staff will guide them through requirements for rank advancement. The Scout will be taught the skill & then tested. If the scout is successful, they will be signed off on a requirement card that they submit to the troop leadership. We highly recommend that troop leadership then test the Scout before officially signing off on a requirement in the handbook.

The Baden-Powell staff can verify that a Scout has learned a skill, but the troop will have the ultimate authority to determine if the Scout has "passed the test". Similarly, our staff cannot sign off requirements that only can be completed in a troop setting (attending troop or patrol activities, etc.). This program area emphasizes the use of the EDGE method.

Scouts can work toward a rank in one of two ways:

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

Session Information

Rank	Limit	Reqs. Covered	M	T	W	Th	F	Other Information
Tenderfoot	20	1c, 3a-d, 4a-d, 5a-c, 7a, 8, 9	1c, 5a-c, 9	4a-d	7a	3a-d, 8		SM Dinner on Tuesday
Second Class	20	1b, 2 a-d, 2f-g, 3a, 3c-d, 4, 5a-d, 6a-e, 9a-b, 10	1b, 6a-e	2a-d, 2f-g	3a, c, d, 4,	5a-d	9a, 9b, 10	Thursday is Pool Day
First Class	20	1b, 2a, 3a-d, 4a, 5a-d, 7a-b, 6a-d	1b, 2a, 5a-d	3a-d	7a, c-e, 3d cont	4a	6a-d	Friday is Pool Day

Special Programs

Open Skills— Scouts can come to Baden-Powell on Sunday & Friday from 7:00-8:15 pm to work on any requirements or practice scout skills of their choice. On Tuesday & Thursday, the Baden-Powell staff will facilitate open skills at the pool to complete aquatics rank requirements for Second & First Class. Staff can only help them *complete* requirements that are possible to do at camp, but they can receive information or help with any requirement in any rank. Encouraged for scouts who want practice material from class & scouts who only have a few requirements left in a rank.

Advanced Scout Skills Workshop— This week-long class is tailored toward experienced scouts & adults of any level who want to put their scout skills to the test. Each day scouts & adults are provided fun, unique challenges & competitions pertaining to a different skill category. Completing the workshop is an alternate way to earn the Baden-Powell Pewter & winners of challenges will receive special awards.

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

The Robert Baden-Powell Pewter—Throughout the week, a variety of activities exist in the Baden-Powell area, designed to help new Scouts acclimate into Camp. Scouts complete various activities at

Baden Powell & also work on advancing their own Scout skills & knowledge; they will be rewarded with a Campaign Hat Pewter. The activities are:

- *Monday 4 pm* – Flag Ceremony Training – An opportunity for the scouts to learn how to do a proper flag ceremony. Once they raise & lower the flag to instructors' satisfaction, they will earn this requirement.
- *Tuesday* – Baden-Powell Dinner (either participate or be a volunteer organizer) Volunteers must talk to instructors by 3:45 pm the day of the Dinner.
- *Wednesday* – Know your Knots? Master your skills before your end of week quiz!

Baden-Powell Dinner—Scoutmasters are invited to a special dinner Tuesday night, prepared by Scouts in their Troop who are working on their Tenderfoot rank.

Baden-Powell Dessert— Troops are invited to swing by Baden Powell for a staff-made Dutch oven dessert. Scoutmasters will sign up for one day of the week; on that day, bring your troop to Baden Powell between 8:15 & 8:45 pm to serve the dessert & enjoy during the campfire that follows.

Camporee Competition— Represent your troop in a camporee-esque competition where one patrol from the troop competes in numerous activities for the best score. Different patrols are scheduled to come during 7-8:15 pm on Tuesday, Thursday, or Friday. Winners are announced at the end of the week.

Climbing & COPE

The Climbing Wall is a program designed around our beautiful surfaces at camp. Scouts will be able to learn the basics of climbing while also learning belaying & rappelling techniques. **Scouts must wear long pants & closed-toed shoes to participate in this program area.**

Merit Badges

Climbing

Special Programs

Open Climb—Every afternoon 4:00-5:00 pm. This is a time for any Scout or adult to take some time & climb our natural rock wall. Registration in merit badge session not required. No age limit.

Climb on Safely—Tuesday 7:00-8:15 pm. This is a program for adults to be trained in Climb On Safely. This program teaches adult leaders to be qualified supervisors on their troop's next climbing outing. BSA requires one (1) qualified, trained supervisor for every ten scouts attending an outing.

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

Adult COPE—Designed for the Scoutmasters & other adult leaders accompanying the Scouts all week, Adult COPE focuses on pushing boundaries for those adults who feel they are up for a challenge. The experience you gain here can be brought back to your Troops, including ice breakers & leadership games. Session limit: 8.

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

Project COPE—For Scouts over age 13, this week-long course begins with challenging initiative games, progresses through low-course activities, & culminates in a high-course event. This course is designed to help build teamwork & leadership skills, as well as to challenge Scouts to overcome personal fears. Session limit: 8 Scouts.

Diamond R Corral

For all Rides & Merit Badges, participants must wear long pants & closed-toed shoes. Horsemanship participants must be a minimum of 13 years old. Trail riding participants may be of any age. All riders must fit within the weight restrictions supported by the horses on site.

Merit Badges

Horsemanship

Special Programs

Horsemanship 2.0 (NOT a Merit Badge)—Reserved for the real cowboys & cowgirls of Camp! Class begins where the Merit Badge left off. Scouts practice skills learned in Horsemanship & get plenty of riding too. Class is Monday through Thursday & is two hours daily. Prerequisite: earned Horsemanship Merit Badge, 13 years old, >60 inches in height. Cost is \$35.

Arena Lessons—Not sure about riding a horse on the open trail? Come down to the corral & get a beginner lesson. The wranglers will help you build your confidence with a semi-private lesson. Learn how to safely greet & move around the horse, how to mount, stop & steer your mount. Cost is \$25 for a 30-minute lesson.

Trail Rides—A fantastic, relaxing, but exciting way to see the beautiful diversity of Camp Royaneh. Tickets are sold only at the Trading Post & will only sell one ride per person, & you must purchase your own ride. All rides go on sale Sunday evening. Space is limited, sign up early.

Afternoon 1-hour trail rides. Cost is \$25. Evening 1-1/2-hour trail rides. Cost is \$30.

Mountain Man Breakfast Ride—Take an early morning trail ride up to the rough & wild world of Mountain Man for a breakfast you won't forget! Cost is \$40.

Outpost Ride—The Diamond R Corral Staff runs an exciting outpost ride to a remote corner of Camp Royaneh – Twilight Ridge. It begins in the early evening with an hour ride followed by a Chuck Wagon dinner & a night under the stars. In the morning, a one-hour ride will get riders back to Camp for breakfast. For Youth only. Cost is \$50.

Outpost Ride Pewter—If you participate in the wonderful Outpost Ride listed above you will receive a pewter saddle. For those who decide to ride again, for your second Outpost completed you will receive a bronze saddle, & for your third outpost, you will receive a gold saddle.

American Cowboy Pewter—For you adults in camp, come find out if you have what it takes to become a hand at the Diamond R Corral. Find your way down to the corral & learn to throw a rope, saddle a horse, & many other fun activities. Complete the tasks required & you can be one of the few people to possess the coveted American Cowboy Pewter.

Wrangler Pewter—And for the scouts who want to learn what it is like to work at the corral & all of the fun it brings, come down to the corral & test your skills. Throughout the week, complete the requirements with the help of our staff & you can earn the newest pewter in camp.

Handicraft

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

Merit Badges

Art (EVEN)

Leatherwork *now 2hrs*

Photography (ODD)

Basketry

Metalwork *now 3hrs*

Woodcarving *now 3hrs*

Special Programs

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

Knife Master Pewter—Using your knife, you must cut the skin off an entire apple in one piece in under two minutes. Sounds easy, right? Be a Gold Knife Master if you peel an apple in less than 1 minute!

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

Mountain Man Program

Come to the top of the Mountain if you seek adventure! This program is intended for Scouts & Adult Leaders of all interests, experience, & age.

