

Golden Gate Area Council

Summer Camp 2024

Wente Scout Reservation

Parents' Guide v1.1.1



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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 47)	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 47): 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

Wente Scout Reservation - the Administration Building is home to the Camp Office, Skunk's Den with camp history displays, Trading Post, Lost & Found, Health Lodge, & Unit Mailboxes.

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.

Wente Scout Reservation Communications

Mail

Each Unit will be provided with a mailbox in the Camp office. Incoming mail, messages, & some general Camp information will be placed in them daily. Please make certain all mail has a return address in case it arrives after the Unit has departed. All mail should be addressed as follows:

For USPS:

Scout's Name & Unit #
Wente Scout Reservation
PO Box 453
Willits, CA 95490

For all other Carriers:

Scout's Name & Unit #
Wente Scout Reservation
5401 Canyon Rd
Willits, CA 95490

Telephone

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

Telephone: (707) 459-2110

Cell phones work in select locations (particularly near the dam bridge).

Internet

There is a Wi-Fi hotspot at the Administration building & password will be given to Adult Leaders at the Leader's meeting Sunday evening. This is confidential & **NOT** to be shared with any Youth! Our

internet is *very limited* & intended for quick emails & such. It will be turned off as needed for Wente Scout Reservation business to be completed.

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 Wolfeboro'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:

Wente Scout Reservation, the patient will most likely be transported to Howard Memorial Hospital in Willits, CA. Urgent Care cases will be sent to Urgent Care in Willits.

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 47](#)).

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.

Wente Scout Reservation 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.

Wente Scout Reservation's Lost & Found is kept at the Trading Post. Items left in program areas will be turned in if not claimed by end of day.

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 Partials 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 247 Scouting. Advancement corrections are done on Friday evening.

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.

Wente Scout Reservation 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-WSR2024>. The list of merit badges offered at Wente Scout Reservation with prerequisites & the tentative schedule are located on Pages [29-31](#) & 32, respectively.

Climbing

All participants must wear long pants & closed-toed shoes to participant.

Merit Badges

Climbing (2-hr session)

Special Programs

Troop/Patrol Climb—The Rock is available for Troop/Patrol Climbs during evening Open Climb, see the Climbing Director to sign-up. Be aware slots fill quickly during the week. Group size is limited to 12.

Night Climb—Learn climbing & rappelling techniques in this extended evening program under & above the lights. Tuesday at 8:30pm. \$5 per person, nummy snacks included!

Climb On Safely—Adults can learn BSA procedures for organizing & carrying out a safe Unit climbing activity...then get hands on experience while volunteering at The Rock!

Eagle Trail

When a Scout enters Eagle Trail, staff will guide them through requirements for rank advancement. The Scout will be taught the skill, then tested. If the scout is successful, he or she will be signed off on the Counselor Record which will posted to the Advancement Board for troop leadership to review. We highly recommend that troop leadership then test your Scout before officially signing off on a requirement in any handbook.

Eagle Trail 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.) all while utilizing the EDGE method.

Session Information

Rank	Limit	Requirements Covered at Camp	M	T	W	Th	Other Information
Scout	20	1a-f; 2a-d; 3a (discussed); 4a-b; 5	5	1a-f	2a-d, 3a	4a-b	Will earn Totin' Chip during Monday session.
Tenderfoot	20	3a-d; 4a-c (d discussed); 5a-c; 7a; 8	3a-d; 8	6a-b	4a-c	5a-c; 7a	Tuesday will be doing physical activities!
Second Class	20	2f-g; 3a-d; 5a-d; 6a-e; 8a-b; 9a-b	2f-g; 3a-d	6a-e	8a-b; 9a-b	5a-d	Thursday come in swim gear!
First Class	20	3a-c; 4a; 5a-d; 6a-e; 7a-f	3a-c; 5a-d	7a-f	4a	6a-e	Thursday come in swim gear!

Handicraft

Handicraft is the Center for the Arts - & *crafts*. Here a Scout can fulfill the classic notion of bringing home something crafty that they handmade throughout the week. It is also where creativity & a willingness to give something new a try can lead to a passion for creating.

Merit Badges

Architecture

Art

Basketry

Chess

Composite Materials (ODD)

Entrepreneurship

Fingerprinting

Leatherwork

Moviemaking

Music (EVEN)

Photography

Pottery

Salesmanship

Sculpture (ODD)

Textile (EVEN)

Wood Carving

Special Programs

Open Crafting—Need a bit of extra help with your project? Want to use Handicraft equipment & tools to work on an independent crafting project? Swing by during Open Crafting from 7-8pm M, T or Th. This does not include access to the pottery equipment. Pottery access only for those in one of the Pottery classes or who purchase a \$5 ticket at the Trading Post.

Movie Night—Join our Staff just after evening program on Thursday for a full-length feature film. Soda, snacks & popcorn available for purchase. Bring a chair & jacket!

Lumberjack Academy

The Lumberjack Academy aids older Scouts in their final push towards the rank of Eagle & the chance for those scouts who have “done everything at Camp” to explore new & exciting topics. Come study governments of the world in the Redwood Grove or grab your mic to interview contestants of the Wentethalon as a budding Wente Journalist.

Merit Badges

American Heritage (EVEN)

American Labor (ODD)

**Citizenship in the
Nation & World**

Communication

Emergency Preparedness

Engineering

Game Design

Journalism

Public Health

Public Speaking

Special Programs

Finbar O’Riley’s Discovery Trail—Where camp history goes beyond Scouting back to when the Finney Valley was a thriving logging camp. This hike is great for a patrol outing stopping at different points around the lake then heading up the old logging road to the discovery site of Finbar O’Riley’s Axe. See any Lumberjack Academy Staffer to get your map!

Game Nights—Come discuss the wonderful world of card & board games. Are you an old school Dungeons & Dragons fan? Is Magic your thing? Want to continue to develop your own fictional world game & want to share ideas? Join us on the Veranda of the Dining Hall during Evening Program.

Flag Design—Does your Troop or Patrol want a flag with meaning & a flare for the dramatic? Come learn vexillology (the art & science behind flag designs) while creating a Wentastic flag for your Troop or Patrol. In the Dining Hall during Evening Program.

Mountain Biking

Challenge yourself on some of the best trails in Northern California. Mountain Biking at Wente is a unique, safe program for campers to explore, push their limits, & have fun! Wente offers an inspiring trail system with over 13 miles of purpose-built single-track trails. Mountain Biking is open to all skill levels, & we encourage both Scouts & Adult Leaders to participate. All bikes are for recreational riding of designated trails, not for around camp transportation.

Shorts are highly recommended for this program area. Long pants with loose cuffs are strongly discouraged.

Merit Badges

Cycling (T & Th 7pm)

Special Programs

Trail Rides—Check-in at the Mountain Biking program area, where your skill will be assessed, equipment will be checked out & you will be sent on a trail ride. The Mountain Biking program is a drop-in activity where anyone can participate during Open Ride.

