

**Golden Gate Area Council
Summer Camp 2025**

General Leaders' Guide



Golden Gate Area Council, Scouting America
6601 Owens Drive, Suite 100
Pleasanton, CA 94588
Phone: 925-674-6100

<https://goldengatescouting.org/summer-camp/>

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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, and 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 and 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, and provide a traditional camping environment that can be enjoyed by all ages for many years to follow.

The Scout Oath and 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 and 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, and 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 and my country and to obey the Scout Law;

To help other people at all times;

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

A Scout is:

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

Cheerful, Thrifty, Brave, Clean, and Reverent.

Youth Protection

Scouting America's adult registration requirements mandate that **all adults** accompanying a Scout Troop to a resident camp or other Scouting activity **must be registered as an Adult Leader, including completion of a Criminal Background Check (CBC) and 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 Scouting America volunteers, employees, and other volunteers who are 18 years or older and 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 and 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 extended activities and 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 Troop on a single Scouting activity
- Adults **must** be registered as leaders, **including the completion of a Criminal Background Check (CBC) and 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 and completing your YPT and 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 and 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 and 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, and your Unit's program should reflect the needs and desires of your Scouts. After all, no one knows them better than you!

Your task as Unit Leader is to compress many years' worth of adventure into one week of Camp. With unique and unparalleled programs, and an experienced & 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 and demanding a great time.

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

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

Tristano DeMauri

Camp Director

Wente Scout Reservation

Jonas Elam

Program Director

Camp Royaneh

Beckett Litten

Program Director

Camp Wolfeboro

Scott Suplick

Program Director

Wente Scout Reservation

Alan Young

Program Director

Golden Gate Area Council

Tom Farris

Camping Committee Chair

Golden Gate Area Council

Planning Calendar

Fees	Dates
Pay Unit Camp Deposit	Year Prior
Pay Youth Camper Deposit	1/29/2025
Pay Youth Camper Balance	3/26/2025
Pay Adult Camper Fee	5/28/2025
Pay Bridging Arrow of Light Fee	5/28/2025
Tasks	Dates
Follow your Camp on Social Media	ASAP
Register for Pre-Camp Leaders' Meeting (April 2, 2025)	February 2025
Begin Populating Registration System with Scouts' Information	February 2025
Email Parents the Link to Parents' Guide	March 2025
Email Parents the Link to Annual Health & Medical Record	March 2025
Begin Merit Badge Scoutmaster Conferences	March 2025
Collect Dietary Restrictions & Allergies	April 2025
Register Scouts for Merit Badges	Beginning April 30, 2025
Collect & Review AHMR for All Campers	May 2025
Collect Firearms Use Permission Forms (p 83)	May 2025
Review Requirements Not Covered at Camp (Prerequisites)	May 2025
Distribute Packing Lists to Youth	May 2025
Review Troop Equipment Needs	May 2025
Review Travel Instructions	June 2025

Registration & Camp Fees

2025 Camp Fees & Payment Schedule

Who	Where	GGAC Units*	Out of Council Units
Youth Camper Fees	Wolfeboro per Scout per Week:	\$749	\$774
	Royaneh or Wente per Scout per Week:	\$759	\$784
Unit Camp Deposit	At time of Reservation	\$500 per Unit per Site per Week (NON REFUNDABLE)	
Item	Deadline	GGAC Units*	Out of Council Units
Youth Camper Initial Payment	1/29/2025	\$250 Deposit per Scout (NON REFUNDABLE)	
Youth Camper "Free T-shirt" Deadline	3/26/2025	Balance of CW \$749 CR or WSR \$759	Balance of CW \$774 CR or WSR \$784
Adult Leaders	5/28/2025	First 2 adults \$235 Remaining Adults are \$475 each (Partial week Adults are \$95 per day)	
All bridging AOL Scouts Payment Deadline	Must be paid in full by 5/28/2025	CW \$749 CR or WSR \$759	CW \$774 CR or WSR \$785
Late Registration Fees & Deadlines			
Youth Campers	After 3/26/2025	CW \$779 CR or WSR \$789	CW \$804 CR or WSR \$814
AOL Scouts	After 5/28/2025	CW \$779 CR or WSR \$789	CW \$804 CR or WSR \$814
Adult Leaders	After 5/28/2025	\$500	\$500

- Camp fees were raised to remain compliant with minimum wage and food inflation.
 - If your Troop pays for less than 90% of your site you will be sharing a site with another Troop.
 - 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.
 - 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 April 30, 2025. No late applications can be accepted.
 - Arrow of Light Scouts may apply for Camperships until May 28, 2025.
- *GGAC In-Council rates applicable to units coming from: Greater Yosemite, Los Padres, Nevada Area, Piedmont, Redwood Empire, and Southern Sierra Councils. If your camp does not offer resident camp and is not listed here please contact us at melissa.yarns@scouting.org and we will offer you in council rates.

Registration

Registration links for each camp are:

Camp Royaneh - <https://scoutingevent.com/023-CR2025>

Camp Wolfeboro – <https://scoutingevent.com/023-CW2025>

Wente Scout Reservation - <https://scoutingevent.com/023-WSR2025>

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@goldengatescouting.org

Resident Camp Refund Policy – Updated 2025

Youth Refund Policy

Deposit of \$250 per Scout is non-refundable.

- 30+ Days Prior to your arrival at camp a maximum of \$474 can be refunded.
- 15-29 Days Prior to your arrival at camp a maximum of \$284 can be refunded.
- Less Than 15 Days Prior to your arrival at camp a maximum of \$95 can be refunded.
- If your full week of camp is not completed your maximum refund will be \$95.
- If your Scout is sent home for behavioral issues, there is no refund under any circumstance.

Adult Refund Policy

Deposit of \$250 per Adult is non-refundable.

- Free Adults are not refunded under any circumstance.
- 30+ Days Prior to your arrival at camp a maximum of \$225 can be refunded.
- 15-29 Days Prior to your arrival at camp a maximum of \$180 can be refunded.
- Less Than 15 Days Prior to your arrival at camp a maximum of \$45 can be refunded.
- If your full week of camp is not completed your maximum refund will be \$45.
- If an Adult is sent home for behavioral issues, there is no refund under any circumstance.

