

Golden Gate Area Council
Summer Camp 2025
Combined Leaders' Guide
v2.1



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<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 is 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 happening at the time before camp, 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 maintaining two-deep leadership at camp.
- 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 needs 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 84)	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 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, and Southern Sierra Councils. If your camp does not offer resident camp and is not listed here, please contact us at camping@goldengatescouting.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

Using Parent Portal

Parent Portal can be enabled to allow parents to enter their Scouts' registration information details (dietary restrictions, allergies, etc.), make payments for their Scout, and select their Scout's merit badge schedule.

Using Parent Portal is optional. For Troops who wish to NOT use Parent Portal, the primary registrant will be responsible for entering Scout information into their registration, making all payments for their Troop, and selecting Merit Badge classes for each Scout.

Parent Portal must be enabled by the primary registrant. To enable parent portal, go to your Troop's registration on <http://247scouting.com>. Under "Registration Contact", click "Additional Actions", then click "Parent Portal".

The screenshot displays the 'Registration Contact' interface. At the top, a blue header bar contains the text 'Registration Contact' and an upward arrow icon. Below the header, the main content area is divided into two sections. The left section shows a blacked-out name, the text 'Booked Jun 17, 2024 9:46 AM', and two buttons: 'Update Information' and 'Autofill' (which includes a person icon). The right section features a 'Preview Information' button at the top. Below it is a section titled 'Additional Actions' with a downward arrow icon. This section contains a list of options: 'Add Participants' (with a plus icon), 'Change Participant Type' (with a checkmark icon), 'Edit Billing Info' (with a pencil icon), 'Parent Portal' (with a person icon and highlighted in light gray), 'Payment History' (with a dollar sign icon), and 'Payment Schedule' (with a calendar icon).

In the Parent Portal pop-up window, click the check box “Use Parent Portal.”

☒ **Use Parent Portal.** Use the following reports to distribute parent login credentials.

Parent Portal Credentials

Parent Portal Credentials (EXCEL)

☐ Prevent parents from making payments or seeing event fees.

☐ Allow Parent Portal class selection.

If unchecked, parents will be able to view class and merit badge selections but will not be able to change them.

Want an email showing payment and data-entry status? Use the checkboxes below to pick your day(s).

☐ Sun ☐ Mon ☐ Tue ☐ Wed ☐ Thu ☐ Fri ☐ Sat

To enable parents to register for Merit Badge classes for their Scout, check “Allow Parent Portal class selection.”

☒ **Use Parent Portal.** Use the following reports to distribute parent login credentials.

Parent Portal Credentials

Parent Portal Credentials (EXCEL)

☐ Prevent parents from making payments or seeing event fees.

☒ Allow Parent Portal class selection.

If unchecked, parents will be able to view class and merit badge selections but will not be able to change them.

☐ Email me when classes are changed through Parent Portal.

Want an email showing payment and data-entry status? Use the checkboxes below to pick your day(s).

☐ Sun ☐ Mon ☐ Tue ☐ Wed ☐ Thu ☐ Fri ☐ Sat

To generate a printout of unique QR Codes for each Scout to access their Parent Portal, click “Parent Portal Credentials”

☒ **Use Parent Portal.** Use the following reports to distribute parent login credentials.

Parent Portal Credentials

Parent Portal Credentials (EXCEL)

☐ Prevent parents from making payments or seeing event fees.

☒ Allow Parent Portal class selection.


If unchecked, parents will be able to view class and merit badge selections but will not be able to change them.

☐ Email me when classes are changed through Parent Portal.

Want an email showing payment and data-entry status? Use the checkboxes below to pick your day(s).

☐ Sun ☐ Mon ☐ Tue ☐ Wed ☐ Thu ☐ Fri ☐ Sat

Parents can then scan their Scout's unique QR Code to access their Scout's parent portal.



Camp Royaneh 2025; Week 1 (2025-06-15)

[REDACTED] (Scouts BSA Youth)

Clayton Carroll has created an event registration for your unit, and this card contains your Parent Portal access keys for one attendee.

<https://scoutingevent.com/023/PP/15395178/42xky>

Participant ID: [REDACTED]

Password: [REDACTED]



Parent Portal FAQ's: <https://admin.247scouting.com/helpfiles/parentPortalHelp.pdf>

Tutorials for using Parent Portal (Separate tutorials for Unit Leaders and Parents):
https://www.youtube.com/playlist?list=PLGp-1PFhICejNQyNAiGJ1cMpff8_ZqRzR

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 will 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.

Camp T-Shirt Pre-Orders

Summer Camp T-shirts are available for preorder online:

<https://councilstuff.com/023-campshirts2025>



Pricing

2025 Summer Camp T-shirts are \$20.00 per shirt for S-XL and \$24.00 per shirt for 2XL-4XL. The in-camp prices are \$24.00 and \$28.00, respectively.

Troop Customization

Summer Camp T-shirts can be pre-ordered with or without customization of your Troop number on the sleeve. Troop customization is an additional \$5.00 per shirt (\$25.00 or \$29.00 per shirt total).

Shipping

All orders will be drop-shipped to the shipping address as indicated during checkout for your order. You should submit **ONE t-shirt order PER TROOP**. DO NOT submit individual orders for Scout campers!

Shipping cost is a flat rate of \$10.00 per order.

T-shirt Pre-Orders close at 11:59pm on Wednesday, April 30, 2025.

Additional T-shirts will be available at each camp's Trading Post for \$24.00 each. We cannot guarantee t-shirt size availability at camp Trading Posts.

Trading Post Questions: tradingposts@goldengatescouting.org

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 84): 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.** Trading posts also accept Credit/Debit Cards.

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 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)

The Scout - The Scout must be present and sign out with the Adult Driver's signature.

Scout's Annual Health & Medical Record must list the driver as an Authorized Adult.

Adult Driver picking up the Scout must report directly to the Camp Office upon arrival.

Adult Driver's License and Insurance will be checked for validity.

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 [16](#).

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 84](#)).

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.

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 Wolfboro 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 Wente 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 247Scouting for all merit badge tracking and your online access (found in your registration confirmation email) 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 247Scouting, 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.

Camp Royaneh Program

Your program should be based on the needs & desires of the individuals in your unit. To ensure your unit's needs are met, we suggest that your unit have each youth decide, in advance, all the merit badges & other advancement & activities they want to do. Merit badge sign-ups will be accessed through <https://scoutingevent.com/023-CR2025>. The list of merit badges offered at Camp Royaneh with prerequisites & the tentative schedule located on Pages [37-40](#).

Aquatics

Merit Badges

Lifesaving

Swimming *now 2hrs*

Special Programs

Beginner Swim—This session helps scouts learn the strokes necessary to pass Scouting America's swim test.

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

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

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

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

ATVs

Special Program

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

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

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

Baden-Powell

Merit Badges

Cooking

Scouting Heritage

Cooking & Scouting Heritage merit badges are offered for all ages at camp, while Badge-Powell is designed to offer First-year Campers an opportunity to work towards First Class rank while still experiencing all aspects of Camp Royaneh's programs. Staff will guide them through requirements for rank advancement. The Scout will be taught the skill & then tested. If the scout is successful, they will be signed off on a requirement card that they submit to the troop leadership. We highly recommend that troop leadership then test the Scout before officially signing off on a requirement in the handbook.

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

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

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

Session Information

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

Special Programs

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

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

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

The Robert Baden-Powell Pewter—Throughout the week, a variety of activities exist in the Baden-Powell area, designed to help new Scouts acclimate into Camp. Scouts complete various activities at Baden Powell & also work on advancing their own Scout skills & knowledge; they will be rewarded with a Campaign Hat Pewter. The activities are:

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

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

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

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

Climbing & COPE

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

Merit Badges

Climbing

Special Programs

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

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

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

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

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

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

Diamond R Corral

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

Merit Badges

Horsemanship

Special Programs

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

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

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

Afternoon 1-hour trail rides. Cost is \$25.

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

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

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

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

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

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

Handicraft

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

Merit Badges

Art (EVEN)

Leatherwork *now 2hrs*

Photography (ODD)

Basketry

Metalwork *now 3hrs*

Woodcarving *now 3hrs*

Special Programs

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

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

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

Mountain Man Program

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

Merit Badges

Archaeology

Indian Lore

Textile

Exploration

Railroading

Wilderness Survival*

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

Special Programs

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

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

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

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

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

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

Nature

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

Merit Badges

Astronomy	Fish & Wildlife	Plant Science (EVEN)
Bird Study	Management	Pulp & Paper
Chemistry	Forestry	Reptile & Amphibian Study
Energy	Geology	Soil & Water Conservation (ODD)
Environmental Science	Mammal Study	Sustainability
	Oceanography	Space Exploration
		Weather

Special Programs

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

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

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

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

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

Royaneh Institute of Knowledge (RIK)

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

Merit Badges

Bugling	Citizenship in the World	Entrepreneurship
Citizenship in the Nation	Communication	Fingerprinting

Game Design Music

Salesmanship Theater

Special Programs

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

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

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

Scoutcraft

Merit Badges

Camping

Emergency Preparedness

Fire Safety

First Aid **now 2hrs**

Hiking

Orienteering (EVEN)

Pioneering

Search & Rescue

Signs, Signals & Codes

Special Programs

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

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

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

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

Target & Range Sports

All Youth who wish to enter any of the Shooting Ranges **MUST have a signed Firearms Use Permission Slip** (See Page [84](#)). Scouts participating in Rifle or Shotgun Shooting merit badge must “demonstrate the knowledge, skills, & attitude necessary to safely shoot” a rifle or shotgun (Rifle Shooting Merit Badge Requirement Opt. A 2H, Shotgun Shooting Merit Badge Requirement Opt. A 2G). Scouts who lack maturity & the appropriate attitude for firearm use will be dismissed from range activities & will receive a partial for the merit badge, per instructor discretion.