Merit Badges

Archaeology

Indian Lore

Textile

Exploration

Railroading

Wilderness Survival*

*There must be at least one (1) female adult leader present during the Wilderness Survival outpost on Wednesday night, if there are female scouts participating. If none are available, camp staff will have a female staff member instead.

Special Programs

Black Powder Rifle Shooting—Pour in the powder, pack the .50-caliber ball, & test your skill with a muzzleloader, like the ones used throughout the Old West. (By BSA policy, Scouts must be 14 or older to fire muzzleloaders). The range features targets from easy to difficult, including a golf ball @ 40 yards. Tickets are available at the Trading Post (\$2.00 each = 1 shot).

Leader Blanket Shoot—To participate, you need to bring a craft you have made. It can be any type of craft, neckerchief slide, patch, etc. All crafts are placed on a blanket. A single elimination shoot-off will decide the winner. The winner gets first pick of the crafts. Everyone gets a prize. Friday 7:00-8:15 pm. Tickets are available at the Trading Post (\$2.00 each = 1 shot).

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

Tomahawk Competition Leader & Scout Team event—Friday 7:00-8:15 pm. One scout & one adult leader from each Troop compete against all other Troops.

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

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

Nature

The name says it all! Come down to the Nature Glen to see our creatures & live specimens...and we're not just talking about the Nature Staffers.

Merit Badges

Astronomy

Bird Study

Chemistry

Energy

Environmental

Science *now 2hrs*

Fish & Wildlife

Management

Forestry

Geology

Mammal Study

Oceanography

Plant Science (EVEN)

Pulp & Paper

Reptile & Amphibian Study

Soil & Water Conservation (ODD)

Sustainability

Space Exploration

Weather

Special Programs

Critter of the Week—The Critter of the Week is a week-long competition where scouts compete to find the coolest critter in camp. Please do not submit any mammals, birds, or rattlesnakes for your safety & theirs. The Scout who wins gets a redwood round award.

High Loop Nature Trail—A self-guided hike of the top half of camp. Like the Cairn Trail, except no cairns, rather posts detailing interesting nature sights. There is a guidebook available to check out from the Nature Glen. All who complete the hike will receive a Pewter Oak Leaf.

Star Party—Come on down to the parade field after TAPS on Thursday to enjoy some hot cocoa under the starry night sky with the Nature Staff. This is Mandatory for scouts in the Astronomy merit badge.

Cairn Boot Pewter—24 mounds of rocks scattered throughout Camp Royaneh's forest with coffee can centers. Grab a map from the Admin. Building, hike all the cairns, stamp your sheet with every Cairn stamp found in the coffee can, & then get your Scoutmaster's note verifying you have done them all. Place the note in the box in the Admin Building. Play fair because the Nature Staff checks the cairns against the list in the box. If you pick up trash along the trail, you will receive the coveted Green Cairn Boot. If you pull 25 invasive plants, you get the Turquoise Cairn Boot, & if completed alphabetically, the Orange Boot Pewter.

Order of the Rattlesnake—Gourmet Royaneh, camp-wide public service announcements, & other fun activities await those who feel they are worthy of being inducted into the Order of the Rattlesnake, the Nature Glen's highest honor. Scouts 13+ are encouraged.

Royaneh Institute of Knowledge (RIK)

The Royaneh Institute of Knowledge & the Conservatory of Music offer older Scouts the opportunity to work towards the rank of Eagle & the chance for those scouts who have "done everything at Camp" to expand their horizons. Come study government in Green Bar Grove or learn how to write a play or start a business or join the Camp Chorus.

Merit Badges

Bugling

Citizenship in the Nation

Citizenship in the World

Communication

Entrepreneurship

Fingerprinting

Game Design

Music

Salesmanship

Theater

Special Programs

Camp Chorus— If you can speak, you can sing! Led by our Maestra, rehearse with other Scouts, adults, & staff to learn proper singing technique. Material includes our treasured Royaneh songs.

Music Pewter— Sing with the Camp Chorus & perform during our closing campfire, or bugle at a camp flag ceremony to earn this pewter! Be prepared with “To the Color” or “Taps” to perform at one of our flag ceremonies!

Royaneh Restoration Project Pewter—This program offers a glimpse of Camp Royaneh & Scouting history through the Royaneh Restoration Project! It’s a fun & engaging way to learn about the camp’s long history while also giving back to the camp that’s already given so much to us. Completing the Royaneh Restoration Project service project & three guided hikes will earn you the rarest pewter in camp! Meets nightly at 7 pm.

Scoutcraft

Merit Badges

Camping

Emergency Preparedness

Fire Safety

First Aid *now 2hrs*

Hiking

Orienteering (EVEN)

Pioneering

Search & Rescue

Signs, Signals & Codes

Special Programs

Firem’n Chit—Earning the Firem’n Chit allows a Scout to carry fire-lighting devices. Covered as part of Baden-Powell rank advancement sessions.

Totin’ Chip—Earning this give a Scout the right to carry or “tote” your own pocketknife & other wood tools. Covered as part of Baden-Powell rank advancement sessions.

Paul Bunyan Woodsman Award—Paul Bunyan was a woodsman skilled in the use of a variety of woodworking tools. An advanced axemanship course that requires extended time to complete. For older Scouts (14+) who want to learn more advanced woodsman skills. Long pants, boots, & Totin’ Chip are required. It starts Monday and Scouts must attend every session throughout the week.

Scoutcraft Pewter—Can you complete a short orienteering course, carry out a Pioneering project, tie the eight basic Scout knots, & assist in teaching either the Totin' Chip or Firem'n Chit? Get a form from a Staff member and complete one task from each of the four categories for the Silver Scoutcraft Award. Complete all twelve (12) tasks on the form earns the Golden Scoutcraft Award!

Target & Range Sports

All Youth who wish to enter any of the Shooting Ranges **MUST have a signed Firearms Use Permission Slip** (See Page [46](#)). Scouts participating in Rifle or Shotgun Shooting merit badge must "demonstrate the knowledge, skills, & attitude necessary to safely shoot" a rifle or shotgun (Rifle Shooting Merit Badge Requirement Opt. A 2H, Shotgun Shooting Merit Badge Requirement Opt. A 2G). Scouts who lack maturity & the appropriate attitude for firearm use will be dismissed from range activities & will receive a partial for the merit badge, per instructor discretion.

Merit Badges

Archery *now 2hrs*

Rifle Shooting *now 2hrs*

Shotgun Shooting *now 2hrs*

Special Programs

Open Shoot - Open to all ages & skill levels, though Shotgun requires 14 years old & >100lbs, & spectators are welcome, too! Try your hand at Archery, Rifle, or Shotgun shooting, & see how you score! Expert Instructors will be there to help you do your best. Verification of Permission must be shown to the instructor upon entry every time the range is visited, no exceptions. Please remember to follow all range safety rules & Rangemaster instructions when visiting. Disregard for rules and/or instruction will result in immediate dismissal from the range. Safety equipment at archery is provided & required to be worn. Both eye & hearing protection are provided at firearm ranges, proper prescription glasses can & must be worn when shooting. Shooting Sports tickets are \$2.00 each at the Trading Post:

- Archery = Free
- Rifle: 1 ticket = 1 target & 5 shots per target
- Shotgun: 1 ticket = 1 clay pigeon, 1 shot per pigeon

Rifle Competition—Wednesday afternoon from 4:00-5:00 pm. One Scout & one adult leader from each Troop are invited up to the Range to represent their Troop. The award to the finest riflemen & women in Camp will be presented at Closing Campfire. One team per Troop in the spirit of fairness! Both targets from scout & Adult leader are combined. This competition is for score not grouping.

Shotgun Competition—Beginning promptly at 7:15 p.m. Thursday night, this competition allows for one Scout & one adult leader to represent their troop in a tournament-style competition. Top scorers in each round will continue to compete for first, second & third places. The Scout competition will be held first, followed by the adult leaders, time permitting. Those who arrive after the competition begins will not be allowed to compete but may stay to watch the event. This is an individually scored event, not team style. Awards will be presented at Friday's Closing Campfire.