Pump Track—A fun bike course with rollers & berms designed to teach individuals bike-handling skills. While challenging at first, the pump track is quickly mastered & is loads of fun! Pump track skills translate directly to more effective & safer trail riding ability.

Skunk Works Trail Crew—Want to learn trail building technique, while helping build & maintain our awesome trail system? Ask a Staff in the program area!!

What to Bring

- Buddy to go on a ride with,
- Water container such as a water bottle or camel back,
- Closed toe shoes *worn on your feet*.

Do I *need* to bring my own bike? No. Wente has a fleet of high-quality mountain bikes of all sizes. Helmets are also provided.

May I bring my own bike? Yes. We encourage you to ride the bike you feel most comfortable with; however, your personal bike is required to be checked-in & stored in the Mountain Biking program building, for the entire week unless you are on the trail riding.

Nature

Learn to be a good steward of Nature while enjoying over 2,000 acres of new & old growth Douglas Firs, sprawling meadows, natural springs, hundreds of plant & animal species. You may even spot the Wente Woolly, our elusive resident sasquatch.

Merit Badges

Archeology (ODD)

Astronomy

Bird Study

Chemistry (EVEN)

Environmental Science

Fish & Wildlife Management

Fly-Fishing

Forestry

Gardening

Geology (EVEN)

Insect Study (EVEN)

Mammal Study

Mining in Society

Nuclear Science (ODD)

Oceanography

Plant Science

Pulp & Paper

Reptile & Amphibian Study (ODD)

Soil & Water Conservation

Space Exploration

Surveying

Weather

Special Programs

Kali-Ama—Enjoy the beauty of Nature while honing your orienteering & map reading skills on this self-guided challenging adventure in Nature. (hint: Sign-up for *Lunch Around the Lake* & the Dining Hall will pack you a sack lunch for your journey!)

- Speed Kali-Ama available strictly as part of Camp-wide Games on Friday
- Kali-Ama: the “basic” course achievable by most & only available during Summer Camp!
- King Kali-Ama: on a 5-yr rotation these offer a challenge not all are up to. Earn your map by completing the Kali-Ama early in the week. If you don’t finish while at Summer Camp don’t fret...you can finish those last points while weekend camping with your troop (or at Family Camp) in the off-season.
- Dali-Ama: still feeling the need to conquer even more the great outdoors? Earn your map by completing the King Kali-Ama. This course is not for the faint of heart!

Forestry Field Trip—Drivers needed! This merit badge session heads into Willits to tour the local working Lumber Mill during session (10:30am) through lunch on Thursday.

Fishin’ the Lake—There’s nothing like spending a day on the shore of a lake fishin’ for that big ol’ Largemouth Bass. Wente’s 80-acre lake offers great fishing of both Bluegill & Largemouth Bass. We recommend bringing your own fishing gear; though, the Trading Post does stock a limited supply of bait, lures, & rods. Please note that the lake is Catch-and-Release ONLY!

BSA Complete Angler Award—Do you love all types of fishin’ no matter what time of day it is? By earning all 3 Fish related Merit Badges & teaching a fishing skill to your troop you can earn the BSA Complete Angler Award while at camp!

Star Parties—Come on down to Redwood Grove after evening program on Tuesday and Thursday night to explore the starry night sky with the Nature Staff. Attendance at BOTH star parties is mandatory for scouts in the Astronomy merit badge. Days are subject to change depending on weather.

Risin’ W Corral

Do you love horses? the ol’ West? Maybe even horsin’ around a bit? Mosey on down to the Risin’ W Corral meet the herd, learn to ride, how to care for livestock & even a bit of lassoing. **Long pants & closed-toed shoes are REQUIRED for all Scouts & Adults to ride horses.**

Merit Badges

Animal Science

Horsemanship

Special Programs

Lasso & Branding Night—An evening of all things cowboy from learning to lasso, pioneer-era games, country music & don’t forget to bring something to brand with the Risin’ W or Wente’s Stick on a String or the BSA fleur de lis!

Trail Rides—A Wentastical way to see the many sights & sounds of Wente. The Trading Post will only sell one ride per person, & you must purchase your own ride. All rides go on sale Sunday evening. Sign up early because space is limited. Tickets sold only at the Trading Post!

Root Beer Float Ride—A 1-hr dessert trail ride just after lunch...’cause who doesn’t love ice cream & soda on a hot summer’s day? Cost is \$30.

Sunset Rides—These hour-and-half trail rides weave through parts of camp the average Scout doesn’t get to see, then head back as the sun sets & the light begins to fade. Cost is \$30.

Cowboy Breakfast (Th), Lunch (F) or Dinner (Th) Ride—Wentelicious food & a trail ride you won't forget! Cost is \$40

Be-A-Wrangler Outpost—The Risin' W Corral runs an exciting outpost ride up to the site of Finbar's family homestead. It begins late afternoon with a long, meandering ride up, a BBQ dinner & a sunset ride back to the Corral for a night of Wrangler fun & a sleepover in the barn or under the stars. In the morning, help feed the herd then head back to Camp in time for breakfast with your troop. Bring all personal gear with you to the barn. For Youth only. Cost is \$50.

Scoutcraft

Sharpen your outdoor abilities at Scoutcraft. Here, a Scout can have fun & memorable experiences while learning & practicing the skills at the heart & soul of Scouting.

Merit Badges

Backpacking (EVEN)

Camping

Cooking

Exploration (ODD)

Fire Safety

First Aid

Geocaching (EVEN)

Hiking (ODD)

Orienteering

Pioneering

Search & Rescue (EVEN)

Signs, Signals & Codes (ODD)

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

Firem'n Chit—Earning the Firem'n Chit allows a Scout to carry fire-lighting devices. Offered 7-8pm M, T or Th.

Totin' Chip—Earning Totin' Chip gives a Scout the right to carry or "tote" your own pocketknife & other wood tools. Offered 7-8pm M, T or Th.

Paul Bunyan Woodsman Award—Paul Bunyan, much like our own Finbar O'Riley, 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 & continues all week.

Fire Safety Field Trip—Drivers needed! This Merit Badge session takes a field trip to Willits' own Little Lake Fire Department 12:45 to 1:45 on Wednesday.

Target & Range Sports

Target & Range sports will discipline the mind & the body, so relax & have a great time. As with all program areas, the main aspect of shooting ranges is **safety**. The rules may seem strict, but are designed to ensure a fun, safe space for Scouts to hone their shooting skills.

All Youth who wish to enter any of the Shooting Ranges **MUST have a signed Firearms Use Permission Slip** (See Page [47](#)).

Merit Badges

Archery

Rifle Shooting

Shotgun Shooting

Special Programs

Open Shoot—Archery, Rifle & Shotgun Open Shoots are open to all Campers. Tickets for shotgun & .22 rifle targets must be purchased at the Trading Post or Handi-Post *before* going to the range. Tickets are \$2.00 each.