Merit Badges

Archery **now 2hrs**

Rifle Shooting **now 2hrs**

Shotgun Shooting **now 2hrs**

Special Programs

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

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

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

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

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

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

Camp Royaneh Merit Badges

Camp Royaneh 2025 Merit Badge Offerings – Updated 4/22/25

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

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

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

* Eagle Required **Eagle Required option

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

2025 Camp Royaneh Merit Badge & Activities Schedule

PROGRAM AREA			MORNING PROGRAM			AFTERNOON PROGRAM			EVENING PROGRAM		
			9:30 AM	10:30 AM	11:30 AM	2:00 PM	3:00 PM	4:00 PM	7:00 PM		
Aquatics	Lifesaving 2hrs		Swimming 2hrs		Beginner Swim	Lifesaving 2hrs		Open Swim & Mile Swim Qualifications	D	Open Swim & Mile Swim Quals Snorkeling (T) Big Splash (F)	
									I	closed	
ATV Program	ATV Youth Training	ATV Youth Training	ATV Youth Training		ATV Youth Training	ATV Youth Training		ATV Youth Training	N	Open Scout Skills	
Baden Powell (1st Year)	Cooking 2 hrs not during meals		Adv. Scout Skills			Cooking 2 hrs not during meals		First Class	N		
	Second Class	Tenderfoot	First Class			First Class		Scout Heritage	N		
	First Class		Second Class			Second Class		Tenderfoot	E		
COPE	Adult COPE	High COPE				Adult COPE		Project COPE	R	Climb On Safely (T)	
Diamond R Corral	Horsemanship 3hrs					Advanced Horsemanship 2hrs		Mon / Th / Fri Trail Ride 4-5pm	Arena Lessons (M) Overnight Outpost 5pm (T-W) Dinner Ride 5pm (Th) Trail Ride 7-8:30pm (Th/F)		
	Mtn Man Breakfast Ride (Th 6:30-9am)										
	Leatherwork 2hrs		Photography			Leatherwork 2hrs		Basketry	Open Handicraft		
Handicraft	Metalwork 3hrs					Woodcarving 3hrs		Open Handicraft	D		
Mountain Man	Exploration	Archaeology	Amer. Heritage			Archaeology	Textile	Open Mtn. Man BlkPowder & Tomahawks	I	Open BlkPowder & Tomahawks	
	Wilderness Survival	Indian Lore	Railroading (field trip)			Exploration	Wilderness Survival		N	SM Blanket Shoot (F)	
		Surveying new				Surveying new			N		
Nature	Bird Study	Astronomy & Space Ex	Chemistry			Forestry / Pulp & Paper (field trip Th) 2hrs		Astronomy & Space Ex	E	Order of the Rattlesnake Star Party (Th @ Taps)	
	Envi Science	Soil & Water Conservation	Envi Science			Fish & Wild Mngt w/ Mammal Study	Energy	Fish & Wild Mngt w/ Mammal Study	R		
	Sustainability	Weather	Sustainability			Geology (trip Th)	Envi Science	Reptile & Amphibian St.			
						Oceanography (trip W)	Sustainability				
Royaneh Institute of Knowledge (RIK)	Citizenship in the Nation	Citizenship in the World	Citizenship in the Nation			American Labor	Citizenship in the Nation	Citizenship in the World	D	Royaneh Restore Proj. Fingerprinting (M & Th) Bugling Camp Chorus	
	Communication	Game Design	Communication			Citizenship in the World	Communication	Communication	I		
		Sales/Entrepreneurship	Game Design			Communication	Sales/Entrepreneurship	Game Design	N	Totin' Chip (S/M/T/Th) Firemm' Chit (S/M/T/Th) Paul Bunyan Open Scoutcraft	
						Theater	Music		E		
at Amphitheater	First Aid		Signs, Signals & Codes			First Aid		Adult IOLS	R		
Scoutcraft	Search & Rescue	Emergency Preparedness	Emergency Preparedness			Fire Safety 2hrs		Emergency Preparedness	N		
	Pioneering 2hrs	Camping/Hiking				Search & Rescue	Signs, Signals & Codes	Signs, Signals & Codes	N		
	Orienteering 2hrs								E		
Range & Target Activities	Archery		Open Shoot			Archery		Open Shoot All Ranges	R	Open Shoot All Ranges	
	Rifle Shooting					Rifle Shooting					
	Shotgun Shooting		Closed			Shotgun Shooting					

Special Programs at Camp Royaneh

Chief's Room

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

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

Beach-Themed BBQ

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

Haunted History Hike

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

Gladiators

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

Prestigious Pewter Awards Program

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

Spirit Troop of the Day

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

Criterion for Judgement:

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

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

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

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

Trail of the Thunderbird

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

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

1st Year Campers—Do seven of the following:

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

2nd Year Campers—Do seven of the following:

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

3rd Year Campers—Do seven of the following:

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

4th Year Campers—Do seven of the following:

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

2025 CAMP ROYANEH WEEKLY SCHEDULE

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

Camp Royaneh History

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

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

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

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

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

Camp Wolfeboro Program

Camp Wolfeboro's Staff is proud of its location in the heart of the Sierra Nevada Mountain range on the shores of the Stanislaus River. This location allows Scouts to fully experience the "Outing" in Scouting. Along with its ideal setting, Camp Wolfeboro's program offers a wide range of activities with a flexible schedule for all individuals. Advancement opportunities abound but be sure to join in other adventures that camp has to offer. The experience at camp is not complete without doing several special activities.

Your program should be based on the needs & desires of the individuals in your Unit. To ensure your unit's needs are met, we suggest that your unit have each youth decide, in advance, all the merit badges & other advancement & activities they want to do. Merit badge sign-ups will be accessed through <https://scoutingevent.com/023-CW2025>. The list of merit badges offered with prerequisites & the tentative schedule located on Pages [50-52](#).

It is beneficial for your unit to plan ahead for the High Adventure & other unit activities that the Scouts want to do. These activities are filled on a first come, first served sign-up basis due to limited space for several of them. The most valuable summer camp experience is a blend of activities for the individual Scout & the scout's buddy, patrol, & unit. The following pages contain a list of program features offered in the different areas of Camp Wolfeboro.

Eagle's End

In this program area, Scouts can expect to be engaged in discussions on community functions, speech & debate topics, & government at the local, state, federal, & international level. Eagle's End works to develop good citizenship in scouts while offering fun & engaging activities.

Merit Badges

American Heritage (ODD)
Architecture
Citizenship in the Nation
Citizenship in the World

Communication
Inventing
Public Speaking
Scouting Heritage (EVEN)

Special Programs

Eagle's End Debate—Come to Eagle's End every Thursday evening after dinner & debate an important topic of the day, such as what the strongest Pokemon is or the best flavor of ice cream.

Eagle's End Movie—Every Wednesday evening come to the Dining Hall & join your fellow campers as we watch a movie that shows everyone that the Scouting Spirit comes in many shapes & forms.

Flag Etiquette Training—Come to Eagle's End during evening program on Tuesday to learn about our country's most prominent symbol, our Flag. The Eagle's End Staff will help coach you on the care of the flag & how best to honor it at a flag ceremony.

Ecology & Conservation

One of the most exciting areas in camp because it is always changing, just like nature itself. The top-notch staff will help the youth complete their merit badges. We have a unique opportunity to learn about all that nature has to offer here on the beautiful shores of the Stanislaus River.

Drop by the Nature Lodge to view their displays or ask any questions you have about the natural world. All youth are encouraged to work on or take part in camp conservation projects. There might even be some on-going projects that will be tackled by more than one unit throughout the summer.

Merit Badges

Archaeology
Astronomy
Bird Study
Environmental Science

**Fish & Wildlife
 Management**
Forestry
Geology
Insect Study
Mammal Study

Nuclear Science
Oceanography
Plant Science
Reptile & Amphibian Study
Soil & Water Conservation
Weather

Special Programs

Astro Overnight—Ever wonder what the night sky looked like to the early settlers? Come spend a night under the stars & hear the thrilling stories behind the constellations.

Astro Test—Come to the PO on Thursday evening to enjoy some hot cocoa under the starry night sky with the Eco/Con Staff. This is Mandatory for scouts in the Astronomy merit badge.

Environmental Science Hike—Have you ever wondered about all of the plant life we have in the Wolfeboro Valley? Come out & hike with the Eco-Con staff & learn just how beautifully diverse our plant life is.

Forestry Hike—The Jeffrey Pine is Wolfeboro's most iconic symbol. Want to learn more about it & the other trees that populate the valley? Come take a short hike to Upper Falls with the Eco-Con staff.

Handicraft

The Handicraft Area is an excellent place for your first-year campers! In this area, Scouts can earn the more artistic merit badges while having fun at the same time. The Handicraft Area also hosts a themed party & many other activities.

The Handicraft Area will also help you build camp projects. You will find paint for signs, woodcarving tools for your neckerchief slide, & leatherworking tools for a new ax sheath.

Merit Badges

Art
Basketry
Chess
Entrepreneurship (EVEN)

Journalism
Leatherwork
Music
Photography

Salesmanship (ODD)
Textile
Wood Carving

Special Programs

Branding—Give your souvenirs the Wolfeboro touch & uniquely brand them as yours. Friday afternoon.

Art Jam—Come to a nighttime party to work on crafts & souvenirs. Listen to music & relax with your friends & the Handicraft staff.

Scoutcraft

Scouts will learn to find their way using map & compass, learn to tie knots & lashings, & perfect their camping & survival skills.

Merit Badges

Camping
Cooking

Emergency Preparedness
Fire Safety

First Aid
Fishing

Orienteering Pioneering

Public Health (ODD) Search & Rescue (EVEN)

Signs, Signals, & Codes Wilderness Survival

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

Special Programs

Cooking Competition—Compete with others in a cooking face-off! Who will be the best camp chef capable of mastering the art of Dutch oven cooking? Use a plethora of ingredients to impress our guest panel of staff judges with a delicious dessert. Required for the Cooking Merit Badge.

Fire Safety Field Trip—Drivers needed! This Merit Badge session takes a field trip to the Bear Valley Fire Department during Lunch on Thursday. Required for the Fire Safety Merit Badge.

Scoutcraft Sports—Participate in classic scoutcraft games such as The Great Orienteering Race & Scoutcraft Baseball.

Wilderness Overnight—Test your survival skills by spending a night under the stars in the forest. Build a shelter & see if you'll make it through the night. Required for the Wilderness Survival Merit Badge.

Summit/Outpost

One of the highlights of Camp Wolfeboro is our expansive rock-climbing program. Our location in a granite valley allows us to have three separate natural outdoor rock walls that we are able to safely use. All participants must wear long pants & closed-toed shoes.

Merit Badges

Climbing (3-hr session)

Special Programs

Outpost Day Hikes—Customizable hiking opportunity to unique locations surrounding camp. Sign up at the trading post or hike shack for a guided hike led by one of our experienced outpost staff. See some of the lesser-known sites in & around camp Wolfeboro. Lunch & evening hikes available for small groups or whole units.

Sourdoughs Hike—The 49ers called prospectors who traveled from camp to camp “Sourdoughs”. At least twice a week, the staff leads Scouts on this 2.5-mile hike, designed to teach basic backpacking & camping skills to your first-year campers. Enroll online prior to camp with Merit Badge registration.

The Scouts will hike out of camp up the Highland Creek Trail to Greenwater. Here they will prepare a meal on backpack stoves or over a fire, practice camping skills, take a swim, & have a rousing campfire topped off by a Dutch oven dessert prepared by the staff guides. Any unit that sends Scouts must also send at least one adult. See Trek supplies list below.:

Trek—Wolfeboro resides in a unique location within the Sierra Nevada's that has much to be seen & discovered. Our TREK program offers a high-adventure experience unlike your typical stay at Wolfeboro tailored to explore the broader landscape surrounding camp. During the week, scouts ages fourteen & older will have the opportunity to participate in a multiple day, overnight backpacking trek outside of camp. Meet with staff on Monday to plan a customized route on one of several trails for a trip of thirty miles or more. Visit beautiful mountain lakes, see spectacular Sierra views & earn the coveted TREK rocker.