Archery Competition— Thursday afternoon from 4:00-5:00 pm. Each Troop shall send its best Archery team to prove their skill - one Scout & one adult leader! Top-scoring Archers will be presented with an award at Friday's Closing Campfire. One team per Troop in the spirit of fairness!

Daniel Boone Pewter—Shoot Shotgun, Rifle, Archery, & Black Powder for score to earn the Daniel Boone Coon Skin Cap Pewter. Those with the most elite shooting skills can earn the prestigious Gold Daniel Boone Pewter!

Camp Royaneh Merit Badges

Camp Royaneh 2024 Merit Badge Offerings

Merit Badge	Diff.	Limit	Age	Prerequisites	Information	Program Area
American Business	Med.				Offered EVEN years only.	RIK
Archaeology	Hard	25		Req. 10	Requires extensive work outside session.	Mountain Man
Archery	Hard	16		MUST be able to pull a 25 lb. bow. (Sunday)	now 2-hrs. May require extensive practice outside session. Older Scout priority.	Target & Range Sports
Art	Easy	16			May require time during open Handicraft. Offered EVEN years only.	Handicraft
Astronomy	Hard	25			Offered combined with Space Exploration. Requires observation time outside session.	Nature
Basketry	Easy	16			Requires extensive time outside session.	Handicraft
Bird Study	Hard	25			Require observation time outside session	Nature
Bugling	Hard	10		Req. 6 not covered at Camp.	Requires extensive practice time outside session. MUST bring own instrument.	RIK
Camping*	Med.	30		Req. 4b, 5e, 7b, 8d, 9a&b not covered at Camp.	Offered combined with Hiking.	Scoutcraft
Chemistry	Med.	20		Req. 2a & 4a.		Nature
Citizenship in the Nation*	Med.	20	14+	Req. 2		RIK
Citizenship in the World*	Hard	20	14+		Req. 7 done in buddy pairs with counselor	RIK
Climbing	Hard	12	14+		2-hr session.	Climbing
Communication*	Hard	16		Req. 5 & 7 (only opt. 7a can be done at camp)	Req. 8 requires extensive time & planning outside session.	RIK
Cooking*	Hard	16		Reqs. 4 & 6	Session overlaps meal shift. We can't accommodate all dietary restrictions.	Baden Powell
Emergency Preparedness*	Hard	20	14+	Reqs. 1, 2c, 8b	Must have First Aid merit badge to complete.	Scoutcraft
Energy	Med.	30			2-hr session offered combined with Geology. Field Trip Thursday.	Nature
Entrepreneurship	Med.	25			Offered combined with Salesmanship.	RIK
Environmental Science**	Hard	30			now 2-hrs. Requires observation time & extensive writing outside session.	Nature
Exploration	Hard	15			Requires overnight outpost.	Scoutcraft
Fingerprinting	Easy	30			Only attend 1-day session.	RIK
Fire Safety	Hard	15		Req. 6	Field Trip Tuesday	Scoutcraft
First Aid*	Med.	20		Req. 5a	2-hr session. Must bring a First Aid Kit	Scoutcraft
Fish & Wildlife Management	Easy	25			now 1-hr session offered combined with Mammal Study. Requires observation outside session.	Nature
Forestry	Med.	30			2-hr session offered combined with Pulp & Paper. Field Trip Thursday.	Nature
Game Design	Hard	16	14+		Requires technical writing & extensive work outside session.	RIK

Geology	Med.	30			2-hr session offered with Energy. Requires collection & observation time outside session. Field Trip.	Nature
Hiking**	Med.	30		Req. 4 & 5 not covered	Offered combined with Camping.	Scoutcraft
Horsemanship	Hard	TBD	13+	5-ft or taller, limit based on # of horses	3-hr session. Must wear long pants & closed toe shoes every day.	Corral
Indian Lore	Med.	25				Mountain Man
Leatherwork	Easy	16			<i>now 2-hr session.</i>	Handicraft
Lifesaving**	Hard	20		Req. 2a (MUST have Swimming Merit Badge)	2-hr session. 400 yard swim at start of class.	Aquatics
Mammal Study	Easy	25			<i>now 1-hr session</i> offered combined with Fish & Wildlife Management.	Nature
Metalwork	Hard	16			<i>now 3-hr session.</i>	Handicraft
Music	Med.	25				RIK
Oceanography	Med.	30			2-hr session. Requires observations outside session. Field Trip Wednesday.	Nature
Orienteering	Med.	30			2-hr session. May require extensive time outside session. Offered EVEN years only.	Scoutcraft
Photography	Med.	16			MUST bring own digital camera for use all week. May not share with others. Offered ODD years only.	Handicraft
Pioneering	Med.	20	13+	Working knowledge of Scout to First Class knots & lashings	2-hr session. Requires knot & lashing practice outside session.	Scoutcraft
Plant Science	Med.	30			Offered EVEN years only.	Nature
Pulp & Paper	Med.	30			2-hr session offered combined with Forestry. Requires work outside session.	Nature
Railroading	Med.	25			Field Trip.	Mountain Man
Reptile & Amphibian Study	Med.	30		Req. 8	Requires observation time outside session.	Nature
Rifle Shooting	Med.	16		Firearm Use Permission Slip	<i>now 2-hr session.</i> May require practice shooting outside session.	Target & Range Sports
Salesmanship	Med.	25			Offered combined with Entrepreneurship. Requires time outside session.	RIK
Scouting Heritage	Med.	25		Req. 5		Baden Powell
Search & Rescue	Med.	20	14+	Req. 6a		Scoutcraft
Shotgun Shooting	Hard	12		Firearm Use Permission Slip	<i>now 2-hr session.</i> May require extensive practice shooting outside session.	Target & Range Sports
Signs, Signals & Codes	Easy	20			<i>now offered EVERY year.</i>	Scoutcraft
Soil & Water Conservation	Easy	30			Offered ODD years only.	Nature
Space Exploration	Med.	20			Offered combined with Astronomy.	Nature
Sustainability**	Med.	30				Nature
Swimming**	Med.	15		Pass BSA Swim Test before start of badge.	<i>now 2-hr session.</i> Water is chlorinated.	Aquatics
Textile	Easy	20				Mountain Man

Theater	Med.	25		Req. 1		RIK
Weather	Med.	30		Req. 9a on Sunday	Requires observation outside session.	Nature
Wilderness Survival	Med.	25			Requires Overnight Outpost to complete, you build your shelter & spend the night in it.	Mountain Man
Woodcarving	Hard	16		Totin' Chip (Sunday session if needed)	<i>now 3-hr session.</i>	Handicraft

* Eagle Required **Eagle Required option

While there are 7 sessions of Merit Badges being offered, it is highly recommended that Scouts take one period for them to explore camp, complete rank advancement, hike through nature, participate in the open program, & take care of themselves. While summer camp is a great tool for a Scout to earn Merit Badges, it is also a moment for them to make lasting memories with their peers through unstructured program.