- Archery is Free
- Rifle: 1 Ticket = 1 target, 5 shots per target.
- Shotgun: 1 Ticket = 1 clay pigeon, 1 shot per pigeon (Shotgun Open shoot only from 11 am)

Scoutmaster Shoot—Throughout the week each range will host a Scoutmaster Shoot for a bit of Adult-only range time & a little friendly competition.

O'Riley's Dinner Outpost - Black Powder — **2024 PROGRAM CHANGE Please read!** Per GGAC Policy this activity is for Scouts 14 & older only. We will enjoy shooting black powder rifles (scouts learn & load their gun), throwing tomahawks, & a rustic outdoor meal. Sign-ups are done in BUDDY PAIRS Sunday at 7pm in front of the Admin Office. If individual days do not fill an announcement will be made at Morning Flags & Adult leaders may sign up to for the morning slots. \$15 per Scout. (30 max)

Troop Shoots—Archery or Rifle are available for Troop Shoots during evening program. Due to limited capacity & high demand sign-ups are done at the Scoutmaster/SPL meeting on Sunday evening through the Special Programs Lottery.

Waterfront

Wente's Waterfront on the north shore of our private 80-acre lake simply can't be beat! Non-swimmers & beginning swimmers can take advantage of our wading areas & beginning swim instruction. **ALL Campers MUST pass the BSA Swimmers Test as a prerequisite for all Waterfront activities—whether they are merit badges or recreational activities.** If a camper qualifies as a non-swimmer or beginning swimmer, please see the Waterfront Director about your boating options.

Swim tests are offered soon after arrival, your Troop may perform swim tests prior to camp using the "Swim Classification Record" found online

(<https://filestore.scouting.org/filestore/outdoor%20program/aquatics/pdf/430-122.pdf>). The Wente Waterfront Director at camp will accept pre-camp swim classification test that are conducted following the procedures specified in Aquatic Supervision, No. 34346. The Wente Waterfront Director reserves the right to retest all participants to ensure that the swim standard have been met.

Merit Badges

Canoeing *now 2-hrs*
Kayaking

Lifesaving
Rowing

Small-Boat Sailing
Swimming *now 2-hrs*

Special Programs

Swim Instruction—Any camper who did not pass the BSA Swimmer Test can get extra help with swimming skills at a special session from 4-5 pm. Attendance is limited to 8 Scouts & is on a first-come, first-served basis. If a Scout is enrolled in a Waterfront Merit Badge & does not pass the BSA Swimmer Test, they will need to give up their slot allowing another Scout to take that session.

Lunch Across the Lake—For a change of scenery, Adult Leaders will have the chance to use their Safety Afloat training as they venture out in boats with their Scouts for a picnic lunch at Black Oak Point. Sign-up in the Trading Post at least one day before prior to your excursion.

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. Each swimmer must bring a rower & an accompanying spotter Wed - Friday. Join the Waterfront Staff Monday morning at 6:00 am to start your journey.

Adult Leader Float—Now on Friday mornings! Come enjoy some adult only time in the lake swimming or out on the water boating around while your Scouts are off doing merit badge make-ups.

Stand Up Paddleboarding BSA—T & Th from 7-8 pm. Due to limited equipment session size is 6; and Youth only!

Wente Wooly Wash—Early as the tulle fog rises off the lake the Wooly, will at times, sneak down from the hills for a refreshing dip. Come for a splash of fun & you may even see our elusive sasquatch! Attend any three mornings at 6:30 am to earn the Wente Wooly Wash patch!

Wente Scout Reservation Merit Badges

Wente Scout Reservation 2024 Merit Badge Offerings

Merit Badge	Diff.	Limit	Age	Prerequisites	Information	Program Area
American Heritage	Hard	20	14+	Highly recommend Req. 5b (Read a biography)	Offered EVEN years only.	Lumberjack Academy
American Labor	Med.	20			Offered ODD years only. Complex discussion topics.	Lumberjack Academy
Animal Science	Med.	15			2-hr session.	Corral
Archaeology	Hard	25		Req. 10	Requires extensive work outside session.	Nature
Archery	Hard	24		MUST be able to pull a 25 lb. bow. (Sunday)	2-hr session. May require extensive practice outside session. Older Scout priority.	Target & Range Sports
Architecture	Med.	30				Handicraft
Art	Easy	20			May require time during open Crafting.	Handicraft
Astronomy	Hard	25			Requires attendance at BOTH Star Parties.	Nature
Backpacking	Med.	30		Req. 6b, 8c, 9d, 10 & 11a-c	Offered EVEN years only.	Scoutcraft
Basketry	Easy	25			Requires extensive time outside session.	Handicraft
Bird Study	Hard	25			Require observation time outside session.	Nature
Camping*	Med.	30		Req. 4b, 5e, 7b, 8d, 9a&b not covered at Camp.		Scoutcraft
Canoeing	Med.	20		Pass BSA Swim Test before start of badge.	now 2-hr session. MUST be able to launch, carry & store boat with partner!	Waterfront
Chemistry	Med.	20		Req. 2a & 4a.		Lumberjack Academy
Chess	Med.	30			Requires time outside session to complete tournament.	Handicraft
Citizenship in the Nation*	Med.	20	14+	Req. 2		Lumberjack Academy
Citizenship in the World*	Hard	20	14+		Req. 7 done in buddy pairs with counselor	Lumberjack Academy
Climbing	Med.	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.	Lumberjack Academy
Composite Materials	Med.	20				Handicraft
Cooking*	Hard	24		Reqs. 4 & 6	2-hr session. We can't accommodate all dietary restrictions.	Scoutcraft
Cycling**	Hard	18	14+		Riding requirements must be completed outside session.	Mtn Biking
Emergency Preparedness*	Hard	20	14+	Reqs. 1, 2b&c, 8b	Must have First Aid merit badge to complete.	Lumberjack Academy
Engineering	Med.	15				Lumberjack Academy
Entrepreneurship	Med.	25			Offered ODD years only.	Handicraft
Environmental Science**	Hard	30			now 2-hrs. Requires observation time & extensive writing outside session.	Nature