Registrations may be transferred at 100% value to same camp within same year

Scholarships (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, and 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 April 30th for continuing Scouts and May 28th for newly bridged Arrow of Light Scouts. (<https://goldengatescouting.org/summer-camp/>)

Early Arrivals

Due to the need for Staff time off, Saturday arrivals are only permitted for Troops whose travel is greater than 5 hours and must be pre-approved.

ALL of our Camps are **CLOSED** and the Staff is off duty from 11:00 AM on Saturday to 11:00AM on Sunday each weekend.

Trekker Troop 23 – Summer Camp without your Troop

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 and beyond. You'll meet new people and 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 and fun camp experience. Provisional scouts can participate in all of the camp's exciting programs including advancement, competitions, and 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 and High Adventure trips.

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

General Camp Information

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

2026 Camp Dates

Sunday to Saturday	CAMP ROYANEH	CAMP WOLFEBORO	WENTE SCOUT RESERVATION
June 21 – June 27	<input type="checkbox"/> Week 1	<input type="checkbox"/> Week 1	<input type="checkbox"/> Week 1
June 28 – July 4	<input type="checkbox"/> Week 2	<input type="checkbox"/> Week 2	<input type="checkbox"/> Week 2
July 5 – July 11	<input type="checkbox"/> Week 3	<input type="checkbox"/> Week 3	<input type="checkbox"/> Week 3
July 12 – July 18	<input type="checkbox"/> Week 4	<input type="checkbox"/> Week 4	<input type="checkbox"/> Week 4
July 19 – July 25	<input type="checkbox"/> Week 5	<input type="checkbox"/> Week 5	<input type="checkbox"/> Week 5
July 26- August 1	<input type="checkbox"/> Week 6	<input type="checkbox"/> Week 6	<input type="checkbox"/> Week 6
August 2 – August 8			<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 and meet your unit at the Camp parking lot, & then assist you in settling into your campsite and starting your camp tour and check-in. Please do NOT enter camp without completing the initial Check-In.

Camp Wolfeboro Note: The camp truck will be at the top of the hill to assist transporting gear into camp. Units should plan to arrive at upper parking lot between 11:30 AM and 1:00 PM to allow enough time to hike the 2.5 miles in and set up camp.

Required Forms

BEFORE departing home please collect and 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 and will not be allowed to enter camp without it.**

[Annual Health & Medical Record](#) - ALL Campers, Youth and Adult, must have a current, completed Scouting America's health form with all three sections (parts A, B, & C) and all appropriate parental and doctor signatures. The Health and 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 [83](#)): 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 and provides its own transportation to and from camp. The Check In and Out sections of this guide should be used in planning your trip.

Camp Wolfeboro Note: The Wolfeboro access road is accessible using 4X4 or high clearance vehicles ONLY. If you bring your personal vehicles down the road, you are doing so at Your Own Risk. It is highly recommended to not bring sedans/coupes down the access road.

Parking

Camp speed limit is 5 mph. To protect the health and safety of Campers and conserve Camp property. Council policy states that personal vehicles are not to be used on In-Camp service roads. Leaders and visitors should park in the parking lot near the main area of Camp. ALL Vehicles should stop in this lot and 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 and when you will return. Leaders leaving Camp at any time need to check out and back in at the Camp Office. For emergency purposes, the Camp Administration must be able to account for each and every Scout and Scout leader at all times.

Camp Wolfeboro Note: There is extremely limited parking at the bottom and 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 and Wente Scout Reservation provide traditional canvas wall tents, whereas units attending Camp Wolfeboro must provide their own tents and transport them to and 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" and have full dirt and water buckets nearby, per Scouting regulations. (Camp makes every effort to have ample containers available.)

Camp Royaneh and Wente Scout Reservation Note: It is vital to respect and 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 and cutting the walls of the tents. These types of accidents are irresponsible of the Scout and disrespectful of the equipment and 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 \$20 per inch up to the replacement cost of the tent. Normal wear and tear is understandable. The Camp Director has the final say on damage.

The additional \$10 per Scout fee for Camp Royaneh and Wente Scout Reservation is considered “donor designated” and can only be used to replace tents on a rotating cycle.

Medical Checks

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

All prescription medication brought to Camp must have original containers and original instructions for administration. Camp stores the medication and medication logs, your Troop is responsible for administering medications to your Scouts.

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 and 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, and 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.

Camp Wolfeboro Note – Meals in Dining Hall are served using serving-line style. Wednesday dinner ingredients are provided by the Dining Hall, but the meal is prepared by the units in their campsites. Units must bring stoves and necessary cooking equipment with them.

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@goldengatescouting.org three (3) weeks prior to arrival. Please submit items you can eat as well as those you can't.

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

Camp Administration

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

Camp Wolfeboro - the Program Office (PO) is located above the Trading Post. This is where you will find the Unit Mailboxes, Lost & Found, a Lending Library, and the History of Wolfeboro. This also the location for most Unit Leader meetings and Senior Patrol Leader Meetings.

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, and 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 and 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 and during program time, is the place for you to pay for Open session project materials, Target & Range Sports tickets, and trail rides! You can also pickup patches, neckerchief slides, and belt buckles, many unique to specific years of camp. The Trading Post staff is happy to accept cash, check, and all major credit cards as well as digital tap payments (Apple and Android)

On average, a Scout spends \$100 during their week at camp. This amount will depend upon the Scout's personal needs and 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, and 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

Camp Commissioners

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

The Commissioner Staff can:

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

Leader's Meeting

Each camp holds a Leaders' Meeting Sunday afternoon or evening. This meeting allows you to meet the Camp Director, Program Director, Camp Commissioners, as well as other Unit Leaders (Youth and Adults). The Camp Staff will provide an overview of some Camp policies and programs. **It is highly recommended that both your Scoutmaster and Senior Patrol Leader attend this meeting.**

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.

Camp Wolfboro Note - Friday Night "Old Goats" dinner is \$25 per guest. Youth under 6 eat for free.

Troop & Patrol Flags

Baden-Powell said, "The patrol method is not one way to operate a troop, it is the only way." To help provide recognition of patrol spirit, we encourage your Patrols to bring their flags to camp along with your unit's flag. Each campsite has a flagpole for our country's flag and Troops are strongly encouraged to hold Troop flags each day.