Sign-ups occur online with Merit Badge registration, prior to camp. It is important to note that treks depend on staff availability & those going on a trek must be in good physical condition & bring all the supplies listed below.

Pack Out List:

Backpack (50-L minimum)	Water (2-L min)	Appropriate clothing (Rain gear & cold weather gear included)
Sleeping Bag	Mess Kit	
Ground Cloth	Hiking Boots	
The Ten Essentials	Swimming Gear	Optional: camera, binoculars

Target & Range Sports

Wolfeboro's Target & Range Sports area encompasses its Shotgun, Rifle & Archery/Tomahawk ranges. Our friendly, knowledgeable staff go the extra mile to assist scouts in developing & honing their marksmanship skills, instructing the fundamentals of safe shooting & handling, as well as providing a fun & welcoming atmosphere to the ranges. We strive to educate, coach & above all, ensure safety. We welcome first time shooters as well as seasoned pros & everyone in between. We welcome you to come shoot with us this summer!

All Youth who wish to enter any of the Shooting Ranges MUST have a signed Firearms Use Permission Slip (See Page [84](#)).

Merit Badges

Archery

Rifle Shooting

Shotgun Shooting

Open Shoot Fees (Range tickets are \$2.00 each at the Trading Post):

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

Special Programs

Troop Shoot—Troop shoots are an hour-long, during the lunch or dinner hour that your troop is not eating. Sign-ups are on a first-come, first-serve basis.

Tomahawks & Knife Throwing—Visit the Archery range to try tomahawk & knife throwing!

Trailhead

Camp Wolfeboro has knowledgeable staff at the Trailhead Center who will augment your troop leadership in addressing the advancement needs of younger Scouts.

When each Scout enters Trailhead, the staff will guide them through requirements for rank advancement. The Scout will be taught the skill, then tested. We highly recommend that troop leadership then test the Scout before officially signing off on a requirement in the Scout's handbook.

Trailhead is designed to provide instruction in basic scouting skills & evaluate scouts in those skills. Advancement requirements are not considered 'complete' until they are signed off by troop leaders. Provided below is a list of requirements that are covered at Trailhead.

Session Information

Rank	Limit	Requirements Covered at Camp	M	T	W	Th	F	Other Information
Tenderfoot	20	1c, 2c, 3a-d, 4a-c (d discussed), 5a-c, 7a, 8	5a-c	3d	4a-d	1c, 2c, 7a, 8	3a-c	Will earn Totin' Chip during Monday session.
Second Class	20	1b, 2a-c, 2d (discussed), 2f-g, 3a, 3c-d, 5a, 5d, 6a-e, 8b, 9a-b	2f-g, 5a, 5d	1b, 3a, 3c-d	2a-d	6a-e	8b, 9a-b	Will earn Firem'n Chit during Wednesday session
First Class	20	1b, 3a-d, 4a, 5a-d, 6b, 7a-d, 7f,	6a, 7d, 7f	3a-d	7a-c	5b-d	4a, 5a	Orienteering course on Friday

Waterfront

The Wolfeboro Waterfront is positioned along an improved section of the North Fork of the Stanislaus River. Non-swimmers & beginning swimmers can take advantage of our wading areas & Beginner Swim instruction. You must pass the basic swim test at camp as a prerequisite for all aquatics activities—whether they are merit badges or recreational activities.

Merit Badge Programs

Canoeing *now 2 hrs*

Lifesaving

Rowing

Swimming *now 2 hrs*

Special Programs

Beach Party—Waterfront is the coolest place in camp. How could it possibly get any cooler? Beach balls, bumpin' music, snacks, & competitive games? YES! Waterfront is bringing the beach to you in classic Camp Wolfeboro style with our Waterfront Beach Party!

Jungle Cruise—Hippos, cavemen, toucans- OH MY! A unique experience that cannot be explained in words. Wade into the Waterfront waters to find out for yourself if we really have mermaids lurking in the brisk & refreshing currents of the Stanislaus River with the Jungle Cruise!

Polar Bear Swim—Need a "chill" rocker? Or do you just want some bragging rights in your troop? Either way, meet the Waterfront staff at the brisk & refreshing waters of Waterfront to test your strength against the elements of the river for the Polar Bear! A warm fire, hot chocolate, & high fives upon arrival are a certified Waterfront guarantee.

Safe Swim Defense

Safety Afloat

Camp Wolfeboro Merit Badges

Camp Wolfeboro 2025 Merit Badge Offerings – Updated 4/22/25

Merit Badge	Diff.	Limit	Age	Prerequisites	Information	Program Area
Archaeology	Hard	25		Req. 10	Requires extensive work outside session.	EcoCon
Archery	Hard	16		Firearm Use Permission Slip	May require extensive practice outside session. <u>Must</u> be able to pull a 25 lb. bow.	Target & Range Sports
Architecture	Med.	30				Eagle's End
Art	Easy	20			May require time during open Handicraft.	Handicraft
Astronomy	Hard	25			Requires observation time outside session.	EcoCon
Basketry	Easy	25			Requires extensive time outside session.	Handicraft
Bird Study	Hard	25		Start work on Req. 5 prior to arrival.	Requires observation time outside session. May not see 20 birds at camp – begin early.	EcoCon
Camping*	Med.	30		Req. 4b, 5e, 7b, 8d, 9a&b not covered.		Scoutcraft
Canoeing	Med.	20		Pass Swim Test before start of badge.	2-hr session. Scouts <u>must</u> be able to launch, carry & store boat with partner.	Waterfront
Chess	Med.	30			Requires time outside session to complete tournament.	Handicraft
Citizenship in the Nation*	Med.	20	14+	Req. 7		Eagle's End
Citizenship in the World*	Hard	20	14+			Eagle's End
Climbing	Hard	12	14+		3-hr session.	Summit
Communication*	Hard	16		Req. 5 & 7 (opt. 7a can be done at camp)	Requires planning a program and serving as MC outside of session.	Eagle's End
Cooking*	Hard	16		Reqs. 4 (At Home) & 6 (Trail Meals)	Scouts must cook in their campsite using troop cookware, with planning from a counselor. <u>Must</u> attend Cooking Competition (Wed).	Scoutcraft
Emergency Preparedness*	Med.	20	14+	Reqs. 1, 2b&c, 8b	Completion requires First Aid merit badge.	Scoutcraft
Environmental Science**	Hard	30			Requires observation time & extensive writing outside session.	EcoCon
Fire Safety	Hard	20		Reqs. 5c, 5e, 5g	<u>Must</u> attend Field Trip to Fire Station (Thurs)	Scoutcraft
First Aid*	Med.	20		Req. 2b(1)	2-hr session. Must bring personal first aid kit – Req. 2b(1)	Scoutcraft
Fish & Wildlife Management	Easy	35			Requires extensive design, construction & observation time outside of session – Req.5d.	EcoCon
Fishing	Med.	15		<u>Must</u> bring own Fishing Gear	Requires patience to catch fish; may involve walking with a buddy to remote locations. Fishing may require time outside of session.	Scoutcraft
Forestry	Med.	30			<u>Must</u> attend Forestry Hike (Mon).	EcoCon
Geology	Med.	30			Requires collection & observation time outside session.	EcoCon
Insect Study	Med.	30		Req. 3b. Start work on Req. 4d-b prior to arrival.	Requires work/observation outside of session. Insects may be hard to find at camp – begin early.	EcoCon

Merit Badge	Diff.	Limit	Age	Prerequisites	Information	Program Area
Inventing	Easy	15		Req. 7,8	Req. 7 starts at camp, must finish at home.	Eagle's End
Journalism	Med.	10		Req. 4	Requires extensive writing outside of session.	Handicraft
Leatherwork	Easy	25				Handicraft
Lifesaving**	Hard	20		Req. 2a Swimming MB required	2-hr session. 400-yard swim at start of class (4x length of BSA Swim Test). <u>Must</u> have Swimming MB prior to start. 1-hour sessions open to Scouts 14+.	Waterfront
Mammal Study	Easy	30			Requires work/observation outside of session.	EcoCon
Music	Med.	25				Handicraft
Nuclear Science	Hard	20	14+		Basic Chemistry knowledge recommended.	EcoCon
Oceanography	Med.	30			Requires observation time outside session.	EcoCon
Orienteering	Med.	20			May require extensive time outside session.	Scoutcraft
Photography	Med.	20		Must bring own camera.	MUST bring own digital camera for full-week use. Cameras may not be shared with others.	Handicraft
Pioneering	Med.	20		Working knowledge of Scout to First Class knots & lashings	Requires knot & lashing practice outside session.	Scoutcraft
Plant Science	Med.	30			Requires extensive work outside of session.	EcoCon
Public Speaking	Med.	10			Requires time writing outside session.	Eagle's End
Reptile & Amphibian Study	Med.	30		Req. 8. Start work on Req. 9 prior to arrival.	Requires work/observation outside of session. Animals may be hard to find at camp – begin early.	EcoCon
Rifle Shooting	Med.	16		Firearm Use Permission Slip	May require extensive practice shooting outside session.	Target & Range Sports
Rowing	Med.	12		Swim test at camp required to begin badge		Waterfront
Scouting Heritage	Med.	25		Req. 5		Eagle's End
Sculpture	Med.	20				Handicraft
Search & Rescue	Med.	20	14+		<u>Must</u> attend Field Trip to Fire Station (Thurs.)	Scoutcraft
Shotgun Shooting	Hard	8		Firearm Use Permission Slip	May require extensive practice shooting outside session.	Target & Range Sports
Signs, Signals & Codes	Easy	20				Scoutcraft
Soil & Water Conservation	Easy	30				EcoCon
Swimming**	Med.	15		Swim test at camp required to begin badge	2-hr session. Water is snow melt-fed and may be colder than expected (avg ~60°F). 1-hour sessions open to Scouts 14+	Waterfront
Textile	Easy	20				Handicraft
Weather	Med.	30		Req. 9a on Sunday	Requires observation outside session.	EcoCon
Wilderness Survival	Med.	30			Requires observation time outside of session. Must attend Wilderness Survival Overnight (Thurs) and sleep in their own shelter.	Scoutcraft

Merit Badge	Diff.	Limit	Age	Prerequisites	Information	Program Area
Woodcarving	Med.	15		Totin' Chip (Sunday session if needed)		Handicraft
* Eagle Required	**Eagle Required option					