Merit Badge	Diff.	Limit	Age	Prerequisites	Information	Program Area
Exploration	Hard	15			Requires overnight outpost. Offered ODD years only.	Scoutcraft
Fingerprinting	Easy	30			Only attend 1-day session.	Handicraft
Fire Safety	Hard	20			Field Trip Wednesday to local Fire Station requires drivers, bring money for purchase of off-property lunch.	Scoutcraft
First Aid*	Med.	20		Req. 5a	2-hr session.	Scoutcraft
Fish & Wildlife Management	Easy	35			Requires observation outside session.	Nature
Fishing	Med.	12		Req. 10	<i>Fishing gear is provided by camp!</i> Requires fishing outside session.	Nature
Fly Fishing	Med.	12		Req. 11	<i>Fly Fishing gear is provided by camp!</i> May require fishing outside session.	Nature
Forestry	Med.	12			Field trip Thursday to local Lumber Mill.	Nature
Game Design	Hard	16	14+		Requires technical writing & extensive work outside session.	Lumberjack Academy
Gardening	Med.	15		Req. 2b, 5 & 8 not covered at Camp.	2-hr session offered combined with Plant Science.	Nature
Geocaching	Med.	20		Req. 7 & 9. MUST bring own GPS.	Offered EVEN years only.	Scoutcraft
Geology	Med.	30			Requires collection & observation time outside session. Offered EVEN years only.	Nature
Hiking**	Med.	30		Req. 4 & 5 not covered	Offered ODD years only.	Scoutcraft
Horsemanship	Med.	TBD	13+	5-ft or taller, limit based on # of horses	3-hr session Monday- Friday . Must wear long pants & closed toe shoes every day.	Corral
Insect Study	Med.	30		Req. 9	Offered EVEN years only.	Nature
Journalism	Med.	10		Req. 4	Requires extensive writing & time outside session. Field Trip.	Lumberjack Academy
Kayaking	Med.	20		Pass BSA Swim Test before start of badge.		Waterfront
Leatherwork	Easy	25				Handicraft
Lifesaving**	Hard	20		Req. 2a (MUST have Swimming Merit Badge)	2-hr session. 400 yard swim at start of class.	Waterfront
Mammal Study	Easy	30				Nature
Mining in Society	Med.	25			Offered ODD years only.	Nature
Moviemaking	Med.	20			MUST bring own digital video camera. May not share with others. Requires film & edit time outside session.	Handicraft
Music	Med.	25				Handicraft
Nuclear Science	Hard	20	14+	Recommend prior knowledge of basic Chemistry.	Offered ODD years only.	Nature
Oceanography	Med.	30			Requires observation time outside session.	Nature
Orienteering	Med.	20			May require extensive time outside session.	Scoutcraft
Photography	Med.	20			MUST bring own digital camera for use all week. May not share with others.	Handicraft
Pioneering	Med.	20		Working knowledge of Scout to First Class knots & lashings	2-hr session. Requires knot & lashing practice outside session.	Scoutcraft

Merit Badge	Diff.	Limit	Age	Prerequisites	Information	Program Area
Plant Science	Med.	15			2-hr session offered combined with Gardening.	Nature
Pottery	Med.	12				Handicraft
Public Health	Hard	10	16+	MUST have First Aid & Emergency Preparedness	Will discuss complex topics.	Lumberjack Academy
Public Speaking	Med.	10			Requires time outside session. Requires speech writing & delivery with audience.	Lumberjack Academy
Pulp & Paper	Med.	30			Requires work outside session.	Nature
Reptile & Amphibian Study	Med.	30		Req. 8	Requires observation time outside session. Offered ODD years only.	Nature
Rifle Shooting	Med.	32		Firearm Use Permission Slip	2-hr session. May require practice shooting outside session.	Target & Range Sports
Rowing	Med.	20		Pass BSA Swim Test before start of badge.		Waterfront
Salesmanship	Med.	25			Requires time outside session. Offered EVEN years only.	Handicraft
Scouting Heritage	Med.	25		Req. 5		Eagle Trail
Sculpture	Med.	20			Offered ODD years only.	Handicraft
Search & Rescue	Med.	20	14+	Req. 6a	Offered EVEN years only.	Scoutcraft
Shotgun Shooting	Hard	12		Firearm Use Permission Slip	2-hr session. May require extensive practice shooting outside session.	Target & Range Sports
Signs, Signals & Codes	Easy	20			Offered ODD years only.	Scoutcraft
Small-Boat Sailing	Hard	14	14+	Pass BSA Swim Test before start of badge.	Limit based on operable boats, extra spaces may be available at camp.	Waterfront
Soil & Water Conservation	Easy	30				Nature
Space Exploration	Med.	20				Nature
Swimming**	Med.	15		Pass BSA Swim Test before start of badge.	now 2-hr session. Water contains fish & lake weed.	Waterfront
Textile	Easy	20			Offered EVEN years only.	Handicraft
Weather	Med.	30		Req. 9a on Sunday	Requires observation outside session.	Nature
Wilderness Survival	Med.	30			Requires Overnight Outpost to complete, you build your shelter & spend the night in it.	Scoutcraft
Woodcarving	Med.	15		Totin' Chip (Sunday session if needed)		Handicraft
Wilderness Survival	Med.	30			Requires Overnight Outpost to complete, build your own shelter & spend the night in it.	Scoutcraft
Woodcarving	Med.	15		Totin' Chip (Sunday session if needed)		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 Wente Scout Reservation Merit Badge & Activities Schedule

PROGRAM AREA

MORNING PROGRAM

AFTERNOON PROGRAM

EVENING PROG.