2024 Camp Royaneh Merit Badge & Activities Schedule

PROGRAM AREA	MORNING PROGRAM			AFTERNOON PROGRAM			EVENING PROGRAM		
	9:30 AM	10:30 AM	11:30 AM	2:00 PM	3:00 PM	4:00 PM	7:00 PM		
Aquatics	Lifesaving 2hrs	Swimming now 2hrs	Beginner Swim	Lifesaving 2hrs	Swimming now 2hrs	Open Swim	Open Swim/Snorkel (T/Th)		
ATV Program	ATV Youth Training	ATV Youth Training	ATV Youth Training	ATV Youth Training	ATV Youth Training	ATV Youth Training	Big Splash Contest (F)		
Baden Powell (1st Year)	Tenderfoot	Second Class	First Class	Tenderfoot	Second Class	Cooking 5-6:45pm	closed		
Climbing & COPE	First Class	High COPE	Open Climb	new Adv. Scout Skills	Climbing 2hrs	Project COPE	Open Scout Skills		
Diamond R Corral	Adult COPE	Horsemanship 3hrs		Adult COPE	Horsemanship 2.0 2hrs	Mon / Th / Fri Trail Ride 4-5pm	Open Climb (class only)		
Mtn Man Breakfast Ride (Th 6:30-9am)							Climb On Safety (T)		
Handicraft	Leatherwork now 2hrs	Metalwork now 3hrs	Art	Leatherwork now 2hrs	Woodcarving now 3hrs	Basketry	Arena Lessons (M)		
Mountain Man	Wilderness Survival	Archaeology	Railroading (field trip)	Archaeology	Textile	Open Handicraft	Overnight Outpost 5pm (T-W)		
Nature	Bird Study	Plant Science	Chemistry	Exploration	Wilderness Survival	Open Mtn. Man BlkPowder & Tomahawks	Trail Ride 7-8:30pm (Th/F)		
Royaneh Institute of Knowledge (RIK)	Environmental Science now 2hrs	Weather	Astronomy & Space Ex	Forestry/Pulp & Paper (field trip Th) 2hrs	Environmental Science now 2hrs	Weather	Star Party (Th @ Taps)		
Scoutcraft	Sustainability	Communication	Sustainability	Environmental Science now 2hrs	Oceanography (field trip Wed) 2hrs	Reptile & Amphibian St.	Order of the Rattlesnake		
Target & Range Sports	Communication	Sales/Entrepreneurship	Communication	American Business	Geology/Energy (field trip Th) 2hrs	Fish & Wild Mngt w/ Mammal Study	Royaneh Restore Proj.		
	Citizenship in the Nation	Citizenship in the World	Game Design	Citizenship in the Nation	Music @ amphitheater	Citizenship in the World	Fingerprinting (M/Th)		
	Theater @ amphitheater	Citizenship in the World		Citizenship in the World	First Aid now 2hrs	Emergency Preparedness	Bugling		
	Search & Rescue	Emergency Preparedness	Emergency Preparedness	Search & Rescue	Fire Safety	Signs, Signals & Codes	Camp Chorus		
	Pioneering 2hrs	Camping/Hiking		Search & Rescue	Search & Rescue	Signs, Signals & Codes	Totin' Chip (S/M/T/Th)		
	Orienteering 2hrs			Search & Rescue	Search & Rescue	Signs, Signals & Codes	Firemn' Chit (S/M/T/Th)		
	Archery now 2hrs	Open Shoot	Open Shoot	Archery now 2hrs	Archery now 2hrs	Open Shoot/All Ranges	Paul Bunyan/Open S'craft		
	Rifle Shooting now 2hrs			Rifle Shooting now 2hrs	Rifle Shooting now 2hrs				
	Shotgun Shooting now 2hrs	Closed	Closed	Shotgun Shooting now 2hrs	Shotgun Shooting now 2hrs				

Special Programs at Camp Royaneh

Chief's Room

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

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

Beach-Themed BBQ

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

Haunted History Hike

Join us after Taps for a spooky hike around Camp where you will hear the lore specific to our culture. Not for the faint of heart.

Gladiators

Your troop breaks into patrols to compete in our campwide games. After dinner, each patrol travels from event to event & receives points based on their performance. The top 3 patrols are announced at closing campfire.

Prestigious Pewter Awards Program

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

Spirit Troop of the Day

The Spirit Troop of the Day is awarded to the Troop that receives the highest rating in several categories. A Troop can only receive the award once during their week at Camp. The Spirit Troop of the Day gets to carry the coveted Camp Royaneh Spirit Stick & will lead the Camp in flag ceremonies & grace at meals on the day it is awarded.

Criterion for Judgement:

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

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

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

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

Trail of the Thunderbird

A program designed to ensure that every Scout gets the most they can out of the Royaneh program. Scouts participate in this program by doing activities in a variety of program areas. The participation

requirements become more difficult as the Scouts get older. A Scout who completes the requirements for their year will be awarded a special neckerchief. Scouts can only earn this prestigious award once a year. First-year Scouts who have completed all First-year requirements will be recognized at a special First-year Campfire Thursday night. All other Scouts will be recognized at the closing Campfire Friday night. Scouts who earn the award should also stop by the Trading Post to pick up a certificate. Scoutmasters will be asked to stop by the Trading Post & reimburse the Camp for the award's cost, just as they would for a Merit Badge or other emblem. The cost is \$15.

1st Year Campers—Do seven of the following:

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

2nd Year Campers—Do seven of the following:

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

3rd Year Campers—Do seven of the following:

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

4th Year Campers—Do seven of the following:

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

Camp Royaneh Weekly Schedule

Time	Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
6:00	Have ready upon arrival: ▪ Annual Health & Medical Record with all Medications in original containers * Firearms Permission Slips	BSA Mile Swim (must bring a buddy to be your Lap Counter on Friday)					
6:30			Polar Bear Swim		Polar Bear Swim & MM Breakfast Ride		
7:00		Reveille	Reveille	Reveille	Reveille	Reveille	Reveille
7:30		Waiter Call	Waiter Call	Waiter Call	Waiter Call	Waiter Call	Waiter Call
7:45		Morning Colors	Morning Colors	Morning Colors	Morning Colors	Morning Colors	Morning Colors
8:00		Breakfast	Breakfast	<R> Outpost back Breakfast	Breakfast	Breakfast	Breakfast
8:30		Campsite Cleanup	Campsite Cleanup	Campsite Cleanup	Campsite Cleanup	Campsite Cleanup	Merit Badge Makeups
9:30	Morning Program (9:30 - 12:30)	Morning Program (9:30 - 12:30)	Morning Program (9:30 - 12:30)	Morning Program (9:30 - 12:30)	Morning Program (9:30 - 12:30)	Troop Check-Out by 10:00am	
11:00	Staff Meeting	Adult Leader Roundtable	Adult Leader Roundtable	Adult Leader Roundtable	Adult Leader Roundtable	Adult Leader Roundtable	Staff Off-Duty
12:30	Troop Check-Ins Noon-2pm	Waiter Call	Waiter Call	Waiter Call	Waiter Call	Waiter Call	Travel Home Safely!
12:45		Lunch	Lunch	Lunch Mtn Man Lunch	Lunch Adlt Ldr Lunch	Lunch	
1:15	* Camp Tours * Medical Check * Swim Checks * Campsite Set-up	SPL Meeting	SPL Meeting	SPL Meeting	SPL Meeting	SPL Meeting	See You next Summer!
2:00		Afternoon Program (2:00 - 5:00)	Afternoon Program (2:00 - 5:00)	Afternoon Program (2 - 5)	Afternoon Program (2 - 5)	Afternoon Program (2:00 - 5:00)	Come visit Camp in the off-season for:
3:30				Rifle Competition (3:30 - 5:00)	Archery Competition (3:30 - 5:00)		
4:00	SM Meeting Amphitheater		<R> Outpost (5pm)		<R> Dinner Ride (5-8 PM) Beach BBQ @ Amphitheater Evening Colors 6:45pm		
5:00							
5:30	Waiter Call	Waiter Call	Waiter Call	Waiter Call		Waiter Call	* Family Camp * Troop Campouts * Good Turn Weekend * Work Parties * Shooting Sports Day
5:45	Evening Colors	Evening Colors	Evening Colors	Evening Colors		Evening Colors	
6:00	Dinner	Dinner	Dinner	Dinner		Dinner	
7:00	SPL Meeting (6:45) (Chief's Room)	Evening Program (7:00 - 8:15)	Evening Program (7:00 - 8:15)	GLADIATORS	Evening Program (7:00 - 8:15)	MB Make-Ups Tomahawk Comp SM Blanket Shoot	
7:15		Evening Program (7:00 - 8:15)			B-P Campfire @ Flagpole		Shotgun Competition
8:45	Opening Campfire	Troop Campfires	Competition Night	Troop Campfires Haunted Hist Hike Wilderness Survival Outpost	Troop Skit Night	Closing Campfire	Remember to submit your Site Saver for next summer!
10:00	ALL QUIET - - All Scouts in Campsite with Two-Deep Leadership - - LIGHTS OUT SM Social						Star Party

Camp Royaneh History

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

The Camp's success is largely due to a wonderful tradition of excellence that has spanned over 95 years, & which has singled out Camp Royaneh as one of the oldest & most widely attended Scout Camps West of the Mississippi.