Uniforms

Field uniforms (a.k.a. "Class A") are worn at all flag ceremonies and at morning and evening meals. During the day and 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 and sleeping attire are **NOT** acceptable at meals.

Camp Royaneh Communications

Mail

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

For USPS:

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

For ALL OTHER carriers:

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

Telephone

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

Telephone: (707) 632-5291

Internet

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

Camp Wolfeboro Communications

Mail

There is NO direct mail service to camp, so mail delivery to camp is infrequent. The outgoing mailbox is behind the Program Office. Incoming mail is distributed once in camp from the Bear Valley Post Office. **Camp is not responsible for lost or stolen mail.** The Trading Post stocks postcards, writing paper, envelopes, & stamps.

Please allow about 5 business days for mail to arrive at camp. Parents may want to send a letter to camp the Thursday before the youth's week at Wolfeboro. Please provide a return address, all mail that arrives after an individual has left camp is returned at the end of summer.

All mail must be sent by the **United States Postal Service (USPS)**! No other carriers deliver to camp!

Scout's Name
Troop # & Name of Campsite
Camp Wolfeboro
Bear Valley, CA 95223

Telephone

Wolfeboro uses a radiotelephone system. **In case of an emergency, contact the Golden Gate Area Council Service Center at (925) 674-6100 to get a message to camp.** AT&T cell service does work in most areas in camp.

Internet

There is a Wi-Fi hotspot at the Program Office (P.O.) and password will be given to Adult Leaders at the Leader's meeting Sunday evening. This is confidential and **NOT** to be shared with any Youth! Our internet is *extremely limited* and intended for quick emails and such for business purposes. It is **NOT** to be used for uploading videos or streaming movies. It will be turned off as needed for Wolfeboro business to be completed.

Wente Scout Reservation Communications

Mail

Each Unit will be provided with a mailbox in the Camp office. Incoming mail, messages, and 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 and emergencies only. Please let the families of your Scouts know these lines are only for emergency purposes, not to check up on their child.

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 and password will be given to Adult Leaders at the Leader's meeting Sunday evening. This is confidential and **NOT** to be shared with any Youth! Our internet is *very limited* and intended for quick emails & such. It will be turned off as needed for Wente Scout Reservation business to be completed.

Adult Leaders

Camp program and activities are first & foremost for the youth. Adults should not come to camp expecting to access to program areas equal to the youth. There are specific activities for the Adults at each camp, such as a Scoutmaster Shoot at the Rifle Range, but all other activities are for the youth.

Training Opportunities

Camp can be a fun and relaxing learning experience for adults. During the week, Adult Leaders may participate in **Safe Swim Defense, Safety Afloat, and Climb on Safely**. Pending demand by participants & available trainers, the courses to become a trained Scoutmaster or Assistant Scoutmaster such as **Scoutmaster Specific, Leave No Trace/Outdoor Ethics, Troop Committee Challenge, and Introduction to Outdoor Leader Skills (IOLS)** may be offered each week. Completion of Introduction to Outdoor Leader Skills requires participation in an overnight hike and campout. Please bring a copy of your membership card or number for record keeping purposes. (not required but highly recommended)

Volunteer Opportunities

If an adult has **specialized skills such as plumbing, electrical, carpentry, shooting sports, or medical expertise** and would like to help with projects around each camp, please contact the Golden Gate Area Council Service Center, & we'll get you set up to help on one of the many projects at each camp.

Troops will need to transport any Scout in their Unit to the Merit Badge session field trips listed below, with no 1-on-1 contact in the vehicle & while maintaining two-deep leadership at camp, in compliance with Scouting America Youth Protection Guidelines & the State of California requirements.

Camp Royaneh drivers are needed to enable us to go on the following Field Trips:

- Oceanography to the Coast, Wednesday 2:00pm–4:00pm.
- Forestry to the Sawmill in Cazadero, Thursday 2:00pm–4:00pm
- Geology to the Quarry, Wednesday 3:00pm—5:00pm
- Railroading to the Cazadero Railroad Museum, Thursday 11:30am through Lunch
- Fire Safety to the Cazadero Cal Fire Station, Tuesday 2:00pm—3:00pm

Wente Scout Reservation drivers are needed to enable us to go on the following Field Trips:

- Fire Safety to Little Lake Fire Department in Willits, Wednesday 12:45pm – 1:45pm
- Forestry to the Sawmill in Willits Thursday 10:30am –12:30pm
- Journalism to local newspaper Friday 10:30am—12:30pm
- A Labor Union Rep. is needed at American Labor for a discussion Tuesday at 9:00am (Odd yrs)
- An Engineer is needed at Engineering for a discussion Tuesday at 10:00am

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 and 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 and Insurance will be checked for validity.
5. Adult Leader Remaining in Camp verifies Unit knows when and with whom the Scout left.

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

Troop Check-Out

Troops should plan on checking out by 10:00 AM on Saturday. Your assigned Staff Member will come to your Campsite directly after breakfast to check you out. The Staff Member, SPL, and an Adult Leader will inspect the site for any damage to Camp property. Troops will be charged for any damage that occurs. Be sure that some Scouts remain in the site to help with any final details:

- Tents/Cabins are swept clean, free of trash; tent flaps down; tents, poles and platforms are free of damage. (Camp Royaneh and Wente Scout Reservation)
- Trash is placed in dumpster by the Dining Hall.
- KYBO is swept & washed out with toilet paper stocked.
- KYBO Supplies are present, undamaged and cleaners are stocked.
- Fire Tools are present, undamaged and fire buckets are filled with water or dirt.
- Bulletin Boards are emptied of all Troop paperwork.
- All equipment checked out has been returned.

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

Remember to:

- Turn in Camp Evaluations.
- Site Saver for 2026.
- Double-check your Troop mailbox.
- Pick up Medications & Medical Forms from Health Lodge.
- Pick up Camp Patches from Camp or Program Office.

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 and illnesses.

For each camp arrangements for treatment of more serious cases have been made with medical clinics and 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 and 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 and 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 and show documentation of release and any medical restrictions and 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 and have access to an ambulance service and hospital in the event of an emergency.