PROGRAM AREA		MORNING PROGRAM		AFTERNOON PROGRAM		EVENING PROG.	
		9:00 AM	10:00 AM	2:00 PM	3:00 PM	4:00 PM	7:00 PM
Climbing	Eagle Trail (1st Year)	First Class	Tenderfoot	Open Climb		Open Climb	
		Second Class	Second Class	Tenderfoot	Scouting Heritage	First Class	Open Scout Skills
Handicraft		Art	Basketry	Architecture	Leatherwork	Movie-making	Fingerprinting (M or T or Th)
		Chess	Leatherwork	Movie-making	Pottery	Music	Open Crafting (does not include Pottery)
		Leatherwork	Sales/Entrepreneurship	Pottery	Leatherwork	Textile	Photography
		Photography	Wood Carving	Wood Carving	Pottery	Wood Carving	Wood Carving
		American Heritage	Citizenship in the Nation	Communication	Cit. in the Nation	Emergency Prep.	Engineering
Lumberjack Academy		Journalism	Engineering	Emergency Prep.	Journalism	Communication	Flag Design (M or T or Th)
		Citizenship in the World now 2hrs		Public Health	Citizenship in the World now 2hrs	Public Speaking	Gamers' Social
Mountain Biking		Trail Rides & Skill Sessions			Trail Rides & Skill Sessions		Cycling (T & Th)
		Insect Study	Bird Study	Astronomy	Astronomy	Chemistry	Mammal Study (M, T & Th)
Nature	at Peninsula	Soil & Water Cons.	Environmental Science now 2hrs	Fishing	Environmental Science now 2hrs	Fishing	Mining in Society (M, T & Th)
		Space Exploration	Geology	Fishing	Oceanography	Fish & Wildlife Mgmt.	Space Exploration
		Gardening / Plant Science	Forestry (trip Thurs)	Open Fish	Pulp & Paper	Weather	Open Fishing & Gardening
		Fly Fishing	Open Fish		Fly Fishing		Open Fish
Risin' W Corral		Horsemanship 3hrs					Sunset Ride (M or F 6:30-8pm)
		Animal Science 2hrs			RootBeer Float Ride (W 1:30-3pm)	Overnight Outpost (T 4:30pm - W 7am)	
Scoutcraft		Cowboy Breakfast Ride (Th 6:30 - 9am)		Lunch Ride (Fri 11:30am - 2pm)		Dinner Ride (Th 4:30 - 8pm)	
		Cooking 2hrs	Camping	Camping	Cooking 2hrs		Fire'n'n Chit (MorTorTh)
		First Aid 2hrs	Fire Safety (trip Wed)	Search & Rescue	First Aid 2hrs	Search & Rescue	Totin' Chip (MorTorTh)
		Pioneering 2hrs	Search & Rescue	Backpacking	Pioneering 2hrs	Backpacking	Paul Punyan (M, T & Th)
		Orienteering	Wilderness Survival	Orienteering	Geocaching	Orienteering	Wilderness Survival
Shooting Sports	Archery Rifle Shotgun	Archery 2hrs	Open Shoot ALL Ranges	Archery 2hrs	Open Shoot Archery & Rifle	Open/Troop Shoot	
		Rifle Shooting 2hrs		Rifle Shooting 2hrs		closed	
		Shotgun Shooting 2hrs		Shotgun Shooting 2hrs		closed	
Waterfront		Beginner Swim	Canoeing now 2hrs	Canoeing now 2hrs		BSA Paddleboarding (T & Th)	
		Kayaking	Lifesaving now 2hrs	Small-Boat Sailing 2hrs	Small-Boat Sailing 2hrs	Open Swimming & Boating	
		Rowing	Small-Boat Sailing 2hrs	Swimming now 2hrs	Swimming now 2hrs		
		Swimming now 2hrs	Kayaking	Rowing	Beginner Swim	Rowing	Open Swim & Boating

Camp-wide Games

On Friday afternoons, all program areas will transition to Camp-Wide Games. The games give Scouts the chance to have some well-earned recreation time at the end of the week. Things may get silly, messy, wet & sweaty - - so come prepared to have a barrel of laughs & a boat-load of fun.

Theme Days

Join our Camp theme days & show us your Scout Spirit!

- Monday is Scout Spirit/Troop Pride Day...wear your Troop Shirt *while it's still clean!*
- Timberrrr Tuesday, show us your Finney Valley Lumberjack Spirit.
- Wear Your Helmet Wednesday (show off your Safety gear),
- Alternative Uniform Thursday
- Aloha Friday wear your loudest Hawaiian shirts

Order of the Arrow - On Tuesdays, show your OA Pride by wearing your sash or an OA T-shirt. Then join us at the OA Evening Social at the Dining Hall for fellowship, news, fun, patch trading, & as with all good meetings, *snacks*.

Special Programs at Wente Scout Reservation

Adult Dutch Oven Cook-off

You can start your coals whenever you like...but your entry should be brought to the Commissioners for judging during Tuesday evening program! Entries can be in one or both categories: Sweet or Savory! Leaders may NOT accept help (prep, cook OR clean-up) from the Youth! Winners in each category will be announced at the Scoutmaster Dinner on Thursday! Wente has Dutch Ovens, but Adults must bring all of their own ingredients...just be careful not to give away that secret recipe!

Campfires

Troop Campfire night. Your Troop can settle into your campsite for a Wednesday night of bonding or reserve the Amphitheater & get together with other Troops (say from your home district) for a larger Campfire. Don't forget to invite your counselors!

Closing Campfire the Scouts can perform skits, Camp Staff presents awards earned during the week & our progressive camper Finney Valley Ceremony rounds out the evening.

Exploring Camp

There are many ways to explore the vastness of Wente safely while having an incredible time, whichever option you choose make sure both your Youth & Adult Unit leadership know your plans, take a buddy & plenty of water! See program area pages for more details.

Finbar O'Riley Discovery Trail

(Commissioners)

Kali-Ama (Nature)

Lunch Across the Lake (Waterfront)

Trail Rides (Mtn. Biking)

Trail Rides (Risin' W Corral)

Outposts

Outposts are a wonderful way to experience the adventurous activities outside of regular Merit Badge programs. Some can be done as a Unit, others as a Patrol & some on an individual basis. See program area pages for more details.

O'Riley's Outpost (Shooting Sports)

Be A Wrangler Outpost (Risin' W Corral)

Wilderness Survival Outpost (Scoutcraft)

Troop Cobblers

Does a bubbling fruit cobbler fresh out of a Dutch Oven sound good? Depending on fire conditions, we offer Units the chance to make Dutch oven cobblers in their Troop's Campsite. To take advantage of this great experience sign up the night before you want to make cobblers, at the Trading Post. Flavors available vary week to week.

Unit Expeditions (including all Kali-Ama!)

A group of Scouts or entire units may leave the main part of camp to explore the backcountry. Groups leaving the main part of camp must abide by the following:

1. Have permission from their unit Adult Leadership.
2. **Sign-Out at the Admin. Office** & provide an itinerary indicating route/Kali-Ama points & estimated time of return.
3. **Sign-In at the Admin. Office** upon return.
4. Travel in a group of no less than four people.
5. Swimming/playing in creeks must be supervised by an adult (21 or more years old) who has a current safe swim defense card. It is advised that at least one person be a certified Lifeguard.

Spirit of the Skunk Rocker

An exciting & **challenging** rocker program for all campers, outside of Merit Badges, that you may earn & proudly wear with the Wente patches on your uniform. Wente Spirit Rockers are unique because they can only be earned at Wente in the span of the week that you are there.

Skunk (All Camp – YOUTH ONLY)

1. Participate in Wooly Wash (Waterfront)
2. Earn your Firem'n Chit & Totin' Chip (Scoutcraft)
3. Help mop or clean windows at the Dining Hall (Dining Hall Steward)
4. Be part of the Color Guard for Morning or Evening Flags (Eagle Trail)
5. Climb or rappel at The Rock & learn to tie a figure eight knot (Climbing)
6. Complete 1 trail ride (Mtn Biking)
7. Complete the Finbar O'Riley Discovery Trail & learn camp history (Lumberjack Academy)
8. Do one of the following (Nature):
 - a. Attend a Star Party,
 - b. Complete the Speed Kali-Ama during Camp-wide Games,
 - c. Participate in a Conservation Service Project for at least 1-hr.
9. Do one of the following (Handicraft):
 - a. Hand carve a neckerchief slide,
 - b. Weave a basket,
 - c. Make a leatherwork project,
 - d. Participate in the Chess Tournament.
10. Participate in Open Shoot or a Troop Shoot at any range (Shooting Sports)
11. Do one of the following *at the Barn* (Corral):
 - a. Learn to lasso,
 - b. Get something branded,
 - c. Muck a full wheelbarrow load from a stall or pasture with the Staff,
 - d. Help feed the horses (sign-up with Corral Director ahead of time),
 - e. Help groom/wash a horse (Friday).
12. Help your troop clean a Showerhouse (Maintenance)