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

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

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

Appendices

Packing List

GGAC Clothing Standards

Merit Badge Glossary

Parental Firearms Use Permission Form

Campership Information & Application

Camp Maps

Driving Directions to the Camps

Packing List

What to BRING to Camp...and what to LEAVE at home

VERY Important Paperwork

- ___ BSA Annual Health & Medical Record, *complete with Parent & Doctor Signatures! ALL CAMPER!!*
- ___ **Signed Permission Slips (especially Firearms Use Permission Slip, see Page [46](#))**
- ___ partial Blue Cards for Merit Badges already started

Clothing

- ___ Full Scout UNIFORM
- ___ Jacket, sweater, or sweatshirt
- ___ T-shirts (at least 1/day)*
- ___ Long Pants or jeans
- ___ Underwear (at least 1/day)
- ___ Socks (at least 1/day)*
- ___ Hiking Boots
- ___ Shoes, lightweight
- ___ Pajamas or sweatpants
- ___ Shorts (*Hiking Shorts*)
- ___ Appropriate Swimsuit
- ___ *See Clothing Standard
- ___ Hat or Visor*
- ___ Raincoat / Poncho / Raingear
- ___ Gloves

Hygiene Kit

- ___ Toothbrush*
- ___ Toothpaste*
- ___ Comb/Brush*
- ___ Soap*
- ___ Wash cloth & towel*
- ___ Feminine Hygiene Items (girls)
- ___ Sunscreen*
- ___ Chapstick or Lip Balm*
- ___ Shampoo*
- ___ Deodorant*

Camping Gear

- ___ Pack
- ___ Sleeping Bag
- ___ Sleeping Pad
- ___ Pillow
- ___ Day pack / Backpack*
- ___ Canteen, water bottle, etc.*
- ___ Flashlight* with fresh batteries
- ___ Personal First Aid kit*
- ___ Collapsible Camping Chair
- ___ Pocket knife (Totin' Chip)*
- ___ Matches (Firem'n Chit)*
- ___ Coffee / Cocoa Mug
- ___ Tent (**Wolfboro**)
- ___ Mess Kit with Utensils

Merit Badge / Rank Adv. Items

- ___ Scout Handbook*
- ___ Pens/Pencils*
- ___ Notebook & paper*
- ___ Merit Badge Pamphlets
- ___ pre-Stamped Envelopes*

Patrol and/or Troop Items

- ___ Troop & Patrol Flags & Poles
- ___ Patrol Boxes
- ___ Bulletin Board Push Pins
- ___ Clothesline & Pins
- ___ Lanterns

Unit Paperwork

- ___ Final Unit Roster
- ___ Troop Advancement Records
- ___ YPT Verification for ALL Adults
- ___ Unit Schedule from 247Scouting

Optional Items

- ___ Camera (Photo/Video)
- ___ Insect Repellent*
- ___ Musical instrument
- ___ Fishing gear*
- ___ Sewing Kit
- ___ Paracord or light Rope
- ___ Card or Board Games
- ___ Whetstone (sharpening stone)
- ___ OA Sash
- ___ Personal Eye & Ear Protection
for Shooting Sports

Wente Specific optional

- ___ *Mountain Bike Helmet*

Items to LEAVE at Home!

Electronic games

Music Devices (including radios)

Keepsakes that can't be replaced

Expensive Items

Sheath Knives & Hatchets

Alcohol & Drugs

Tobacco (for Youth)

Pets

Ammunition, firearms

Archery equipment

Fireworks

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

GGAC Resident Camp Activity Apparel Standard

Purpose:

Golden Gate Area Council (GGAC) resident camps are the highlight of a Scout's year. As such, proper attire at camp is essential so Scouts & Scouters:

- are prepared for an active & rugged environment,
- can safely enjoy the camp experience,
- can fulfill the Mission & Vision of the Boy Scout of America, and
- uphold the ideals of the Scout Oath & Law,

Definitions:

- Activity Uniform – Often referred to “Class B”, the activity uniform consists of shorts or pants & a Scouting related t-shirt/shirt/tank top. Shirts must be long enough to reach the top of the waistband. Non-Scouting T-shirt/shirt/tank top must follow BSA Scouting policy of scout appropriate & align with the scout Oath & Law: this definition includes, no graphics or statements regarding politics, sexual content, drugs, race, religion, or gender.
- Field Uniform – Often referred to as “Class A”, the field uniform consists of an official uniform shirt & short/pants/skort.

Attire Requirements:

- Field uniform (“Class A”) must be worn for morning & evening flags & morning & evening Dining Hall service unless told otherwise by Camp Staff. Activity uniform (“Class B”) can be worn at lunch. Swimwear or sleeping attire is not acceptable in the Dining Hall.
- During the day & most nights after dinner, the activity uniform (“Class B”) is worn. Scout appropriate attire is required at all times.
- Shorts should enable Scouts to comfortably participate in all camp activities, including mountain biking. We recommend opting for hiking/cargo shorts with an inseam of at least 4 inches. It's important that these shorts are constructed from durable materials suitable for the rigors of an active outdoor environment.
- All undergarments must be covered.
- At the waterfront, Scouts are encouraged to wear swimwear that is suited for active water sports (such as tops: long line & tankini; bottoms: high waist, swim briefs, shorts, jammers & trunks). Swimwear should be comfortable, functional, & appropriate for all aquatic activity allowing Scouts to conduct all forms of swim strokes & lifesaving techniques while remaining secure enough to not shift or fall off while participating. An Activity uniform, as defined above, is expected to be worn when leaving the aquatic area.
- Closed-toed shoes must be worn at all times when not in a designated aquatics area or shower house.

- Additional attire requirements may be necessary for certain activities at Camp (such as horseback riding, ATVs, & climbing); please review the camp's current Leader's Guide for the full list to ensure you are prepared to participate in those activities. Camp Staff will not allow individuals to participate in activities that have additional attire requirements if those requirements are not met.

Applicability:

This standard pertains to all ages & genders of Scouts, Scouters, staff, visitors, & family members at camp. Individuals will be asked to change if they do not meet these standards.

Unit leadership is responsible for ensuring compliance with these standards.

If there are any concerns or suggestions regarding a youth's or adult's attire outside your unit, please direct all comments & suggestions directly to the Camp Director. Do not approach the youth or adult individually or in a group & make any comments or give corrective advice directly.

References:

[Guide to Awards & Insignia](#)

[Guide to Safe Scouting](#)

[Mission & Vision of Boy Scouts of America](#)

[National Camp Accreditation Program \(NCAP\) Standards](#)

[Scoutshop.org](#)

[Swimwear Recommendations for Local Councils](#), National Aquatics Subcommittee

Merit Badge Glossary

* Eagle Required MB **Eagle Required MB Option

American Business—Learn how to start your own business!

American Heritage—For scouts who want to learn more about American History & Culture. Can be completed at camp, & friendly to scouts of all ages.

American Labor—All aspects of the American Labor movement, from concerns about work conditions, to the role of Labor Unions, to the history of working in America.

Animal Science – Science behind horses and other livestock while getting in some more barn time.

Archaeology—Ancient cultures roamed the streams & mountains around our camps. Written work is required.

Archery—Shooting experience is highly recommended & time is needed to qualify. **Must have a signed Firearms Use Permission Slip (page 46)**

Architecture—Learn about the art & science of the spaces we inhabit.

Art—Teaches different painting & drawing techniques, as well as artistic style.

Astronomy—Scouts will observe the beautiful night sky over Wolfeboro. Career opportunities in astronomy will be discussed.

Backpacking—Do you love to camp & hike? Why not do both & backpack. Learn the ins-and-outs of getting into the backcountry & seeing things you can't see from the road.

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

Bird Study—Learn about the feathered wildlife of our camps. Scouts should be prepared to spend some time making observations of birds at camp.

Bugling—Earn the least awarded merit badge in all of Scouting with our Camp Maestro. No experience is required, but you must be able to perform after instruction.