2025 Camp Wolfeboro Merit Badge & Activities Schedule

PROGRAM AREA			MORNING PROGRAM		AFTERNOON PROGRAM		EVENING PROG.		
			9:00 AM	10:00 AM	11:00 AM	2:00 PM	3:00 PM	4:00 PM	8:30 PM
Eagle's End	Cit. in the Nation	Cit. in the Nation	Public Speaking	L U N C H					
	Cit. in the World	Cit. in the World	American Heritage						
	Archeology	Astronomy	Archeology						
	Astronomy	Bird Study	Environmental Science						
	Bird Study	Environmental Science	Forestry						
Ecology & Conservation	Environmental Science	Reptile & Amphibian St.	Nuclear Science	L U N C H					
	Chess	Leatherwork	Art						
	Journalism	new Sculpture	Photography						
	Wood Carving	Textile	Wood Carving						
	Archery	Archery	Archery						
Range & Target Activities	Rifle Shooting	Rifle Shooting	Rifle Shooting	Troop Shoots					
	Shotgun Shooting	Shotgun Shooting	Shotgun Shooting						
	Fishing	Emergency Prep.	Camping						
Scoutcraft	First Aid		Pioneering	L U N C H					
	Orienteering	First Aid							
	Wilderness Survival								
	Climbing (3-hour session)								
Summit	Climbing (3-hour session)			Open Scout Skills					
Trailhead	Tenderfoot / Totin' Chip	Tenderfoot / Totin' Chip	Tenderfoot / Totin' Chip						
	Second Class	Second Class	Second Class						
	First Class	First Class	First Class						
Trek / Sourdoughs		Sourdoughs depart (T or W or Th)	Open Swim & Boating						
Waterfront	Rowing	Swimming							
	Lifesaving (14+ only)	Canoeing							
			Lifesaving						
D I N N E R			D I N N E R						
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			D I N N E R						
Flag Etiquette (T) Movie Night (W) Debate (Th)			closed						
Atro Hike w/ Solar System Stroll (T 9:30) Astro Overnight (W 9:30) Astro Testing (Th)			closed						
Art Jam (W)			closed						
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Camp-wide Games

These activities will be held on Wednesday evening. Youth unit leadership & camp staff develops activities for patrol & troop & individual competitions. This can be a great team building activity!

Theme Games

The annual theme games are an exciting Wolfeboro tradition. Each year action-packed camp-wide activities are conducted on a theme (aviators, 49ers, spies, etc.). The climax to theme is on Thursday afternoon with challenging contests, in which, each program area holds a game for you to participate in as a patrol or crew. The theme is announced soon after you arrive at camp—we'll keep you guessing until then!

Special Programs at Camp Wolfeboro

Wolfeboro Rockers & Requirements

For those who are looking to earn more than merit badges, the Wolfeboro program areas offer rockers that you may earn & place proudly around the Wolfeboro Patch on your uniform. Rockers are unique because they can only be earned at Wolfeboro in the span of the week that you are there, additionally Rockers can be earned by Scouts & Adult leaders as well.

Ascension (Summit)

1. Complete all requirements for the Climbing Merit Badge
2. Climb a route rated 5.8 or higher at Camp Wolfeboro
3. Tie the following knots:
 - a. Butterfly
 - b. Prussik
 - c. Canadian 8
 - d. Girth Hitch
4. Set up a top rope anchor
5. Complete a 1-hour Service Project for Summit

Bard (Commissioners)

1. Participate in the Wolfeboro work party & another service project at least 1 hour to help camp.
2. Attend the Polaris Ghost Hike.
3. Participate in the Indian Lore Campfire.
4. Participate in the Friday Campfire.
5. Attend the Tale of the 13 Gold Crosses.
6. Write a story, poem, song, ballad, or another masterpiece about camping, the adventure of the outdoors, or about the splendors of nature.

Conservationist (Eco-Con)

1. Organize & lead a conservation project of at least 2 hours. It must not only help the environment, but also serve to educate your fellow Scouts & Scouters.
2. Keep a journal of at least 500 words, detailing the history of the conservation movement in the United States, including contributions made by Scouting America.
3. Keep a journal of at least five endangered species present in the Sierra Nevada range, as well as at Camp Wolfeboro.
4. Explain to your troop why conservation is important, both at Camp Wolfeboro & at home. Explain at least ten different ways for your troop to conserve resources at home & at Camp Wolfeboro.

5. Do the following:
 - a. Write a meaningful haiku (5-7-5) about conservation
 - b. Paint your haiku on to a suitable piece of wood, as well as your name
 - c. Place it in the nature lodge

Craftsman (Handicraft)

1. Successfully complete 3 of these master projects:

Art: Create a portfolio containing

- Graphite portrait of a person
- Pen or marker still life
- A watercolor painting of a landscape
- An artistic rendition of a song in any medium, the song will be selected by the Handicraft Staff

Leatherworking: lace, stamp, & dye a leatherworking project

Woodcarving: Carve a project that successfully shows the following cuts:

- Push cut • Paring cut • Score line • Stop cut

Basketry: finish either a camp stool, or two baskets

Music: Create a traditional instrument & be able to play it

Indian Lore: Create a model of a Native American dwelling, be able to explain where it is from, & its uses.

2. Participate in the Indian Lore Campfire, play the games, & tell a story.
3. Complete a project & enter it in a Handicraft weekly contest (art, woodcarving, or duct tape).
4. Complete a 1-hour service project to help the Handicraft area.
5. Attend the Pajama Party or Art Jam & Make something to hang up.

Grizzly (Scoutcraft)

1. Participate in all of the following activities: Cooking Demo, Scoutcraft Baseball, & the EP Drill or build a Pioneering Project.
2. Participate in the Knot Tying contest or tie a Monkey's Fist.
3. Earn the Paul Bunyan Woodsman Award.
4. Catch the fish from DaRiva.
5. Construct a Wilderness Survival shelter & spend a night in it without a sleeping bag.
6. Complete Scoutcraft's Orienteering course in less than one hour.
7. Complete a 1-hour service project for Scoutcraft.
8. Triforcefully conquer a tree.
9. Be a burly mountain savage man (or woman) beast!

Iceman (Waterfront)

1. Pass the swim test.
2. Swim ¼ mile (16 laps).
3. Be trained in Safe Swim Defense & Safety Afloat.
4. Show a Waterfront staff member your knowledge of proper rowing & canoeing techniques.
5. Perform one hour of service to the Waterfront (to be checked by the Waterfront Director)
6. Participate in one of the Polar Bear swims.
7. Get a GNARLY brain freeze.

John Muir (Eco-Con)

1. Do the following: (Upon completion, please get a staff member's signature).
 - a. Indian Lore Campfire (Handicraft)
 - b. Polar Bear Swim (Waterfront)
 - c. Cooking Demonstration (Scoutcraft)
 - d. Orienteering Course (Scoutcraft)
 - e. Environmental Science Hike (Eco-Con)
 - f. Forestry Hike (Eco-Con)
 - g. Astronomy Hike (Eco-Con)
 - h. Bird Study Hike (Eco-Con)
2. Keep a journal, detailing the following. It should exude your best effort.
 - a. The natural history of the Sierra Nevada, including the effects of glaciations & erosion.
 - b. The limiting factors & general ecosystem of the Sierras.
 - c. Wilderness survival in the Sierra Nevada, including edible indigenous plants, building materials, & navigation.
 - d. Natural dangers, including heat stroke, hypothermia, snake bites, & fractures.
 - e. Possible futures for humanity including: population growth, pollution, technological advances, & resource depletion.
 - f. Your spiritual relationship with nature.
3. Build a wilderness survival shelter & so do the following on the night of the overnight (please speak no words to any other person during your overnight, except in the event of an emergency).
 - a. Stay in the shelter, or near it, from sun-down to sun-up.
 - b. In your Troop's designated campfire ring, brew tea, including English tea & a native tea of your choice.
 - c. Sleep in your shelter without a sleeping bag.
 - d. Take a loaf of bread with you (you are not required to eat the loaf of bread).
 - e. Write a poem during your stay.
6. Find a suitable tree, climb it, hug it, & sway with the wind.
7. Organize & lead a service project of at least one hour. It must not only help the environment, but also serve to educate your fellow Scouts & Scouters.

Marksman (Shooting Sports)

1. Shoot 5 in a Dime with a .22 Rifle (Join the dime club).
2. Score 21 in Archery with 3 arrows.
3. Shoot 5 clay targets in a row with a Shotgun.
4. Stick 3 Tomahawks or Throwing Knives in a row at archery range.

Naturalist (Eco-Con)

1. Explain the Outdoor Code. Why is it important to understand & follow? Why is it important to foster, care for, & respect nature? What do you do to help others appreciate & work towards improving the outdoors?
2. Do the following:
 - a. Be able to identify any plant or animal in the field using available tools & resources.
 - b. Demonstrate to a group of Scouts how to properly use a dichotomous key to identify plants & animals.
3. Lead an effective nature hike.
4. Lead a successful Nature Game or equivalent outdoor teaching tool & effectually debrief the participants afterward.
5. Organize & lead an approved conservation project of at least 2 hours. It must not only help the environment but also serve to educate your fellow Scouts.

6. Earn Environmental Science, Soil & Water Conservation, & Fish & Wildlife Management merit badges.
7. Earn one of the following:
 - a. Bird Study
 - b. Mammal Study
 - c. Reptile & Amphibian Study
 - d. Geology
 - e. Forestry
 - f. Weather

Olympian Rocker (Commissioners)

1. Run to the Top (Tuesday night)
2. Shot put (Summit)
3. Rock push (Summit)
4. Mile Swim (WF)
5. Dive for rock (WF)
6. Dash from front gate to Trailhead (TH)
7. Physical Fitness (TH)
 - a. Sit Ups
 - b. Push ups
 - c. Standing long jump
8. Tomahawk/Throwing knife 3-in-a-row (SS)
9. Join the Dime Club (SS)
10. Demonstrate knowledge of Olympic history (EE)
11. Caber Toss (EC)
12. Orienteering Course (SC)

Patriot (Eagle's End)

1. Attend the Eagle's End Movie.
2. Attend & submit a question at Eagle's End debate.
3. Write & give a five-minute speech about what it means to be a good citizen in your community, nation, & world.
4. Participate in morning or evening flags.
5. Plan, carry out, & lead a troop, ship, or crew campfire or interfaith worship service.
6. Have an interesting conversation with an Eagle's End staff member.
7. Yell "The Redcoats are Coming" at morning flags when the staff comes down the PO stairs & continue until all the staff has come down the stairs.
8. Show good citizenship in the camp & perform a 1-hour service project for the camp.

Trek Rocker (Summit)

1. Go on a Trek spanning at least 30 miles
2. Spend at least one night out of camp during a 30-mile Trek
3. By the last day of Trek, you must have grown at least one blade of hair from the porous surface of your chest

Campfires

Monday & Friday Night

There will be a campfire on Monday & Friday. The staff will run the opening campfire on Monday. The closing campfire will be put on by the units with the assistance of the staff. Audition times will be announced at SPL meetings.

13 Golden Crosses

Join our staff in the rediscovery of the lost gold mine of Sandy McPherson, through the retelling of "The Mine of the 13 Gold Crosses."

Camp Buddy Campfire

On Sunday evening, your camp buddies will join you & provide S'mores for your campfire.