King Skunk (All Camp – ADULT ONLY)

1. Attend Scoutmaster Float - *now on Friday morning!* (Waterfront)
2. Volunteer during Open Scout Skills time (Scoutcraft)
3. Volunteer during one Rank Advancement session (Eagle Trail)
4. Volunteer during any Climbing session after earning Climb on Safely (Climbing)
5. Perform at least 1-hr of service with the Skunk Works Trail Crew (Mtn Biking)
6. Teach your Scouts the 1st verse of The Star-Spangled Banner (Lumberjack Academy)
7. Lead or complete a Conservation-based Service Project for at least 1-hr (Nature)
8. Volunteer during Open Crafting or join the Chess Tournament (Handicraft)
9. Participate in at least one Scoutmaster Shoot (Shooting Sports)
10. Hike to the Barn, *while recuperating*, learn the name of your favorite horse then complete one Wrangler task (Corral)
11. Complete a task off the Ranger's Adult Service Project List (Maintenance)
12. Don't forget to take a nap in the shade...*for your personal health!* (Medic)

Are YOU up to the challenge? For more information or to get started, swing by the Admin. Office, or talk to your Commissioner!

Special Awards

Honor Troop & Honor Patrol - At Wente Scout Reservation we feel that each unit should depart stronger than they arrived. The Honor Unit Awards Program one way we try & help this process. The Commissioner staff will work with your Unit Leadership on these requirements. Leaders submit Unit # & Patrol Names during Friday Roundtable.

HONOR PATROL

Complete ALL of the following:

1. Have & display a patrol flag.
2. Conduct a patrol meeting at camp.
3. Do a patrol yell at a camp-wide event or meal.
4. Each Scout earns a Finney Valley Rocker
5. Show Scout Spirit
6. Tent & Campsite kept clean & orderly.

Complete 4 of the following:

1. Go on a patrol hike, shoot or bike ride
2. All members in Class-A uniform for all evening Flags
3. Work on a Merit Badge or Rank Advancement as a patrol
4. Build a Pioneering project together as a patrol.
5. Perform a patrol song/skit at a Troop Campfire at camp
6. Participate in Camp-wide Games & turn in score sheet.

HONOR TROOP

Complete ALL of the following:

1. Conduct a Patrol Leader's Council at camp
2. Troop attends every Flag Assembly (unless on outpost as a Unit)
3. Demonstrate Troop Spirit
4. Represented at all Adult & SPL meetings
5. Conduct a Troop Campfire at camp
6. Each Scout earns a Finney Valley Rocker

Complete 4 of the following:

1. All patrols earn Honor Patrol.
2. At least 1 Camper earns a Spirit Animal Rocker
3. All Troop members in full Class-A uniform for all evening Flag Assembly
4. Complete a campsite improvement project (must have approval before starting)
5. Have 1 Troop Activity: hike, Troop Shoot, Lunch-Across-the-Lake, Outpost, Ride, etc.
6. Invite another Troop to an inter-Troop Activity!
7. Complete a Troop Service Project

Wente Scout Reservation Traditions

The spirit of Wente whispered its way into the Finney Valley long before the scouts arrived. It came with Finbar & the O'Riley clan, as they homesteaded in the southern hills foraging the plentiful forest, planting fruit trees, & drinking from the many springs to sustain life. Its voice grew as the Finney Valley Lumber Company logged the area leaving behind roads for future access to our beloved camp & beginning a long-standing relationship with the forest that continues today in the Wente Forest Health & Conservation. Scouting & the Wente land seemed destined to join forces to teach the youth then, now & into the future that we are all stewards of Nature...and what better place than this slice of heaven many of us consider our second home.

Wente prides itself on adapting to the needs of our campers & what program best suits their needs at that time. So, although we do have traditions, our favorite one is serving the Youth & giving back to our wonderful camp. Through the years Wente has steadily added new program areas, more campsites, adventures into the backcountry, & off-season opportunities for Units, Scouters & their families to enjoy a sanctuary from the hustle and bustle of the modern world.

Wente Scout Reservation Weekly Schedule

Time	Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday		
6:00	Have ready upon arrival: * BSA Health Form with all Medication in original containers * Firearms Use Slips	BSA Mile Swim training		BSA Mile Swim with Rower & Spotter (5:30am on Friday)					
		Wooly Wash - - 6:30am daily - - earn your patch by participating 3 days!							
					Corral Outpost returns	Cowboy Breakfast Ride (6:30-8:45am)		1st shift SPL Breakfast	
7:15		Shift 1 Breakfast	Shift 1 Breakfast	Shift 1 Breakfast	Shift 1 Breakfast	Shift 1 Breakfast		Shift 1 Breakfast	1st Breakfast
8:00		Morning Flags	Morning Flags	Morning Flags	Morning Flags	Morning Flags		Morning Flags	Morning Flags
8:15	Shift 2 Breakfast		Shift 2 Breakfast		Shift 2 Breakfast		2nd Breakfast		
9:00	Morning Program (9 – noon)	Morning Program (9 – noon)	Morning Program (9 – noon)	Morning Program (9 – noon)	Morning Program (9 – noon)	MB Make-Ups (9-11:30am) Scoutmaster Float (10-12)	Troop Check-Out by 10:00am		
9:30	Leader Roundtable	Leader Roundtable	Leader Roundtable	Leader Roundtable	Leader Roundtable				
	Staff Meeting			Fire Safety Trip (12:45-1:45pm)	Forestry Trip (10:30 thru Lunch)	Corral Lunch Ride (11:30-1:30pm)	Staff Off-Duty		
12:15	Troop Check-Ins Noon-2pm	Lunch Across the Lake (noon – 1:45pm daily)						Travel Home Safely! See You next Summer!	
12:45	Shift 1 Lunch	Shift 1 Lunch	Shift 1 Lunch	Shift 1 Lunch	Shift 1 Lunch	Shift 1 Lunch			
1:15	* Camp Tours * Medical Check			Fire Safety Trip					
2:00	* Swim Checks	Shift 2 Lunch	Shift 2 Lunch	Shift 2 Lunch Float Ride (1:30)	Shift 2 Lunch	Shift 2 Lunch	Come visit in the off-season		
4:00	CAMPSITE SET-UP	Open Swim & Boat Open Archery SM Shoot Rifle	Open Swim & Boat Open Shoot Archery & Rifle SM Shotgun	Open Swim & Boat Open Shoot Archery & Rifle	Open Swim & Boat Open Shoot Rifle SM Shoot Archery	Camp-Wide Games (2-5pm) now with competitions from ALL Program Areas			
4:30		O'Riley's (4:30-7pm)	Corral Outpost (4pm)	O'Riley's (4:30-7pm)	O'Riley's (4:30-7pm) Corral Dinner Ride	O'Riley's (4:30-7pm)	* Family Camp * Troop Campouts * February Bonfire Weekend * April Good Turn Weekend * Thanksgiving Work Weekend		
5:15	1 ST Dinner	Shift 1 Dinner	Shift 1 Dinner	Shift 1 Dinner	Shift 1 Dinner	Shift 1 Dinner			
6:00	Flags	Evening Flags	Evening Flags	Evening Flags	Evening Flags	Evening Flags			
6:15	2 ND Dinner	Shift 2 Dinner Corral Sunset Ride	Shift 2 Dinner	Shift 2 Dinner	Shift 2 Dinner SM Dinner	Shift 2 Dinner Corral Sunset Ride			
7:00	SPL/SM Mtg	Evening Program	Evening Program	WENTETHALON!	Evening Program	Evening Program			
8:15		SPL Mtg & Social	OA Social		Wilderness Survival Outpost				
8:30	Opening Campfire			Troop Campfires	Movie Night	Closing Campfire			
9:00		Adult Leader Pie & Coffee	Star Party (9:30)		Star Party (9:30)				
10:00	ALL QUIET - - All Scouts in Campsite with Two-Deep Leadership - - LIGHTS OUT								