Medical Emergencies

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

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

Camp Wolfeboro, the patient will most likely be transported to Mark Twain Medical Center in San Andreas, CA. Urgent Care cases will be sent to Urgent Care clinics in Arnold or Angels 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 Scouting America National policy states:

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

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

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 [14](#).

Special Needs

Unit leaders should understand the limitations and 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 and 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 and understanding on the part of unit leaders & other Scouts. A clear and open understanding should exist between the unit leadership and the parents or guardians of a Scout with a disability.

Scouts with special needs will be given opportunities to camp, hike, and take part in other unit activities based on their capabilities and safety. Using accessible facilities is an invitation for Scouts with special needs to feel welcome and 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@goldengatescouting.org).

Insurance

Scouting America's Annual Health & Medical Record form requests personal health and accident insurance carrier and policy number. This information is needed in the event someone has a life-threatening condition and is taken to the hospital and the emergency contact person cannot be reached. Doing so meets requirements set by the Scouting'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 and 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 and Leaders from the immediate area. For all emergency assembly purposes, a siren will sound, fire bell rung, and 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 and 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, and 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 and dry tinderbox during the summer. Be sure that all lanterns used are of approved status.

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

Campfires

It is possible that all campfires including charcoal fires will be prohibited. The final decision rests with CalFire, the US Forest Service, & local Fire Departments. We strongly encourage units to purchase and bring a portable propane firepit for their campsite.

Fuels

Only propane- & butane-based stoves, lanterns, and firepits may be used in camp. All extra fuel not used for meal preparation must be checked in with the camp leadership upon arrival for storage in the secured camp fuel locker. Each unit must provide its own fire extinguisher.

Program Safety

Aquatics

All Scouts and Adult Leaders are required to take the Scouting America 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 designated swimming area.

ATVs, COPE, Climbing, Corral

All Scouts and 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 and closed-toed shoes. The ATV program also requires long sleeves and 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 83](#)).

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

Eye & ear protection will be required for all participants and 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 and 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 and 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, and 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, and in any other activity they are participating.
- Initiations and/or hazing are strictly forbidden by Scouting America National Council Policy.
- Non-prescription drugs & alcohol have no place in Camp and 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 and 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, and ammunition at home! For the safety of Camp participants & to be in line with Camp Standards, our Range and Target Activities Director must secure ALL designated Firearms on property.

Anyone bringing personal firearms on site will be required to leave camp and return them to their primary storage location.

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 and cougars occasionally make their way into Camp. Yellow jackets, scorpions, ticks, and spiders can be found lurking just about anywhere; all of them bite or sting and are, in general, very annoying. Instructions on how to deal with each of these will be given at Camp.

Camp 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 and deposited in the appropriate location behind the Dining Hall. No food in any tents, as even mini bears (chipmunks and ground squirrels) can do considerable damage to tents and other equipment when searching out food.

Camp Royaneh and Wentz Scout Reservation have the perfect climate for growing **Poison Oak**, and we have some nasty patches around. Make sure your Scouts and 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 and Troop number for easy identification. Should a Scout inadvertently bring a valuable item, it can be locked inside the Camp Office. Each Camp has a Lost & Found located in the Administrative or Program Office. Describe your lost valuables to the Camp Administration to retrieve them. The Golden Gate Area Council, is not responsible for lost or stolen items at Camp.

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

Camp Wolfeboro's Lost & Found is kept up in the Program Office. Please talk with a staff member to retrieve an item.

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

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

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

Blue Cards

The Camp staff will utilize 247 Scouting for all merit badge tracking and 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, and corrections will be made Saturday morning during checkout.

Wente Scout Reservation Note: 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, and 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 Scouting 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.

Appendices

Packing List

GGAC Clothing Standards

Merit Badge Glossary

Parental Firearms Use Permission Form

Adult Leader Training

Campership Information & Application

Camp Maps

Driving Directions to the Camps

Site Saver 2025

Packing List

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

VERY Important Paperwork

- ___ Scouting America Annual Health & Medical Record, *complete with Parent & Doctor Signatures! ALL CAMPERS!!*
- ___ **Signed Permission Slips (especially Firearms Use Permission Slip, see Page [83](#))**
- ___ 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 (*Wolfeboro*)
- ___ 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 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 and Vision of Scouting 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 83)**

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 skies over our three camps. Attendance at Star Parties is required. 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 Wente 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 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 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 [83](#))**

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 83).**

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 _____

Adult Leader Training

Come to camp as a new leader & leave

FULLY TRAINED!

Due to the overwhelming success of Adult training at GGAC Camps, we will once again be offering all of the adult leader courses. Leaders will have the opportunity to participate in one or all of the following courses:

**Scoutmaster Specific
Troop Committee Challenge
Introduction to Outdoor Leader Skills
Hazardous Weather – Online only
Safety Afloat
Safe Swim Defense
Climb on Safely**

Some courses can be completed in a day & others will take the full week. There is no additional fee for any of these courses. Don't miss out on this opportunity to receive all of your training in just one week.

Availability of these courses is based on demand & the availability of trainers. Participants in SM Specific Training should bring the Scoutmaster Handbook & their own copy of the Scout Handbook & the Troop Committee Guide for reference.

Please SIGN-UP your Adults when completing your Unit's Registration for Youth Merit Badges, so we know interest ahead of time!

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 (April 30, 2025). 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 2025 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 <https://goldengatescouting.org/summer-camp/> 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, Scouting America Campership Fund. I certify that this information is true & correct to the best of my knowledge.