Ad hoc Unit Activities

Activities include: archery shoot, rifle shoot, unit swim or boating, volleyball, team-building games, & service projects. Your unit can reserve times to go & shoot at the archery or rifle range for an hour or use the aquatic facilities for an hour. The volleyball court is always open. There are also opportunities for units to do a flag ceremony.

Run to the Top!

A rugged five-mile round trip "run to the top" of the Wolfeboro freeway & back! Can you beat the staff? This activity is open to all youth & adults.

Special Awards

Camp Wolfeboro offers additional awards for those patrols, units, & individuals that put out an extra effort while they are at camp. For example, the **Eco-Con & Handicraft** areas both have special contests during the week.

Gold Cross Award & Super Gold Cross Award

The Wolfeboro Gold Cross & Super Gold Cross Awards are presented to those units that take advantage of all the experiences at camp. The awards are based on a 100+-point scoring system. Points are awarded for participation in unit activities, service projects, camp-wide games, inter-unit events, campsite cleanliness, & Scout Spirit. Complete instructions & score sheets will be available at the SPL & SM meeting on Sunday.

Units who achieve the Gold Cross & Super Gold Cross Awards have truly availed themselves of the complete Wolfeboro experience. These units make Wolfeboro more than just a summer camp... they are creating an atmosphere that promotes the highest ideals of Scouting.

Unit Expeditions

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

1. Have permission from their unit adult leader & adhere to two-deep leadership.
2. **Sign out at the Program Office, provide a route itinerary & estimated time of return.**
3. **Sign in at the Program Office upon return.**
4. Travel in a group of no less than four people
5. Swimming/playing in the river outside of camp boundaries must be supervised by an adult (21 or more years old) who has a current safe swim defense card. It is advised that at least one person be a certified Lifeguard.

NOTE: Jumping or diving from rocks & cliffs (i.e. "Stud Rock") is strictly prohibited. This is a dangerous activity involving unreasonable risk.

2025 CAMP WOLFEBORO WEEKLY SCHEDULE

Time	Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday	
6:15				ALL MEALS IN CAMPSITES		Polar Bear Swim		
7:00	<div>Have ready at arrival:</div> <div>▪ Annual Health & Medical Record</div> <div>with all Medications in original containers</div> <div>▪ Firearms Permission Slips</div>	Breakfast A Hosts	Breakfast A Hosts	Meal pick up 7:00	Breakfast A Hosts	Breakfast A Hosts	Breakfast A Hosts	
7:15		Breakfast A	Breakfast A		Breakfast in Campsites	Breakfast A	Breakfast A	Breakfast A
8:00		Flags Breakfast B Hosts	Flags Breakfast B Hosts	Flags Breakfast B Hosts		Flags Breakfast B Hosts	Flags Breakfast B Hosts	
8:15		Breakfast B	Breakfast B	* Flags at 8:30*		Breakfast B	Breakfast B <i>SPL Breakfast</i>	Breakfast B
9:00		Morning Program (9:00 - 12:00)	Morning Program (9:00 - 12:00)	Morning Program (9:00 - 12:00)	Morning Program (9:00 - 12:00)	Morning Program (9:00 - 12:00)	Morning Program (9:00 - 12:00)	Merit Badge Make-Ups (9:00 - 10:00)
9:15	<i>SM Meeting</i>			<i>SM Meeting</i>				
10:00		1st Sourdoughs departure		2nd Sourdoughs departure	<i>new</i> 3rd Sourdoughs departure			Check Out Truck leaves PO at 10 am
12:00	<div>Troop Arrival</div> <div>Troop Gear in Camp Truck & Hike-In</div> <div>Truck Departs From the Top of Hill by 1 PM</div>	Lunch A Hosts	Lunch A Hosts		Lunch A Hosts	Lunch A Hosts		
12:15		Lunch A <i>new</i> Forestry Hike	Lunch A <i>new</i> EnviSci Hike	Meal pick up 12:00 Lunch in Campsites Enjoy the Valley	Lunch A <i>new</i> Fire Safety & SAR Field Trip	Lunch A	Thank You for joining us at Camp Wolfeboro!	
12:50			<i>SM Luncheon</i>					
1:00		Lunch B Hosts	Lunch B Hosts		Lunch B Hosts	Lunch B Hosts		
1:15	Troop in the Valley by 2pm	Lunch B Forestry Hike	Lunch B EnviSci Hike		Lunch B	Lunch B		Travel Home Safely!
2:00	* Camp Tours * Medical Check * Swim Checks	Afternoon Program (2:00 - 5:00)	Afternoon Program (2:00 - 5:00)	Afternoon Program (2:00 - 5:00)	<div>Theme Games</div> <div>No Afternoon MB Sessions</div> <div><i>Adult Leader Shoot & Climb</i></div>	Afternoon Program Skit Auditions (2:00 - 5:00)	See You next Summer!	
3:00	CAMPSITE SET-UP	Open Swim & Boat	Open Swim & Boat	Open Swim Beach Party (4-5)		Open Swim & Boat (3:00-5:00)		
5:00	Dinner A Hosts	Dinner A Hosts	Dinner A Hosts	Meal pick up at 5:00	Dinner A Hosts	Gold Cross Forms Due	Come back and visit us for:	
5:15	Dinner A	Dinner A	Dinner A		Dinner A			* Family Camp * Good Turn Weekend * Work Parties
6:00	Flags Dinner B Hosts	Flags Dinner B Hosts	Flags Dinner B Hosts		Dinner in Campsites	Flags		
6:15	Dinner B	Dinner B	Dinner B		* Flags at 7:00 *	Pizza Party / Calm Cats		
7:00	<i>new</i> <i>SM & SPL Meeting</i> Finish Campsite Set-up	Sourdoughs Prep Meeting	Run to Top <i>SPL Meeting</i>		Scouts Own	Old Goats Dinner @ Bravo How	Remember to submit your SITE SAVER for next year!	
7:30	<i>new</i> Campwide Kick-Off (meet your conselors!)	<i>Pioneer Meeting</i>	Pioneer hosted Work Party & Cracker Barrel	Campwide Games	<i>Pioneer Meeting</i>			
8:30	Troop Campfires	Monday Night Campfire	Gold Cross Campfire Flag Etiquette Jungle Cruise	Art Jam w/ branding Cooking Contest Eagle's End Movie	Eagle's End Debate <i>new</i> Search & Rescue Drill	Friday Night Campfire		
9:30			Astro Party w/ Solar System Stroll open to all	Astro Overnight	Astro Testing (class only) Ghost Hike WildSurv Overnight	<i>new</i> <i>Pioneer Overnighter</i>		
10:00	ALL QUIET - - All Scouts in Campsite with Two-Deep Leadership - - Generator Shutoff - - LIGHTS OUT							

Camp Wolfeboro Traditions

Camp Wolfeboro has developed many traditions in its 90-plus year history. The Dining Hall features each Troop comparing its Troop Yell to the others...at full volume...and Troops display commemorations of their past visits to camp in the rafters. Camp Wolfeboro has its own Honor Society, the Wolfeboro Pioneers, which each unit will learn more about at Wolfeboro. While all Scout Camps share many of the same songs, each Camp has its own camp song plus songs that are part of its traditions. For instance, before the Friday night campfire, the Camp Staff & the Wolfeboro Pioneers lead the camp in Patsy Atsy Ori Aye (see boyscouttrail.com for one version of the lyrics) before being led to the campfire. Camp Wolfeboro's Unit Award is the Gold Cross & Super Gold Cross, which harkens back to the days of the gold miners in the Sierras.

Wolfeboro Pioneers

The Wolfeboro Pioneers Honor Society was founded shortly after the founding of Camp Wolfeboro itself. The purpose of the Wolfeboro Pioneers is to perpetuate the high standards of camping & Scouting at Camp Wolfeboro. The Pioneers are dedicated to the promotion of camping & scouting at Camp Wolfeboro. One of the key aspects of time at Camp Wolfeboro is promoting good fellowship & sportsmanship & making the camping experience enjoyable for present & future campers. The Wolfeboro Pioneers celebrated their 90th year of service in 2019.

To be eligible to join the Wolfeboro Pioneers, a Scout must have camped at Camp Wolfeboro for 12 days with at least six (6) in a previous camping season, be a First-Class Scout, held a Leadership position within their home unit for six months, participated in projects to benefit Camp Wolfeboro, and completed a Pioneer Conference. Adults are also eligible for selection to the Wolfeboro Pioneers. For an adult to be selected, they must also have camped at Camp Wolfeboro for 12 days with at least six (6) days in a previous camping season, participated in projects to benefit Camp Wolfeboro, actively participated in a continuing capacity in the Scouting movement, and demonstrated a willingness to live up to the Purpose and Creed of the Wolfeboro Pioneers and ideals of Scouting.

Wente Scout Reservation Program

Your program should be based on the needs & desires of the individuals in your unit. To ensure your unit's needs are met, we suggest that your unit have each youth decide, in advance, all the merit badges & other advancement & activities they want to do. Merit badge sign-ups will be accessed through <https://scoutingevent.com/023-WSR2025>. The list of merit badges offered at Wente Scout Reservation with prerequisites & the tentative schedule are located on Pages [67-70](#).

Climbing

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

Merit Badges

Climbing (2-hr session)

Special Programs

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

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

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

Eagle Trail

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

Eagle Trail can verify that a Scout has learned a skill, but the troop will have the ultimate authority to determine if the Scout has "passed the test". Similarly, our staff cannot sign off requirements that only can be completed in a troop setting (attending troop or patrol activities, etc.) all while utilizing the EDGE method.

Session Information

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

Handicraft

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

Merit Badges

Architecture

Art

Basketry

Chess

Composite Materials (ODD)

Entrepreneurship

Fingerprinting

Leatherwork

Moviemaking

Music (EVEN)

Photography

Pottery

Salesmanship

Sculpture (ODD)

Textile (EVEN)

Wood Carving

Special Programs

Open Crafting—Need a bit of extra help with your project? Want to use Handicraft equipment & tools to work on an independent crafting project? Scouts and adult leaders swing by during Open Crafting from 7-8pm M, T or Th. This does not include access to the pottery equipment. Pottery access only for those in one of the Pottery classes.

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

Lumberjack Academy

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

Merit Badges

American Heritage (EVEN)

American Labor (ODD)

**Citizenship in the
Nation & World**

Communication

Emergency Preparedness

Engineering

Game Design

Journalism

Public Health

Public Speaking

Special Programs

Finbar O’Riley’s Discovery Trail—Where camp history goes beyond Scouting back to when the Finney Valley was a thriving logging camp. Sites of interest include an abandoned Kaybo across the lake, a suspected old COPE course, and a spring that was the original water source for camp. Stop by the office at checkout a trail guide with historical information, imagery and a map.

Open Electronics - Come learn about the basics of electrical circuits using Snap Circuits and attempt to master the dark art of Arduino. Stop by anytime during evening program on Tuesday to create projects like a simple radar, LEDs controlled by a joystick, and anything else you can dream up!