Note: Waiters are due 15min before meal service. Staff performs waiter duty for Sunday Dinner.

Finney Valley Lumber Company

Our progressive Camper program is designed to guide **Youth** through the wonderful world of Wente. Below is each year's award & how to earn it. All Scouts who earn a rocker may join the Finney Valley Ceremony during Closing Campfire. Scoutmasters will pick up all rockers at the Trading Post during check-out & are asked to reimburse Camp for the awards' cost, just as they would a Merit Badge or other emblem. Scouts can only earn one per year. Cost is \$3.

1st Year (Choker Setter)

Do 6 of the Following:

1. Take the BSA Swim Test.
2. Be a Waiter.
3. Earn Totin' Chip.
4. Shoot at Archery or Rifle.
5. Attend a Star Party.
6. Ride the Pump Track.
7. Go to Branding Night or take a trail ride.
8. Earn Swimming MB or go to swim instruction.
9. Work on rank skills at Eagle Trail
10. Attend every flag ceremony.

2nd Year (Cedar Savage)

Do 6 of the Following:

1. Take the BSA Swim Test.
2. Be a Waiter
3. Hike the Finbar O'Riley Discovery Trail
4. Make a Handicraft project
5. Catch & release a fish out of the lake
6. Shoot for score at the Rifle Range
7. Earn Firem'n Chit
8. Pickup 20pcs of trash & take to your SM
9. Demonstrate tying the 8 basic knots
10. Attend every flag ceremony in uniform.

3rd Year (Straw Boss)

Do 6 of the Following:

1. Take the BSA Swim Test.
2. Be a Waiter
3. Groom, feed & water a Horse.
4. Earn an Eagle Required Merit Badge
5. Earn Archery, Rifle or Shotgun MB
6. Earn BSA Mile Swim or be a Rower/Spotter for someone
7. Take a Trail Ride at Mtn. Biking
8. Help a Scout learn First Class skills
9. Earn the Skunk/King Skunk Rocker
10. Attend all flags on time, in uniform.

4th Year (Top Man)

Do 5 of the Following:

1. Pass the BSA Swim Test or improve one level during the week
2. Be a Waiter
3. Hike the Kali-Ama
4. Climb or rappel at The Rock
5. Shoot black powder at O'Riley's
6. Earn the Paul Bunyan Award
7. Help lead a Troop Campfire
8. Be in the Color Guard for a camp-wide flag ceremony.

5th Year (Bull of the Woods)

Do the Following:

1. Pass the BSA Swim Test or improve one level during the week
2. Be a Waiter
3. Participate in Wentethalon.
4. Help build a useful Pioneering project in your campsite

6th Year (Legend of Finney Valley)

Do the Following:

1. Pass the BSA Swim Test
2. Teach the Outdoor Code to a 1st Year
3. Teach 2 knots to a 1st year Scout
4. Help in a Restoration Service Project
5. Pledge to attend Good Turn Weekend with your Unit

7th Year (Legacy of the Stick on a String)

Do the Following:

1. Pass the BSA Swim Test
2. Help with a Camp Service Project
3. Sit on a Board of Review
4. Pledge to attend an off-season Wente Work Weekend

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 [47](#))**
- ___ 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 47)**