Camping*—This badge is required for Eagle. It requires an overnight camping trip. Scouts should bring appropriate camping equipment (backpack, sleeping bag, etc.)

Canoeing—Good physical strength & stamina are required for this merit badge. Must be a swimmer to start this badge.

Chemistry—Come & learn about the everyday chemistry of the world right in front of you. Explore topics like pressure, pollution, & fertilizers.

Chess—Expand your knowledge of chess beyond the simple moves. Learn about openings & the tactics of this classic game of skill & planning.

Citizenship in the Nation* or World*—Scouts can earn their Citizenship Badges at camp if they complete the prerequisites. Citizenship in the World covers international government & foreign relations. Citizenship in the Nation covers the United States & Federal affairs.

Climbing—Throughout the week scouts learn about the preparation, safety, & equipment needed to climb & repel. For this exciting activity, Scouts must be at least 14+ years old. Session limit: 12 scouts.

Communication*—This merit badge is a good place to start for scouts who want to earn their Eagle-required merit badges. Along with the daily sessions, scouts will be expected to participate in activities at their campsite in order to complete this merit badge.

Composite Materials—Learn how two materials are used to make a third, even better material that has the best aspects of both. *What could be more concrete than that?*

Cooking*—Scouts sign up for 1 session only & meet all week. This badge is a partial. *CR note: Sessions overlap meal shift. Scouts will not eat in Dining Hall with their troop starting Monday*

Cycling**—Explore the amazing mountain biking trails around Wentz Scout Reservation & learn how to take care of these machines of fun.

Emergency Preparedness**—This badge can be used as an Eagle-required merit badge. Covers a great deal of written material, & there are skills to master. Familiarity with knots is extremely important. Older Scouts are recommended for this badge. Pre-requisite: First Aid merit badge.

Energy—Learn where energy comes from, what forms it takes, & how we use it in everyday life.

Engineering—Explore the *FUN*damentals of engineering & the role it plays in society.

Entrepreneurship—Find out what it takes to bring an idea from the drawing board to a product you can purchase in store.

Environmental Science**—This badge can be used as an Eagle-required merit badge. It requires day hikes, field notes, & experiments. There is a great deal of written material. This program is recommended for mature Scouts. **Now 2-hr session at all camps.**

Exploration—The age of exploration hasn't passed you by. You will learn what it takes to embark on expeditions large & small then you will take an expedition.

Fingerprinting—The original forensic science-fingerprinting. Come learn about those ridges & whorls on the tips of your fingers.

Fire Safety—Fire has the power to give warmth & comfort, but it also has the power to destroy. Come learn about the science & safety of fire.

First Aid*—Scouts will learn safety & how to provide aid for all types of injuries & situations. **2024 changes add more hands-on requirements. Now 2-hr session at all camps.**

Fish & Wildlife Management—There is some written material for this badge. A conservation project is also required.

Fishing—Excellent for younger Scouts, requires some written work. Royaneh & Wolfeboro Note: A California State sport fishing license is required for all adults & youth over the age of 16. The Trading Post does NOT sell licenses, so these must be purchased prior to your arrival in camp. (Wente's private lake requires only a Wente Fish License & camp provides gear)

Fly-Fishing—Come join our special guests as they teach you how to fish with a fly rod & tie a fly then try your luck in the lake at Wente Scout Reservation. (Wente's private lake requires only a Wente Fish License & camp provides gear)

Forestry—Our camps all have excellent opportunities to learn about this topic. Scouts will learn about current issues in forestry, do a conservation project, & learn tree identification.

Game Design—Single-player. Multi-player. Board games. Video games. Ball games. It's all there in game design. Harness your gamer instincts, make a new game & challenge your Troop mates.

Gardening—Learn about growing food & flowers while defending your crops from pests & disease.

Geocaching—Learn more about GPS units & the fun of geocaching as a way to explore the world.

Geology—This badge requires a personal rock collection. Scouts will learn to identify rocks & minerals & how they are formed & used.

Hiking**—Get out & see the world with your feet as transport.

Horsemanship—The riding instruction Scouts receive is only a small part of this unique badge. Care, feeding, grooming, & safety are all integral parts of the badge. Class size will be limited & varies with the number of horses in the herd. Scouts must be at least 13 years old & a minimum of 5 feet tall (due to equipment restrictions). A weight requirement is dependent on livestock.

Indian Lore—Scouts of all ages learn the fascinating history & culture of various Native American nations.

Insect Study—Scouts explore the miniature life of insects at our camps. Scouts will carefully gather specimens for a collection & take hikes to discover the unusual creepy-crawlies all over camp.

Inventing—Necessity is the mother of invention. With this badge, scouts will learn what it takes to invent a solution to a problem. This is all about harnessing your creativity.

Journalism—Scouts will learn about the importance of the First Amendment & the role of journalism in transmitting news & information.

Kayaking—Learn how to kayak in Scout Lake. Good physical strength & stamina are required for this merit badge. Must pass the BSA Swim Test at Swimmer level to start this badge.

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

Lifesaving**—This challenging merit badge requires physical strength & stamina. Must have Swimming merit badge & be able to swim 400 yards at start of session.

Mammal Study—This badge is good for younger Scouts. Requires some written work, a small report, & a conservation project.

Metalwork—A challenging badge where scouts learn about the metals industry & the tools used in metalworking. Scouts will make several metal projects.

Mining in Society—Learn about the importance of mining to our society & the economy.

Moviemaking—Learn about the mechanics of movies then create your very own short feature film. Scouts must bring their own digital device with charging cables to camp.

Music—Scouts will have the opportunity to sing, develop skits, & teach skits to others. Prerequisites should be completed prior to arrival at camp.

Nuclear Science—Come explore the atom & the power it contains. Learn about the promises & perils of the power in that nucleus.

Oceanography—The wonders of the deep will come to light in this program. Scouts are required to do some field studies to complete this badge (yes, at camp).

Orienteering—Map & Compass is the name of the game. Scouts will complete four orienteering courses across camp. This badge is recommended for older Scouts.

Photography—Fun for those Scouts looking to learn about the growing influence of digital media. Scout must bring a digital camera with charging cables to camp. Scouts must have BSA Cyber Chip prior to arrival.

Pioneering—Scouts will put their knots & lashings skills to the test by building gadgets, towers, & structures with rope & poles. Lots of practice will be needed to complete this badge.

Plant Science—Learn what it takes to grow plants for food with agronomy, horticulture, or the botanical world around us.

Pottery—Learn how to form clay into functional items & create a work of art.

Public Health— Scouts will learn about the various aspects & importance of Public Health including how diseases are spread via animals & the environment.

Public Speaking—Scouts will learn how to address groups & give speeches if they take this course. Those taking this session should expect a lot of speeches in order to complete this course.

Pulp & Paper—Learn about what it takes to turn trees & plants into paper.

Railroading—Learn about trains & railroads & how they help the country grow & thrive.

Reptile & Amphibian Study—This badge requires drawings & night observations. Scouts will be able to handle live animals in this session.

Rifle Shooting—Shooting experience is highly recommended. Scouts should have strength to handle a rifle. Scouts will need time to qualify. **Must have a signed Firearms Use Permission Slip (page 46)**

Rowing—This session requires physical strength & stamina. Must be a swimmer to start this badge.

Salesmanship—Learn the important job of a salesperson to our economy then try your hand at selling.

Scouting Heritage—Learn the history & heritage of the Scouting movement from Baden-Powell to present, from its beginnings in England to your own unit.

Sculpture—Learn how to turn clay into art.

Search & Rescue—Learn about the various aspects of Search & Rescue (SAR) then go out & put those ideas & skills into practice.

Shotgun Shooting—This program teaches Scouts the basics of handling & shooting a shotgun and safety precautions for firearms. Scouts may need time outside of the merit badge sessions to qualify. **Must have a signed Firearms Use Permission Slip (page 46).**

Signs, Signals, & Codes—Learn how to communicate with others using methods other than speaking or traditional writing.

Small-Boat Sailing—Learn about sailing & the power of the wind. This merit badge requires physical strength & stamina. Must be a swimmer to start this badge.