Journalism Field Trip - Drivers needed! This merit badge session heads to a radio station in Willits on Friday to learn about how radio works, what you can say on the air, and all participants have the opportunity to record a station identifier that will be played in the future!

Mountain Biking

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

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

Merit Badges

Cycling (T & Th 7pm)

Special Programs

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

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

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

What to Bring

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

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

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

Nature

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

Merit Badges

Archeology (ODD)

Astronomy

Bird Study

Chemistry (EVEN)

Environmental Science

Fish & Wildlife Management

Fly-Fishing

Forestry

Gardening

Geology (EVEN)

Insect Study (EVEN)

Mammal Study

Mining in Society

Nuclear Science (ODD)

Oceanography

Plant Science

Pulp & Paper

Reptile & Amphibian Study (ODD)

Soil & Water Conservation

Space Exploration

Surveying

Weather

Special Programs

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

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

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

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

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

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

Risin' W Corral

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

Weight limits are dependent on the availability of horses.

Merit Badges

Animal Science

Horsemanship

Special Programs

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

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

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

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

Cowboy Breakfast (Th), Lunch (F) or Dinner (Th) Ride—Wentelicious food & a trail ride you won't forget! Cost is \$50

Be-A-Wrangler Outpost—The Risin' W Corral runs an exciting outpost ride up to the site of Finbar's family homestead. It begins late afternoon with a long, meandering ride up, a BBQ dinner & a sunset ride back to the Corral for a night of Wrangler fun & a sleepover in the barn or under the stars. In the morning, help feed the herd then head back to Camp in time for breakfast with your troop. Bring all personal gear with you to the barn. For Youth only. Cost is \$60.

Scoutcraft

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

Merit Badges

Backpacking (EVEN)

Camping

Cooking

Exploration (ODD)

Fire Safety

First Aid

Geocaching (EVEN)

Hiking (ODD)

Orienteering

Pioneering

Search & Rescue (EVEN)

Signs, Signals & Codes (ODD)

Wilderness Survival*

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

Special Programs

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

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

Paul Bunyan Woodsman Award—Paul Bunyan, much like our own Finbar O'Riley, was a woodsman skilled in the use of a variety of woodworking tools. An advanced axemanship course that requires extended time to complete. For older Scouts (14+) who want to learn more advanced woodsman skills. Long pants, boots, & Totin' Chip are required. It starts Monday or Tuesday & Thursday.

Fire Safety Field Trip—Drivers needed! This Merit Badge session takes a field trip to Willits' own Little Lake Fire Department 11:00am to 1:45pm on Wednesday.

Target & Range Sports

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

All Youth who wish to enter any of the Shooting Ranges **MUST have a signed Firearms Use Permission Slip** (See Page [84](#)).

Merit Badges

Archery

Rifle Shooting

Shotgun Shooting

Special Programs

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

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

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

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

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

Waterfront

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

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

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

Merit Badges

Canoeing *now 2-hrs*
Kayaking

Lifesaving
Rowing

Small-Boat Sailing
Swimming *now 2-hrs*

Special Programs

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

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

Mile Swim—Scouts and Scouters need to be in good physical shape to complete the rigorous requirements of this award. Before swimming the mile, all participants must attend 4 training sessions. Each swimmer must bring a rower & an accompanying spotter Wed - Friday. Join the Waterfront Staff Monday morning at 6:00 am to start your journey.

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

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

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

Wente Scout Reservation Merit Badges

Wente Scout Reservation 2025 Merit Badge Offerings – Updated 4/22/25

Merit Badge	Diff.	Limit	Age	Prerequisites	Information	Program Area
American Heritage	Hard	20	14+	Highly recommend Req. 5b (Read a biography)	Offered EVEN years only.	Lumberjack Academy
American Labor	Med.	20			Offered ODD years only. Complex discussion topics.	Lumberjack Academy
Animal Science	Med.	15			2-hr session.	Corral
Archaeology	Hard	25		Req. 10	Requires extensive work outside session.	Nature
Archery	Hard	24		MUST be able to pull a 25 lb. bow. (Sunday)	2-hr session. May require extensive practice outside session. Older Scout priority.	Target & Range Sports
Architecture	Med.	30				Handicraft
Art	Easy	20			May require time during open Crafting.	Handicraft
Astronomy	Hard	25			Requires attendance at BOTH Star Parties.	Nature
Backpacking	Med.	30		Req. 6b, 8c, 9d, 10 & 11a-c	Offered EVEN years only.	Scoutcraft
Basketry	Easy	25			Requires extensive time outside session.	Handicraft
Bird Study	Hard	25			Require observation time outside session.	Nature
Camping*	Med.	30		Req. 4b, 5e, 7b, 8d, 9a&b not covered at Camp.		Scoutcraft
Canoeing	Med.	20		Pass BSA Swim Test before start of badge.	Now 1.5-hr session. MUST be able to launch, carry & store boat with partner!	Waterfront
Chemistry	Med.	20		Req. 2a & 4a.		Lumberjack Academy
Chess	Med.	30			Requires time outside session to complete tournament.	Handicraft
Citizenship in the Nation*	Med.	20	14+	Req. 2		Lumberjack Academy
Citizenship in the World*	Hard	20	14+		Req. 7 done in buddy pairs with counselor	Lumberjack Academy
Climbing	Med.	12	14+		2-hr session.	Climbing
Communication*	Hard	16		Req. 5 & 7 (only opt. 7a can be done at camp)	Req. 8 requires extensive time & planning outside session.	Lumberjack Academy
Composite Materials	Med.	20				Handicraft
Cooking*	Hard	24	13+	Reqs. 4 & 6	Now 1.5-hr session.	Scoutcraft
Cycling**	Hard	18	14+		Riding requirements must be completed outside session.	Mtn Biking
Emergency Preparedness*	Hard	20	14+	Reqs. 1, 2b&c, 8b	Must have First Aid merit badge to complete.	Lumberjack Academy
Engineering	Med.	15				Lumberjack Academy
Entrepreneurship	Med.	25			Requires time outside session. Combined with Salesmanship.	Handicraft
Environmental Science**	Hard	30			Now 2-hr session. Requires observation time & extensive writing outside session.	Nature
Exploration	Easy	15			Offered ODD years only.	Scoutcraft

Merit Badge	Diff.	Limit	Age	Prerequisites	Information	Program Area
Fingerprinting	Easy	30			Only attend 1-day session.	Handicraft
Fire Safety	Hard	20			<i>Now 2-hr session.</i> Field Trip Wednesday to local Fire Station requires drivers.	Scoutcraft
First Aid*	Med.	20		Req. 5a + 5b	<i>Now 1.5-hr session.</i>	Scoutcraft
Fish & Wildlife Management	Easy	35			Requires observation outside session.	Nature
Fishing	Med.	12		Req. 10	<i>Fishing gear is provided by camp!</i> Requires fishing outside session.	Nature
Fly Fishing	Med.	12		Req. 11	<i>Fly Fishing gear is provided by camp!</i> May require fishing outside session.	Nature
Forestry	Med.	12			Field trip Thursday to local Lumber Mill.	Nature
Game Design	Hard	16	14+		Requires technical writing & extensive work outside session.	Lumberjack Academy
Gardening	Med.	15		Req. 2b, 5 & 8 not covered at Camp.	2-hr session offered combined with Plant Science.	Nature
Geocaching	Med.	20		Req. 7 & 9. MUST bring own GPS.	Offered EVEN years only.	Scoutcraft
Geology	Med.	30			Requires collection & observation time outside session. Offered EVEN years only.	Nature
Hiking**	Med.	30		Req. 4 & 5 not covered	Offered ODD years only.	Scoutcraft
Horsemanship	Med.	TBD	13+	5-ft or taller, limit based on # of horses	3-hr session Monday-Friday. Must wear long pants & closed toe shoes every day.	Corral
Insect Study	Med.	30		Req. 9	Offered EVEN years only.	Nature
Journalism	Med.	10		Req. 4	Requires extensive writing & time outside session. Field Trip.	Lumberjack Academy
Kayaking	Med.	20		Pass Swim Test before start of badge.	<i>Now 1.5-hr session.</i>	Waterfront
Leatherwork	Easy	25				Handicraft
Lifesaving**	Hard	20		Req. 2a (MUST have Swimming Merit Badge)	<i>Now 1.5-hr session.</i> 400 yard swim at start of class.	Waterfront
Mammal Study	Easy	30				Nature
Mining in Society	Med.	25			Offered ODD years only.	Nature
Moviemaking	Med.	20			MUST bring own digital video camera. May not share with others. Requires film & edit time outside session.	Handicraft
Music	Med.	25				Handicraft
Nuclear Science	Hard	20	14+	Recommend prior knowledge of basic Chemistry.	Offered ODD years only.	Nature
Oceanography	Med.	30			Requires observation time outside session.	Nature
Orienteering	Med.	20			May require extensive time outside session.	Scoutcraft
Photography	Med.	20			MUST bring own digital camera for use all week. May not share with others.	Handicraft
Pioneering	Med.	20		Working knowledge of Scout to First Class knots & lashings	2-hr session. Requires knot & lashing practice outside session.	Scoutcraft
Plant Science	Med.	15			2-hr session offered combined with Gardening.	Nature
Pottery	Med.	12				Handicraft

Merit Badge	Diff.	Limit	Age	Prerequisites	Information	Program Area
Public Health	Hard	10	16+	MUST have First Aid & Emergency Preparedness	Will discuss complex topics.	Lumberjack Academy
Public Speaking	Med.	10			Requires time outside session. Requires speech writing & delivery with audience.	Lumberjack Academy
Pulp & Paper	Med.	30			Requires work outside session.	Nature
Reptile & Amphibian Study	Med.	30		Req. 8	Requires observation time outside session. Offered ODD years only.	Nature
Rifle Shooting	Med.	32		Firearm Use Permission Slip	2-hr session. May require practice shooting outside session.	Target & Range Sports
Rowing	Med.	20		Pass Swim Test before start of badge.		Waterfront
Salesmanship	Med.	25			Requires time outside session. Combined with Entrepreneurship.	Handicraft
Scouting Heritage	Med.	25		Req. 5		Eagle Trail
Sculpture	Med.	20				Handicraft
Search & Rescue	Med.	20	14+	Req. 6a	Offered EVEN years only.	Scoutcraft
Shotgun Shooting	Hard	12		Firearm Use Permission Slip	2-hr session. May require extensive practice shooting outside session.	Target & Range Sports
Signs, Signals & Codes	Easy	20			Offered ODD years only.	Scoutcraft
Small-Boat Sailing	Hard	14	14+	Pass Swim Test before start of badge.	Limit based on operable boats, extra spaces may be available at camp.	Waterfront
Soil & Water Conservation	Easy	30				Nature
Space Exploration	Med.	20				Nature
Swimming**	Med.	15		Pass Swim Test before start of badge.	Now 1.5-hr session. Water contains fish & lake weed.	Waterfront
Textile	Easy	20			Offered EVEN years only.	Handicraft
Weather	Med.	30		Req. 9a on Sunday	Requires observation outside session.	Nature
Wilderness Survival	Med.	30			Requires Overnight Outpost to complete, you build your shelter & spend the night in it.	Scoutcraft
Woodcarving	Med.	15		Totin' Chip	Scouts who don't have Totin' Chip can earn it at Scoutcraft, Monday at 7PM.	Handicraft
Wilderness Survival	Med.	30			Requires Overnight Outpost to complete, build your own shelter & spend the night in it.	Scoutcraft