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 [47](#))**

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 47).**

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*

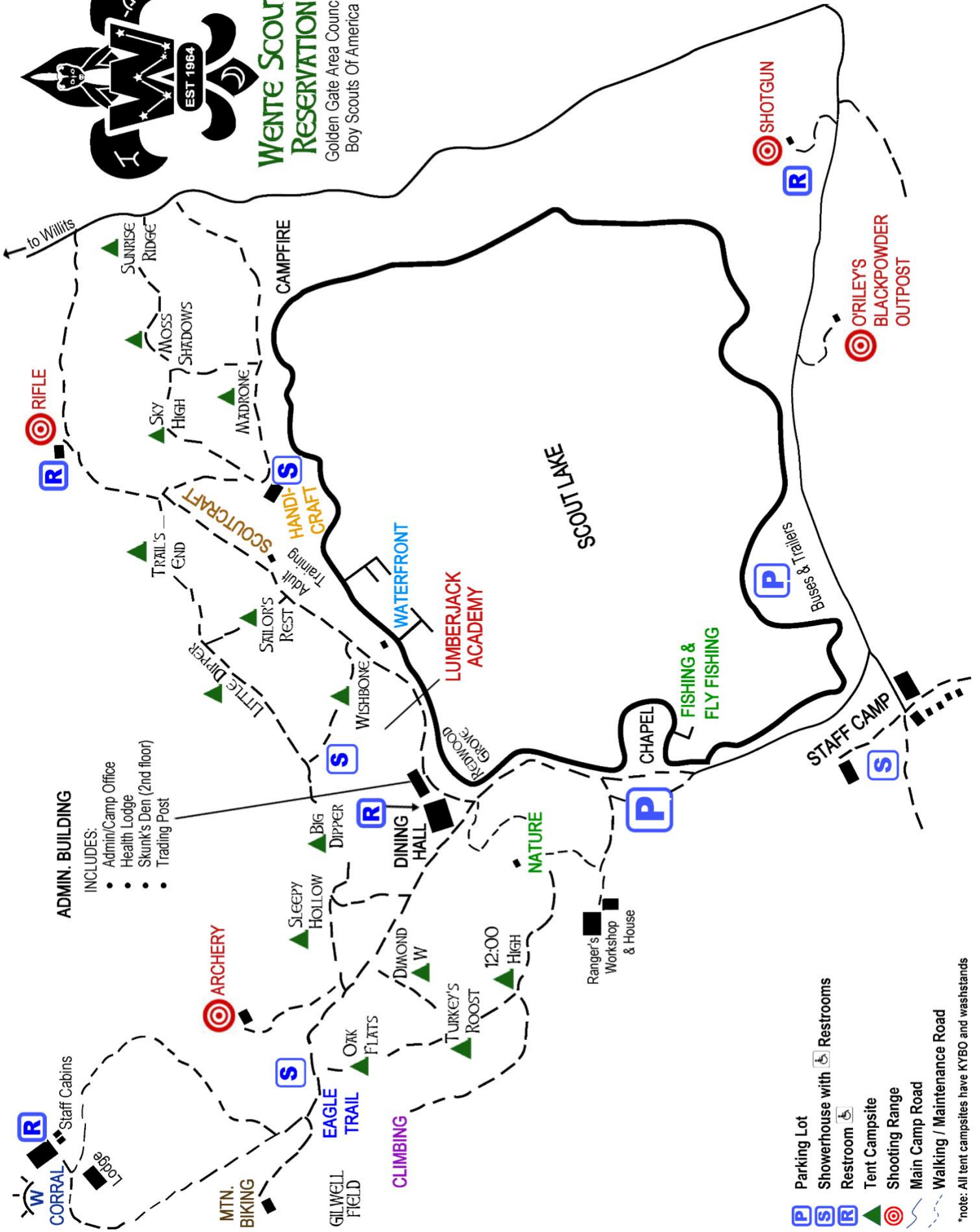
Unit Leader *Signature*

Parent/Guardian PRINT

Unit Leader PRINT



WENTE SCOUT RESERVATION
 Golden Gate Area Council
 Boy Scouts Of America



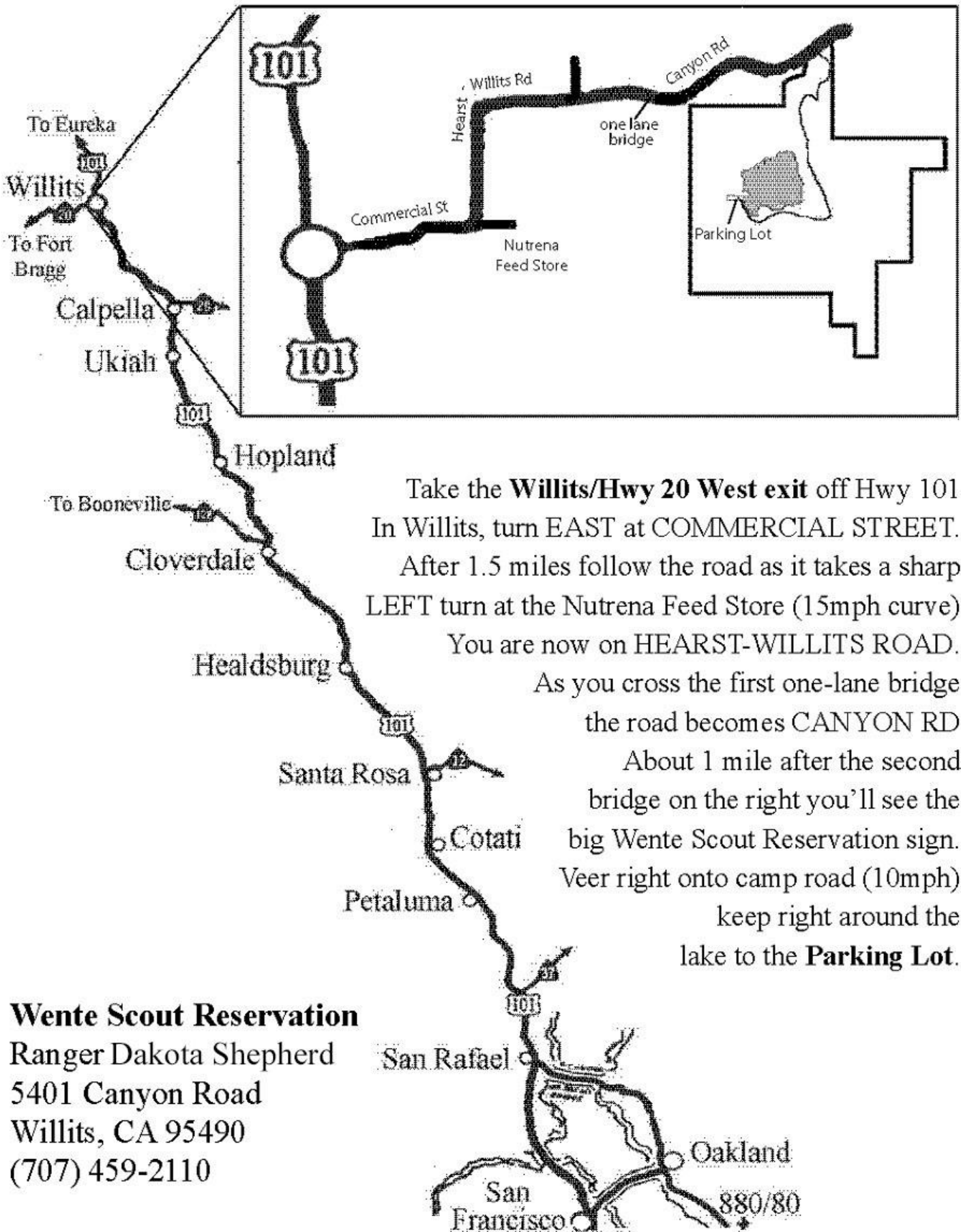
ADMIN. BUILDING

- INCLUDES:
- Admin/Camp Office
 - Health Lodge
 - Skunk's Den (2nd floor)
 - Trading Post

- Parking Lot
- Showerhouse with Restrooms
- Restroom
- Tent Campsite
- Shooting Range
- Main Camp Road
- Walking / Maintenance Road

*note: All tent campsites have KYBO and washstands

Driving Directions to Wente Scout Reservation



Take the **Willits/Hwy 20 West exit** off Hwy 101
 In Willits, turn **EAST** at **COMMERCIAL STREET**.
 After 1.5 miles follow the road as it takes a sharp
LEFT turn at the Nutrena Feed Store (15mph curve)
 You are now on **HEARST-WILLITS ROAD**.
 As you cross the first one-lane bridge
 the road becomes **CANYON RD**
 About 1 mile after the second
 bridge on the right you'll see the
 big Wente Scout Reservation sign.
 Veer right onto camp road (10mph)
 keep right around the
 lake to the **Parking Lot**.

Wente Scout Reservation
 Ranger Dakota Shepherd
 5401 Canyon Road
 Willits, CA 95490
 (707) 459-2110