Soil & Water Conservation—This badge requires drawings & a conservation project. It covers a lot of material & is recommended for mature Scouts.

Space Exploration—Come learn about how we are exploring that final frontier, space.

Sustainability**—Learn how to live more sustainably with food, Community, Energy, & waste.

Swimming**—Want to be more confident in the water? Swimming is a great life skill & it is a prerequisite for the Lifesaving merit badge. **2024 changes add more skills to demonstrate in a strong manner. Now 2-hr session at all camps.**

Textile—Learn how we turn fibers into cloth then make some textile yourself.

Theater—All the world's a stage. Learn about the theater, directing & acting in this merit badge.

Weather—Scouts will build a weather instrument & use it to track weather during the week. This badge covers a lot of material & requires observations.

Wilderness Survival—This badge requires an overnight camping trip where Scouts must build a shelter & sleep in it.

Woodcarving—Scouts will create wooden sculptures with just a knife. Knives are available or Scouts can bring their personal knives. Remember to bring your Totin' Chip card or earn it at the Scoutcraft area Sunday evening! This is a more intensive badge for older Scouts looking to learn how to use a variety of woodworking tools.

Unit #: _____
Unit Type: _____
Last Name: _____
First Name: _____

Parental Firearms Permission Form

Consent for Minor to Use Firearms & Live Ammunition

Golden Gate Area Council

1 copy is required at Camp

CALIFORNIA RIFLE, SHOTGUN, AND ARCHERY PARENTAL/LEGAL GUARDIAN PERMISSION FORM FOR OLDER SCOUTS (BOYS SCOUTS, ETC.)

I, _____, parent or legal guardian of _____

(Print Name of Parent or Legal Guardian)

(Print Name of Child Participating)

hereby give my child express permission and consent to be lent and possess firearms (handguns and long guns) and ammunition to engage in lawful, recreational sport, including target practice, and/or a course of instruction in the safe and lawful use of a handgun. (Cal. Penal Code ** 27945, 29610, 29615, 29650 29655; 18 U.S.C * 922(x)). As used in this form, "firearms" includes any handguns, long guns, or shotguns that may lawfully be loaned to and possessed by a minor under state and federal law. I also give my child express permission and consent to possess, and for a person to loan to my child, a "BB device" as defined in Cal. Penal Code * 16250. (Cal. Penal Code * 19915), bows, arrows, and tomahawks.

(Please mark each applicable category of permission granted, and initial each entry)

- Archery** (bow and arrow, knife, sling shot, and tomahawk throwing) _____ (initials)
Cub Scouts, Webelos, Scouts BSA, Venturers, Explorers, Sea Scouts
- BB Devices** (BB gun) _____ (initials)
Cub Scouts, Webelos, Scouts SBA, Venturers, Explorers, Sea Scouts
- Air Rifles** (pellet gun, air soft) _____ (initials)
Webelos, Scouts BSA, Venturers, Explorers, Sea Scouts only
- Long Guns** (rifle, shotgun) _____ (initials)
Scouts BSA, Venturers, Explorers, Sea Scouts only
- Handguns** _____ (initials)
Venturers, Explorers, Sea Scouts only

This consent is valid, absent my express revocation thereof, for the calendar year of _____ (Calendar Year)
A photocopy or facsimile of this written consent will serve as an original.

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

Please bring a single copy of this form to camp with your child.

Signature of Parent or Legal Guardian Date _____

Campership Information & Application

CAMPERSHIP APPLICATION INFORMATION

Camperships will ONLY be awarded to Scouts registered with the Golden Gate Area Council.

Each year the Golden Gate Area Council grants a limited number of camperships. They are awarded upon proper application & certification to worthy Scouts, who for financial reasons are unable to enjoy a summer camp experience. Camperships are available for Golden Gate Area Council Camps & Scouts only. Camperships are designed to assist Scouting units & families by ensuring that no Scout is deprived of the camp experience because the scout's family lacks necessary funds. Camperships are awarded on a "matching funds" basis; the Scout, parents or guardian, & Unit (troop, ship, crew or pack) contributes supplementary dollars. Please note that the amount of the campership to be awarded is subject to review each year.

Campership applications **MUST** be received at the Council Service Center prior to the **early discount day** of the year you will attend camp (March 27, 2024). We recommend you submit one month before the early discount day & not the day before. This is to ensure there is time to review & respond to each application. Please provide all required information. **Incomplete applications will be discarded.**

To apply for a Campership, the following steps must be completed. All information will be held confidential.

1. The Scout's Family completes the Campership Application.
2. The Unit Leader meets with the Parents or Guardian & determines the Family Contribution amount.
3. On advice of the unit leader, in consultation with the Chartered Organization, the Unit Committee determines the extent to which the Unit/Chartered Organization can support the camp fee. Opportunities for money-earning projects to offset the difference should not be overlooked. **The Scout must have participated in unit, district & council fund raising opportunities within the past year.**
4. The Cubmaster/Scoutmaster/Advisor endorses the application & a letter explaining the unit position with any other information helpful in making a decision & mails/delivers both to the Golden Gate Area Council, 6601 Owens Drive Suite 100, Pleasanton, CA 94588 or email to Melissa.Yarns@scouting.org with subject line 2024 Campership Application.
5. After a committee reviews the application, the Scout's family or the unit will be notified of the amount of financial assistance the council will provide. This notification will act as the official confirmation of the amount of the campership. The online registration portal (247Scouting) will be updated.
6. Camperships are good only in the Golden Gate Area Council camps.
7. **USE ONLY ONE FORM PER YOUTH.** More forms can be obtained at the Council Service Center, you can photocopy this one, and the form is also available on the council web site at <http://www.ggacbsa.org/summercamp/>. *Please note that camperships are non-transferrable.*
8. You must answer every question on the form and the youth, the parent/guardian, and Cubmaster/Scoutmaster/Advisor must sign the form.
9. Campership applications are **NOT** registration forms for camp; they are applications for financial aid for: Cub Day Camp, Cub Weekend Camping, & Summer Camp. You must sign up for camp through your pack, troop, ship, or crew.
10. You must include the camp & date the Scout is attending. If you do not know, ask you Unit Leader.
11. A thank you letter from the youth who have benefited from these funds is appropriate. Thank-you letters may be addressed to the Golden Gate Area Council, 6601 Owens Drive Suite 100, Pleasanton, CA 94588.

INCOMPLETE APPLICATIONS WILL BE DISCARDED. ALL BLANKS MUST BE COMPLETED & PROPER SIGNATURES OBTAINED.

RULES FOR ACCEPTANCE & PARTICIPATION IN THE CAMPING PROGRAM ARE THE SAME FOR EVERYONE WITHOUT REGARD TO RACE, COLOR, OR NATIONAL ORIGIN.

CAMPERSHIP APPLICATION FORM

Camperships will ONLY be awarded to Scouts registered with the Golden Gate Area Council. Camperships will NOT be awarded to Scouts attending multiple sessions of Summer Camp.

Applications with missing information will **NOT** be considered! Please read instructions carefully before proceeding. Must be returned to the Council Service Center before final payment is made for the camp you are applying for. **(Please fill out clearly in ALL CAPS)**

EVENT INFORMATION

Event Attending _____ Event Dates _____ Event Fee _____

APPLICANT INFORMATION

() Pack () Troop () Crew () Ship Unit # _____

Scout's Name: Last _____ First _____ Middle Initial _____

Address _____ City _____ Zip _____

Current Rank _____ Gender _____ Date of Birth ____ / ____ / ____

Is this Scout a Foster Child? Y N Is this Scout a First-Year Camper? Y N

Primary language spoken at home _____ Scout's Ethnicity _____

School Scout Attends _____

PARENT/GUARDIAN INFORMATION

Parent / Guardian's Name: Last _____ First _____

Tele # (____) _____ email _____

INCOME INFORMATION

Gross Monthly Income \$ _____ AND

Assistance Program Eligibility (national school lunch program, Foster Child, TANF, AFDC, etc.)

Number of persons in your household? _____

A few words describing the Scout & his/her background?