* Eagle Required **Eagle Required option

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

2025 Wente Scout Reservation Merit Badge & Activities Schedule

PROGRAM AREA			MORNING PROGRAM		AFTERNOON PROGRAM		EVENING PROG.	
			9:00 AM	10:00 AM	11:00 AM	2:00 PM	4:00 PM	7:00 PM
Climbing	Climbing 2hrs		Open Climb		Open Climb			
Eagle Trail (1st Year)	First Class	Tenderfoot / Totin' Chip	Tenderfoot / Totin' Chip		First Class			
	Second Class	Second Class	Scouting Heritage		Scout / Totin' Chip			
Handicraft	Art	Entrepreneur / Sales	Architecture		Moviemaking			
	Chess	Leatherwork	Moviemaking		Photography			
	Leatherwork	Pottery	Pottery		Pottery			
	Photography	Wood Carving	Wood Carving		Wood Carving			
Lumberjack Academy <i>new location</i>	American Labor	Cit. in the Nation	Communication		Communication			
	Emergency Prep.	Engineering	Emergency Prep.		Engineering			
	Citizenship in the World	Citizenship in the World	Citizenship in the Nation		Public Speaking			
Mountain Biking	Trail Rides & Skill Sessions		Trail Rides & Skill Sessions		Trail Rides & Skill Sessions			
Nature	Reptile & Amph. Study	Bird Study	Astronomy		Astronomy			
	Soil & Water Cons.	Envi. Science	Envi. Science		Envi. Science			
	Space Exploration	Mining in Society	Forestry (field trip Th)		Fish & Wildlife Mgmt.			
	Gardening / Plant Science				Weather			
at Peninsula	Fly Fishing		Fishing		Fly Fishing			
	Archery 2 hrs		Open Shoot ALL Ranges		Archery 2 hrs			
Range & Target Activities	Rifle Shooting 2 hrs		Open Shoot ALL Ranges		Rifle Shooting 2 hrs			
	Shotgun Shooting 2 hrs		Open Shoot ALL Ranges		Shotgun Shooting 2 hrs			
Risin' W Corral	Horsemanship 3hrs		Horsemanship 3hrs		Sunset Ride (M or F 6:30-8pm)			
	Animal Science 2hrs				RootBeer Float Ride (W 1:30-3pm)			
Cowboy Breakfast Ride (Th 6:30 - 9am)					Lunch Ride (F 11:30am - 1:45pm)			
Scoutcraft	Cooking <i>not during meals</i>	Cooking <i>not during meals</i>	Cooking <i>not during meals</i>		Cooking <i>not during meals</i>			
	First Aid <i>1-1/2 hrs</i>	First Aid <i>1-1/2 hrs</i>	First Aid <i>1-1/2 hrs</i>		First Aid <i>1-1/2 hrs</i>			
	Orienteering	Camping / Hiking	Signs, Signals & Codes		Camping / Hiking			
	Pioneering 2 hrs		Wilderness Survival (Th Outpost)		Wilderness Survival (Th outpost)			
Waterfront	Signs, Signals & Codes	Exploration	Camping / Hiking		Pioneering 2 hrs			
	Rowing	Small-Boat Sailing 2 hrs	Small-Boat Sailing 2 hrs		Signs, Signals & Codes			
	Canoeing <i>1-1/2 hrs</i>		Canoeing <i>1-1/2 hrs</i>		Kayaking <i>1-1/2 hrs</i>			
	Kayaking <i>1-1/2 hrs</i>		Lifesaving <i>1-1/2 hrs</i>		Swimming <i>1-1/2 hrs</i>			
Fireman's Chit (MorTorTh) Totin' Chip (MorTorTh)	Cooking <i>not during meals</i>	Cooking <i>not during meals</i>	Cooking <i>not during meals</i>		Cooking <i>not during meals</i>			
	First Aid <i>1-1/2 hrs</i>	First Aid <i>1-1/2 hrs</i>	First Aid <i>1-1/2 hrs</i>		First Aid <i>1-1/2 hrs</i>			
	Fire Safety (field trip Wed) <i>now 2 hrs</i>	Exploration	Wilderness Survival (Th outpost)		Wilderness Survival (Th outpost)			
	Orienteering	Pioneering 2 hrs	Signs, Signals & Codes		Signs, Signals & Codes			
BSA Paddleboarding (T & Th)	Small-Boat Sailing 2 hrs		Small-Boat Sailing 2 hrs		Small-Boat Sailing 2 hrs			
	Kayaking <i>1-1/2 hrs</i>		Open Boating & Swimming		Open Boating & Swimming			
	Lifesaving <i>1-1/2 hrs</i>							
	Swimming <i>1-1/2 hrs</i>							
Open Swim & Boating	Cooking <i>not during meals</i>	Cooking <i>not during meals</i>	Cooking <i>not during meals</i>		Cooking <i>not during meals</i>			
	First Aid <i>1-1/2 hrs</i>	First Aid <i>1-1/2 hrs</i>	First Aid <i>1-1/2 hrs</i>		First Aid <i>1-1/2 hrs</i>			
BSA Paddleboarding (T & Th)	Fire Safety (field trip Wed) <i>now 2 hrs</i>	Exploration	Wilderness Survival (Th outpost)		Wilderness Survival (Th outpost)			
	Orienteering	Pioneering 2 hrs	Signs, Signals & Codes		Signs, Signals & Codes			
Paul Bunyan (M, T & Th)	Small-Boat Sailing 2 hrs							
	Kayaking <i>1-1/2 hrs</i>		Open Boating & Swimming		Open Boating & Swimming			
BSA Paddleboarding (T & Th)	Lifesaving <i>1-1/2 hrs</i>							
	Swimming <i>1-1/2 hrs</i>							
Open Swim & Boating	Cooking <i>not during meals</i>	Cooking <i>not during meals</i>	Cooking <i>not during meals</i>		Cooking <i>not during meals</i>			
	First Aid <i>1-1/2 hrs</i>	First Aid <i>1-1/2 hrs</i>	First Aid <i>1-1/2 hrs</i>		First Aid <i>1-1/2 hrs</i>			
BSA Paddleboarding (T & Th)	Fire Safety (field trip Wed) <i>now 2 hrs</i>	Exploration	Wilderness Survival (Th outpost)		Wilderness Survival (Th outpost)			
	Orienteering	Pioneering 2 hrs	Signs, Signals & Codes		Signs, Signals & Codes			
Paul Bunyan (M, T & Th)	Small-Boat Sailing 2 hrs							
	Kayaking <i>1-1/2 hrs</i>		Open Boating & Swimming		Open Boating & Swimming			
BSA Paddleboarding (T & Th)	Lifesaving <i>1-1/2 hrs</i>							
	Swimming <i>1-1/2 hrs</i>							
Open Swim & Boating	Cooking <i>not during meals</i>	Cooking <i>not during meals</i>	Cooking <i>not during meals</i>		Cooking <i>not during meals</i>			
	First Aid <i>1-1/2 hrs</i>	First Aid <i>1-1/2 hrs</i>	First Aid <i>1-1/2 hrs</i>		First Aid <i>1-1/2 hrs</i>			
BSA Paddleboarding (T & Th)	Fire Safety (field trip Wed) <i>now 2 hrs</i>	Exploration	Wilderness Survival (Th outpost)		Wilderness Survival (Th outpost)			
	Orienteering	Pioneering 2 hrs	Signs, Signals & Codes		Signs, Signals & Codes			
Paul Bunyan (M, T & Th)	Small-Boat Sailing 2 hrs							
	Kayaking <i>1-1/2 hrs</i>		Open Boating & Swimming		Open Boating & Swimming			
BSA Paddleboarding (T & Th)	Lifesaving <i>1-1/2 hrs</i>							
	Swimming <i>1-1/2 hrs</i>							
Open Swim & Boating	Cooking <i>not during meals</i>	Cooking <i>not during meals</i>	Cooking <i>not during meals</i>		Cooking <i>not during meals</i>			
	First Aid <i>1-1/2 hrs</i>	First Aid <i>1-1/2 hrs</i>	First Aid <i>1-1/2 hrs</i>		First Aid <i>1-1/2 hrs</i>			
BSA Paddleboarding (T & Th)	Fire Safety (field trip Wed) <i>now 2 hrs</i>	Exploration	Wilderness Survival (Th outpost)		Wilderness Survival (Th outpost)			
	Orienteering	Pioneering 2 hrs	Signs, Signals & Codes		Signs, Signals & Codes			
Paul Bunyan (M, T & Th)	Small-Boat Sailing 2 hrs							
	Kayaking <i>1-1/2 hrs</i>		Open Boating & Swimming		Open Boating & Swimming			
BSA Paddleboarding (T & Th)	Lifesaving <i>1-1/2 hrs</i>							
	Swimming <i>1-1/2 hrs</i>							
Open Swim & Boating	Cooking <i>not during meals</i>	Cooking <i>not during meals</i>	Cooking <i>not during meals</i>		Cooking <i>not during meals</i>			
	First Aid <i>1-1/2 hrs</i>	First Aid <i>1-1/2 hrs</i>	First Aid <i>1-1/2 hrs</i>		First Aid <i>1-1/2 hrs</i>			
BSA Paddleboarding (T & Th)	Fire Safety (field trip Wed) <i>now 2 hrs</i>	Exploration	Wilderness Survival (Th outpost)		Wilderness Survival (Th outpost)			
	Orienteering	Pioneering 2 hrs	Signs, Signals & Codes		Signs, Signals & Codes			
Paul Bunyan (M, T & Th)	Small-Boat Sailing 2 hrs							
	Kayaking <i>1-1/2 hrs</i>		Open Boating & Swimming		Open Boating & Swimming			
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Camp-wide Games

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

Theme Days

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

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

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

Special Programs at Wente Scout Reservation

Adult Dutch Oven Cook-off

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

Campfires

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

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

Exploring Camp

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

Finbar O'Riley Discovery Trail

(Lumberjack Academy)

Kali-Ama (Nature)

Lunch Across the Lake (Waterfront)

Trail Rides (Mtn. Biking)

Trail Rides (Risin' W Corral)

Outposts

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

O'Riley's Outpost (Shooting Sports)

Be A Wrangler Outpost (Risin' W Corral)

Wilderness Survival Outpost (Scoutcraft)

Troop Cobblers

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

Unit Expeditions (including all Kali-Ama!)