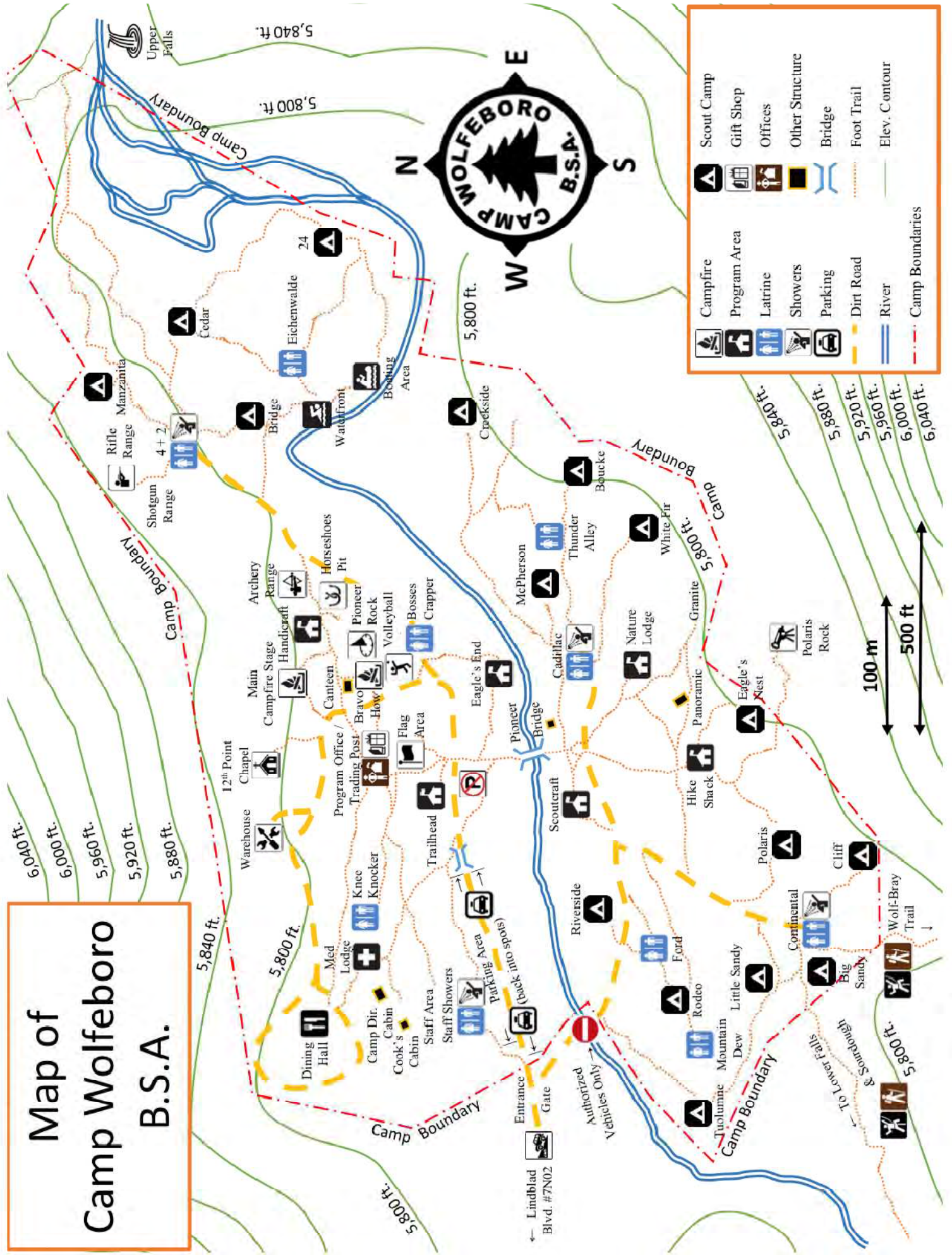
Parent/Guardian *Signature*

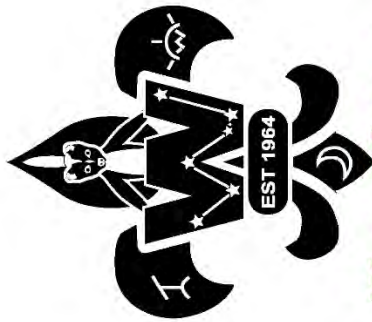
Unit Leader *Signature*

Parent/Guardian PRINT

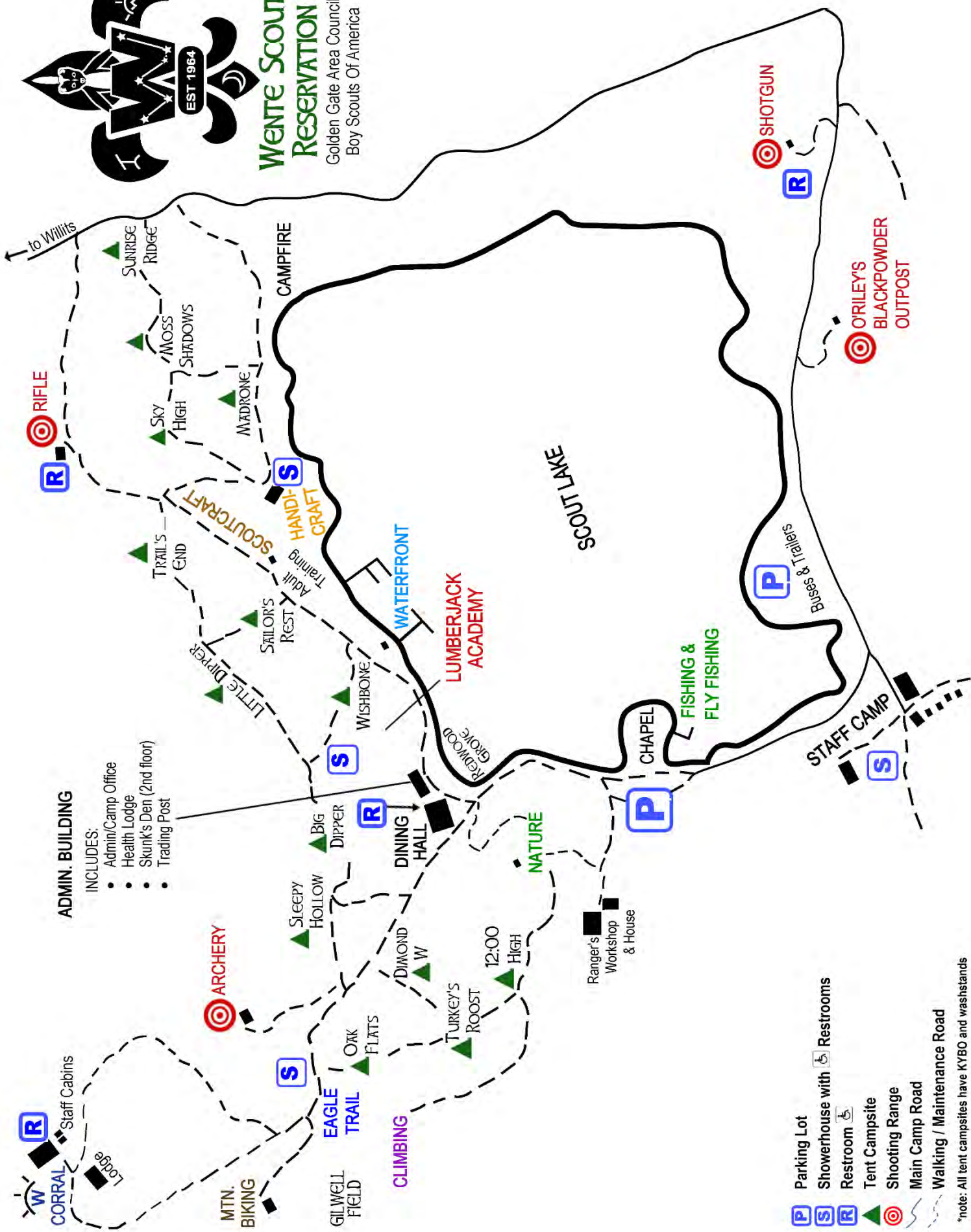
Unit Leader PRINT

Map of Camp Wolfeboro B.S.A.





WENTE SCOUT RESERVATION
 Golden Gate Area Council
 Boy Scouts Of America



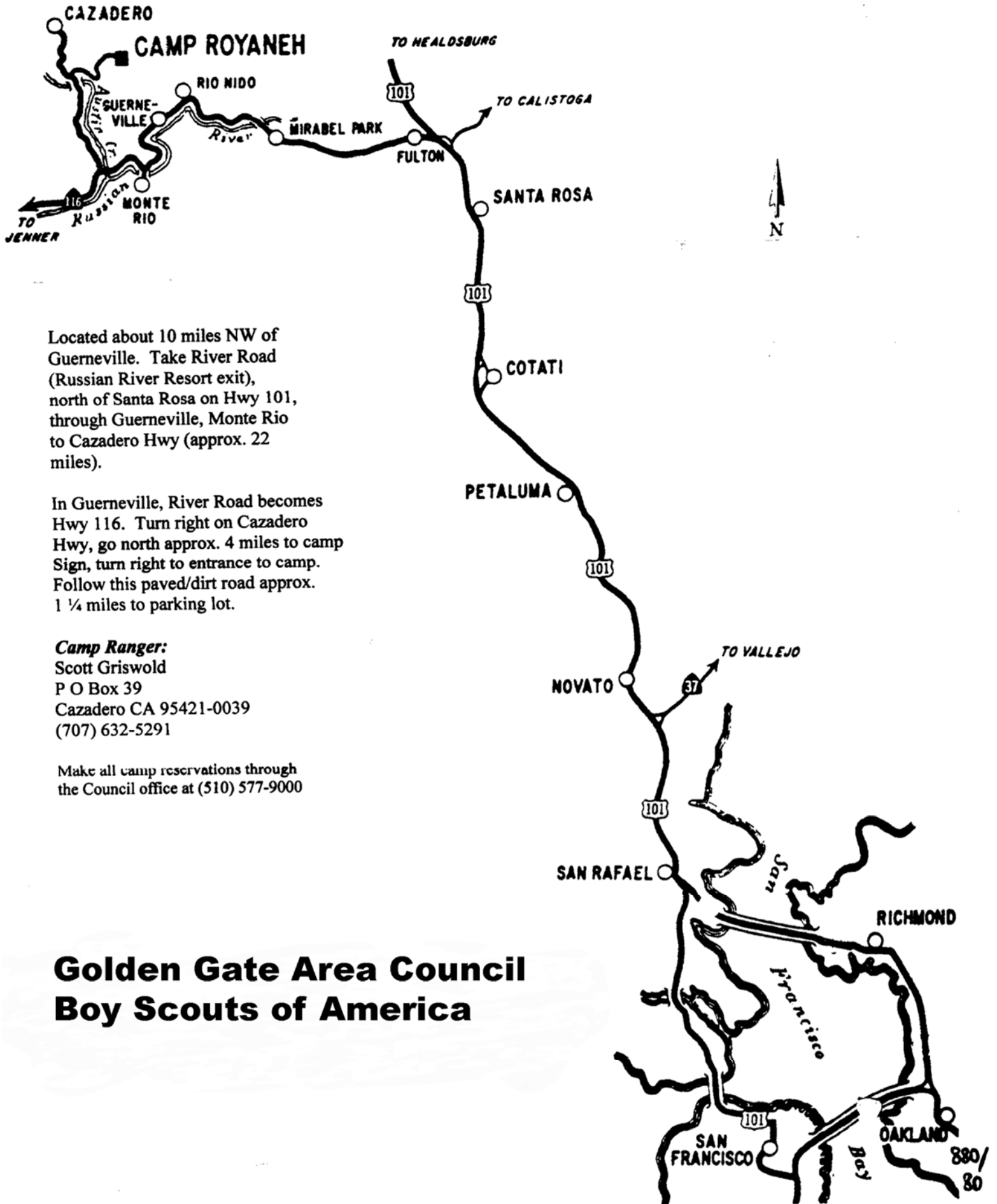
ADMIN. BUILDING

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

- P** Parking Lot
- S** Showerhouse with Restrooms
- R** Restroom
- T** Tent Campsite
- Target** Shooting Range
- W** Main Camp Road
- W** Walking / Maintenance Road

*note: All tent campsites have KYBO and washstands

CAMP ROYANEH



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

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

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

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

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

Directions to Camp Wolfeboro

Camp Wolfeboro is on:

Forest Service Road 7N02

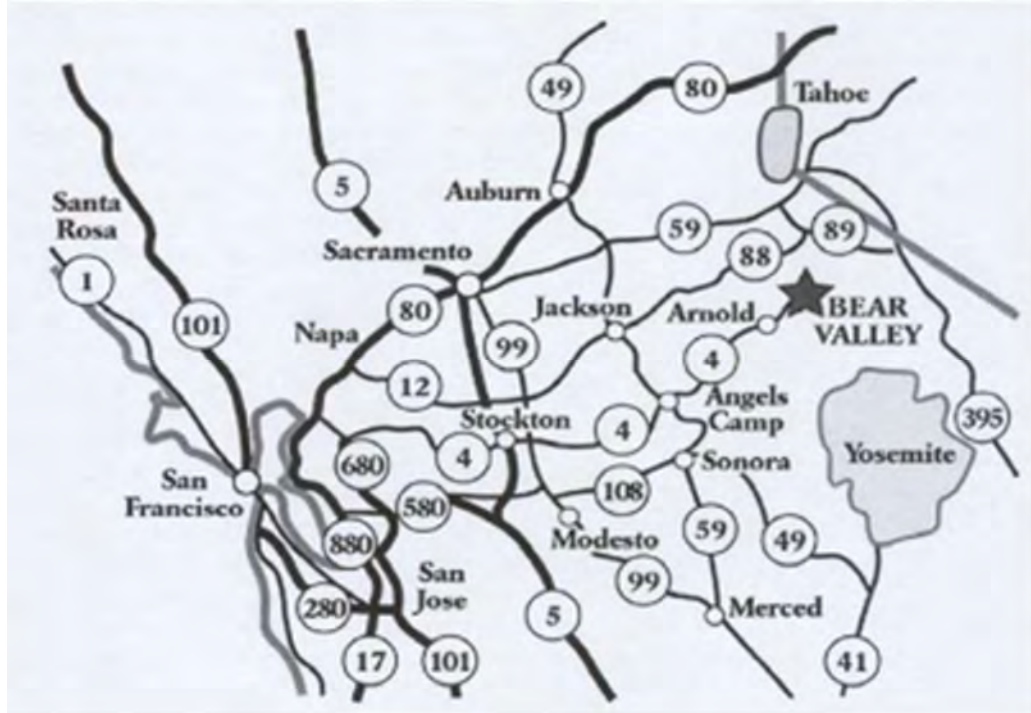
off Highway 4

about 0.2 miles EAST of

Big Meadows Campground

and

2 miles WEST of Tamarack.



FROM THE EAST on Highway 4, pass Bear Valley Village, & eventually, the town of Tamarack. As you near Skyline Drive on your right, you will see Forest Service Road 7N02 on your left about 0.25 miles from there.

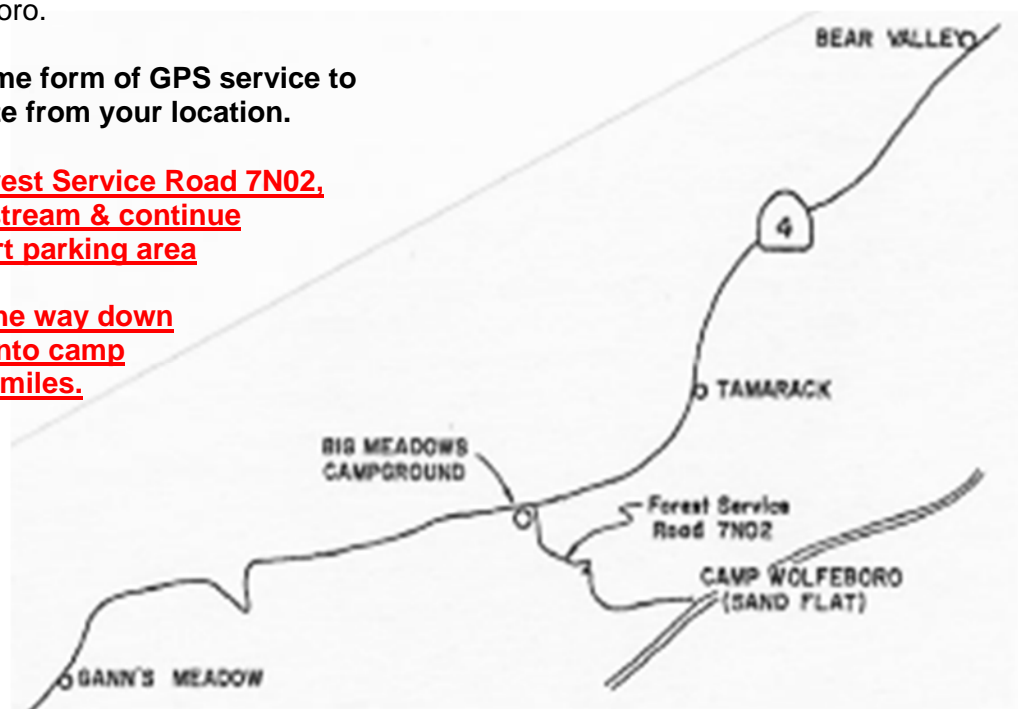
FROM THE WEST on Highway 4, as soon as you see Big Meadows Campground sign on your right, you want to start slowing down as the turn off for Forest Service Road 7N02 is 0.2 miles ahead on the right & is easy to pass.

FROM THE BAY AREA, there are many ways to get to camp on Highway 4. Most routes will eventually take you through the intersection of Highways 49 & 4, which is located at Angels Camp & is about 40 miles from Camp Wolfeboro.