By completing this application, I hereby request financial assistance from the Golden Gate Area Council, BSA Campership Fund. I certify that this information is true & correct to the best of my knowledge.

Parent/Guardian *Signature*

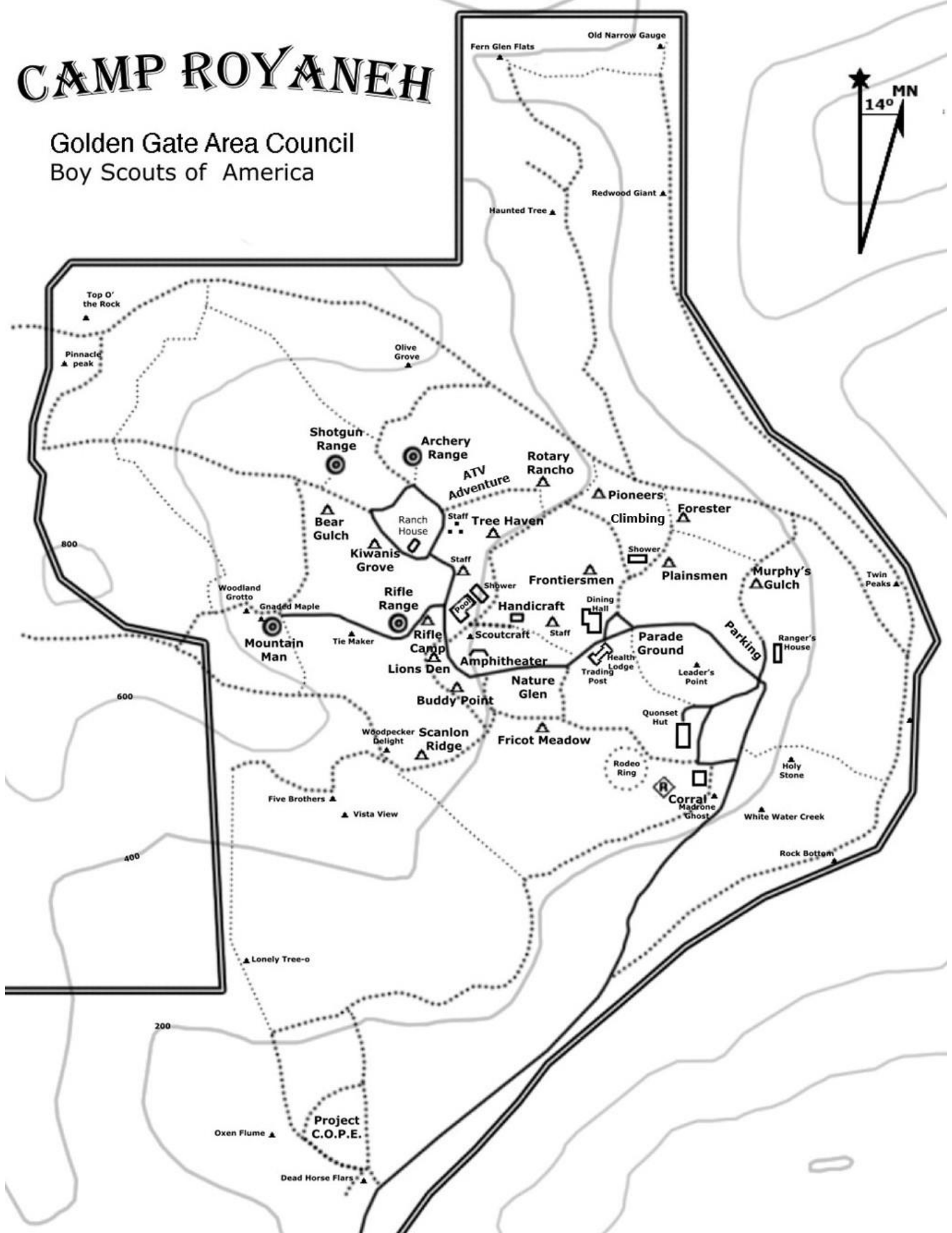
Unit Leader *Signature*

Parent/Guardian PRINT

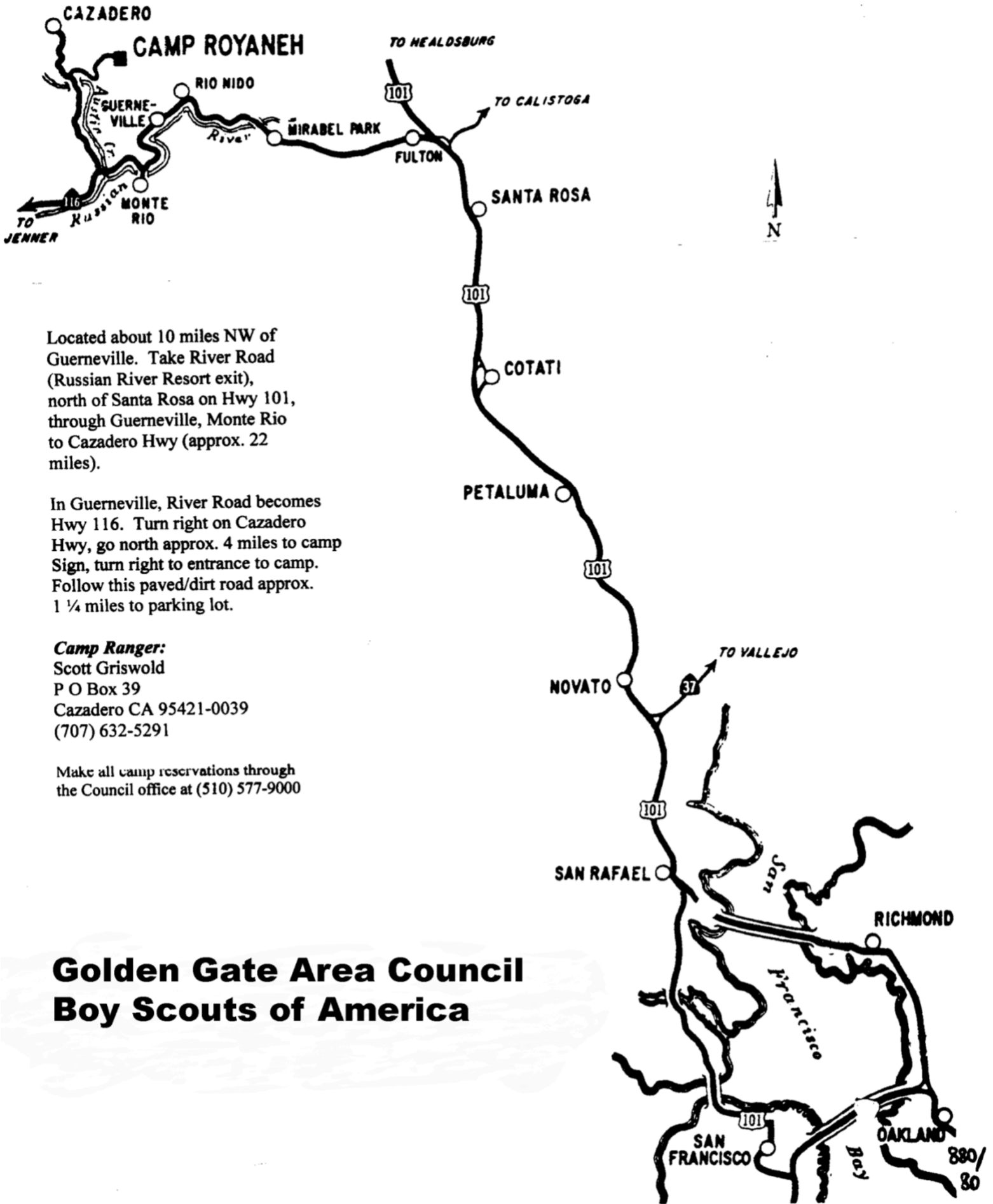
Unit Leader PRINT

CAMP ROYANEH

Golden Gate Area Council
Boy Scouts of America



CAMP ROYANEH



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

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

Camp Ranger:

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

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

**Golden Gate Area Council
Boy Scouts of America**