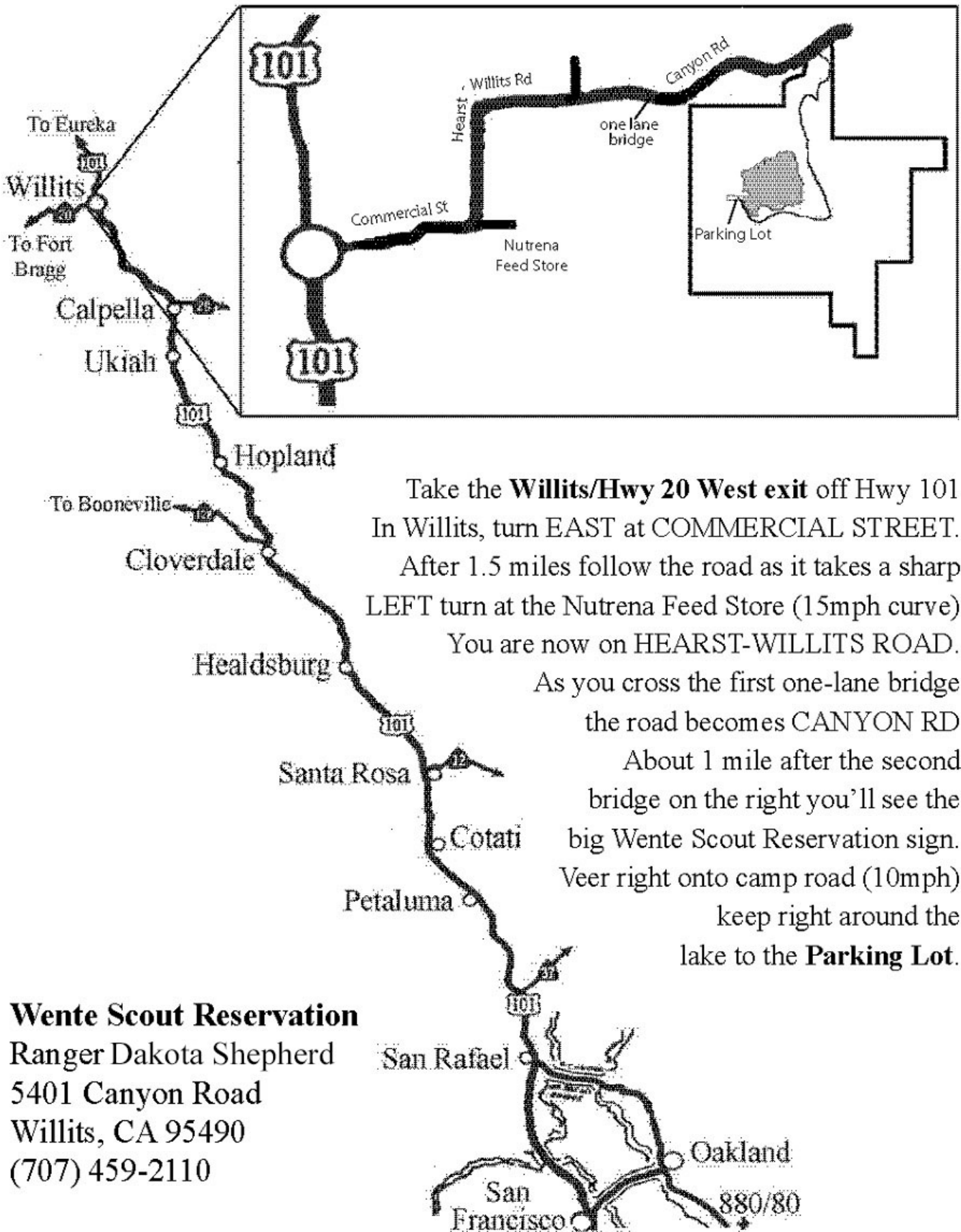
You should consult some form of GPS service to determine the best route from your location.

Once you turn onto Forest Service Road 7N02, you will cross a small stream & continue about 100 yards to a dirt parking area

UNLESS you drive all the way down the VERY rough road into camp which is about 2 more miles.



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

RESIDENT CAMP 2026 SITE SAVER RESERVATION

I HAVE
CAREFULLY
READ THE
INFORMATION
ON THE BACK
OF THIS FORM.

Initial:

Unit # _____ B or G

Council or GGAC District: _____



Important information is sent to the people below throughout the year. Please be sure to inform us if these people change.

NOW ONLINE!

Adult Leader 1: _____

Position in Troop: _____

Address: _____

City: _____

Zip Code: _____

E-mail Address: _____

Home Phone (____) _____

Work Phone (____) _____

Cell Phone (____) _____

Adult Leader _____

Position in Troop: _____

Address: _____

City: _____

Zip Code: _____

E-mail Address: _____

Home Phone (____) _____

Work Phone (____) _____

Cell Phone (____) _____

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

CAMPSITE

1st Choice: _____ **2nd Choice:** _____

PROJECTED 2025 ATTENDANCE: _____ Scouts _____ Adult Leaders
Your reservation will be based on the average number of Campers in attendance during your last 3 years at Camp.

Instructions for filing your Site Saver:

Each individual Unit attending Camp must file a separate Site Saver.

1. File your Site Saver online by Aug. 31, 2024 to receive priority Campsite assignment (see #3 below).
2. Deposit is **\$500** per week, per Campsite, per Unit.

Deposits are non-refundable & non-transferrable.

3. Units will be placed in Campsites using the following procedures:
 - A. Priority will be given to units requesting same Campsite & week number they had in 2024.
 - B. Units who attended Camp in 2024 but wish a different week or Campsite will be assigned depending on availability.
 - C. Units who attended Camp in 2024 but wish to switch Camps will be assigned depending on availability
 - D. Units who were not at Camp in 2024 will be assigned depending on availability.
4. Units submitting applications after August 31, 2024 will be assigned subject to availability.
5. Units will receive a confirmation of their reservation by November 2024.

NO 2024 Deposits will be rolled over.

2025 Site Savers must be accompanied by \$500 deposit per week, per Campsite, per Unit or it will not be processed.

Golden Gate Area Council reserves the right to place multiple units in Campsites; or to change Campsites as needed at a later date.

GGAC Outdoor Program Department Refund Policy applies

Mail with Payment to:

Golden Gate Area Council, Scouting America
6601 Owens Dr.
Suite 100
Pleasanton, Ca 94588

CAMPSITE MAXIMUMS:**Camp Royaneh**

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

Camp Wolfeboro

35 - 24 Camp
35 - Big Sandy
35 - Boucke
35 - Bridge
35 - Cedar
35 - Cliff
35 - Creekside
20 - Eagle
15 - Granite
30 - Little Sandy
25 - Manzanita
20 - McPherson
25 - Polaris
8 - Riverside
35 - Rodeo
35 - Tuolumne
35 - White Fir

Wente Scout Reservation

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

Golden Gate Area Council

PRE-CAMP LEADERS' MEETING

Join the Summer Camp Admin. Staff
and GGAC Outdoor Program Management
for information about 2024 Summer Camp at:

Camp Royaneh

Camp Wolfeboro

Wente Scout Reservation

There will be a general session for Council Policies common to all three camps followed by Breakout Sessions to discuss camp specific information. *Units attending more than one camp should plan to have at least one leader per camp attending.*

[CLICK HERE TO REGISTER](#)

WHEN: **APRIL 2, 2025**
6:30 PM – 9:00 PM

WHERE: online via Zoom

For questions please email: camping@goldengatescouting.org