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

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

Special Awards

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

HONOR PATROL

Complete ALL of the following:

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

Complete 4 of the following:

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

HONOR TROOP

Complete ALL of the following:

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

Complete 4 of the following:

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

Wente Scout Reservation Traditions

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

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

2025 WENTE SCOUT RESERVATION WEEKLY SCHEDULE

Time	Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday	
6:00	Have ready upon arrival: * Annual Health & Medical Record with all Medications in original containers * Firearms Permission Slips	Mile Swim Qualifier (attend 1-day & Fri) Wooly Wash (3 days to earn patch)	Mile Swim Qualifier (attend 1-day & Fri) Wooly Wash (3 days to earn patch)	Mile Swim Qualifier (attend 1-day & Fri) Wooly Wash (3 days to earn patch)	Mile Swim Qualifier (attend 1-day & Fri) Wooly Wash (3 days to earn patch)	Mile Swim (5:30AM) w/ Rower & Spotter Wooly Wash (3 days to earn patch)		
6:30				Wrangler Outpost back at barn	Cowboy Breakfast Ride (6:30-8:45)			
7:15		Shift 1 Breakfast	Shift 1 Breakfast	Shift 1 Breakfast	Shift 1 Breakfast	Shift 1 Breakfast	1st Breakfast	
8:00		Morning Flags	Morning Flags	Morning Flags	Morning Flags	Morning Flags	Morning Flags	
8:15		Shift 2 Breakfast	Shift 2 Breakfast	Shift 2 Breakfast	Shift 2 Breakfast	Shift 2 Breakfast <i>SPL Breakfast</i>	2nd Breakfast	
9:00		Morning Program (9:00 - 12:00)	Morning Program (9:00 - 12:00)	Morning Program (9:00 - 12:00)	Morning Program (9:00 - 12:00)	MB Make-Ups (9-11:30am) <i>Leader Float (10-12)</i>	Troop Check-Out by 10:00am	
9:30		<i>Leader Roundtable check-in feedback</i>	<i>Leader Roundtable</i>	<i>Leader Roundtable</i>	<i>Leader Roundtable check-out info</i>	Corral Lunch Ride (11:00-1:30)		
11:00					Forestry Trip (11 thru lunch)	Journalism Trip (11-lunch)	Travel Home Safely! See You next Summer! Come back to visit Camp in the off-season for: * Family Camp * Troop Campouts * February Bonfire Weekend * April Good Turn Weekend * Thanksgiving Work Weekend	
12:00		Troop Check-Ins 12-2pm * Camp Tours * Medical Check * Swim Checks CAMPSITE SET-UP	Lunch Across / Around / On the Lake (12 – 1:45) sign-up by Troop in Trading Post					
					Fire Safety Trip (12-class session)			
12:15	Shift 1 Lunch		Shift 1 Lunch	Shift 1 Lunch	Shift 1 Lunch	Shift 1 Lunch		
1:15	Shift 2 Lunch		Shift 2 Lunch	Shift 2 Lunch RootBeer Ride (1:30-3:00)	Shift 2 Lunch	Shift 2 Lunch		
2:00	Afternoon Program (2:00-5:00)		Afternoon Program (2:00-5:00)	Afternoon Program (2:00-5:00)	Afternoon Program (2:00-5:00)	Camp-Wide Games (3:00-5:00) <i>activities in ALL Program Areas</i>		
4:00	Open Swim & Boat Open Archery <i>Leader Shoot Rifle</i>	Open Swim & Boat Open Archery/Rifle <i>Leader Shoot Shotgun</i>	Open Swim & Boat Open Shoot Archery & Rifle	Open Swim & Boat Open Shoot Rifle <i>Leader Shoot Archery</i>	MB Printouts in Dining Hall	* Family Camp		
4:30		Be a Wrangler Outpost (4:30)		Corral Dinner Ride (4:30 - 7:00)				
5:15	Shift 1 Dinner	Shift 1 Dinner	Shift 1 Dinner	Shift 1 Dinner	Shift 1 Dinner	* February Bonfire Weekend		
6:00	Evening Flags	Evening Flags	Evening Flags	Evening Flags	Evening Flags			
6:15	Shift 2 Dinner	Shift 2 Dinner Corral Sunset Ride (6:30-8:00)	Shift 2 Dinner	Shift 2 Dinner	Shift 2 Dinner <i>SM Dinner</i>	Shift 2 Dinner Corral Sunset Ride (6:30-8:00)	* April Good Turn Weekend	
7:00	Special Events Sign-Ups Personal Bikes to Mtn Biking	Evening Program (7:00-8:00) Gaga Ball @ Eagle Trail Game Night in Dining Hall (7:00 - 9:00)	Evening Program Gaga Ball <i>new</i> Mtn Biking Overnight departs	WENTETHALON!	Evening Program Gaga Ball Game Night Wilderness Surv. & Astronomy Outposts depart	MB Reconciliation in Dining Hall <i>new</i> Branding Night @ Redwood Grove pick up Pers. Bikes from Mtn Biking	* Thanksgiving Work Weekend	
7:30	<i>SM Mtg</i> (Veranda) <i>SPL Mtg</i> (Skunk's Den)							
8:30	Opening Campfire		OA Social (8:15) Night Climb	Troop Campfires	Handicraft Movie Night (8:15)	Closing Campfire		
9:00			<i>Adult Leader Pie & Coffee Social</i>		Star Party (10:00) <i>All Welcome</i>			
10:00	ALL QUIET - - All Scouts in Campsite with Two-Deep Leadership - - LIGHTS OUT							

Finney Valley Lumber Company

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

1st Year (Choker Setter)

Do 6 of the Following:

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

2nd Year (Cedar Savage)

Do 6 of the Following:

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

3rd Year (Straw Boss)

Do 6 of the Following:

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

4th Year (Top Man)

Do 5 of the Following:

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

5th Year (Bull of the Woods)

Do the Following:

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

6th Year (Legend of Finney Valley)

Do the Following:

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

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

Do the Following:

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

Appendices

[Packing List](#)

[GGAC Clothing Standards](#)

[Merit Badge Glossary](#)

[Parental Firearms Use Permission Form](#)

[Adult Leader Training](#)

[Campership Information & Application](#)

[Camp Maps](#)

[Driving Directions to the Camps](#)

Packing List

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

VERY Important Paperwork

___ Scouting America Annual Health & Medical Record, complete with Parent & Doctor Signatures! ALL CAMPERS!!

___ Signed Permission Slips (especially Firearms Use Permission Slip, see Page [84](#))

___ 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 84)**

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.

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 84)**

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 84).**

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 kara.posey2@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

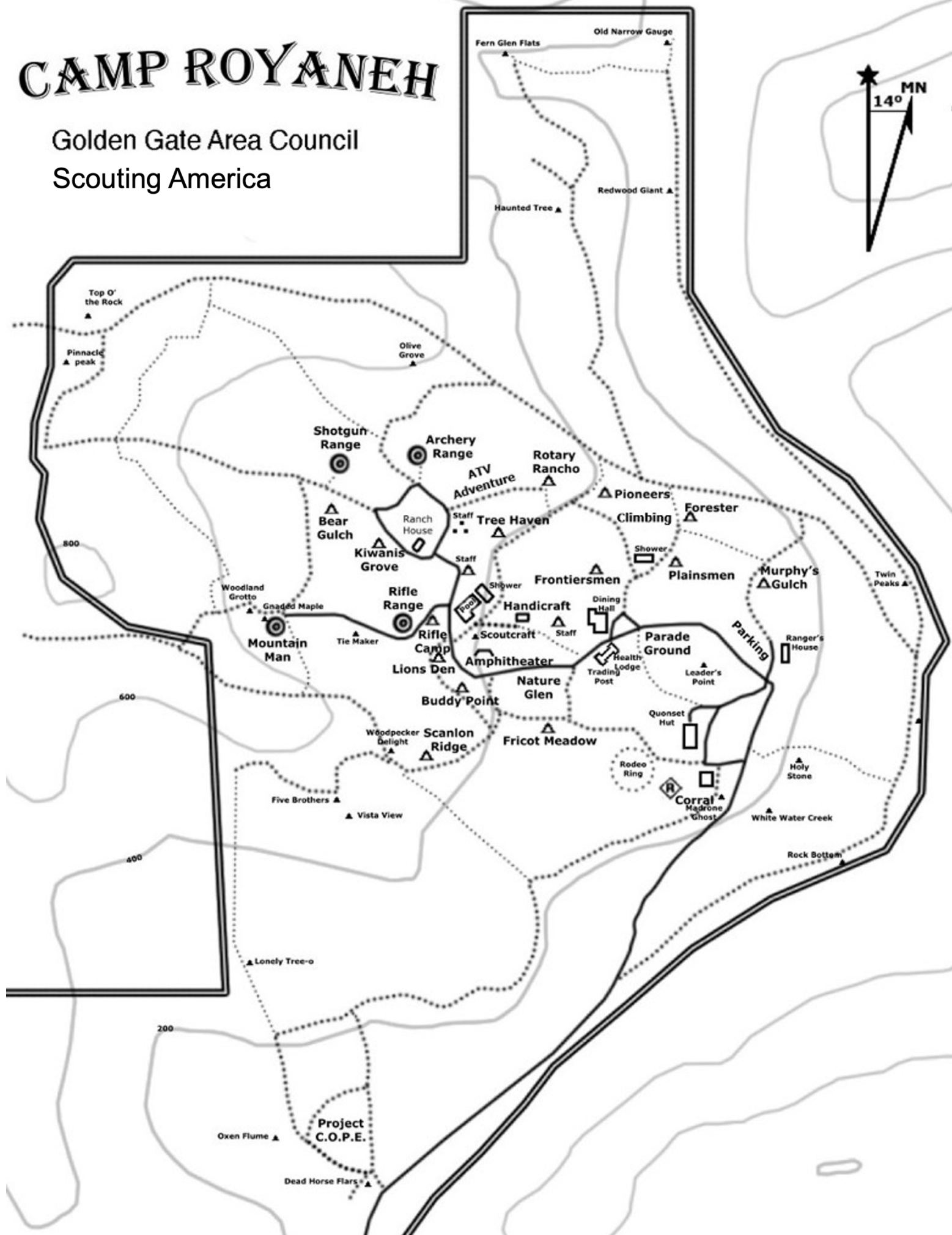
Unit Leader Signature

Parent/Guardian PRINT

Unit Leader PRINT

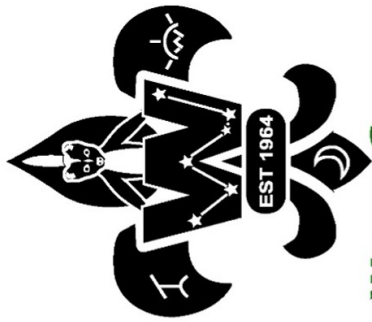
CAMP ROYANEH

Golden Gate Area Council
Scouting America



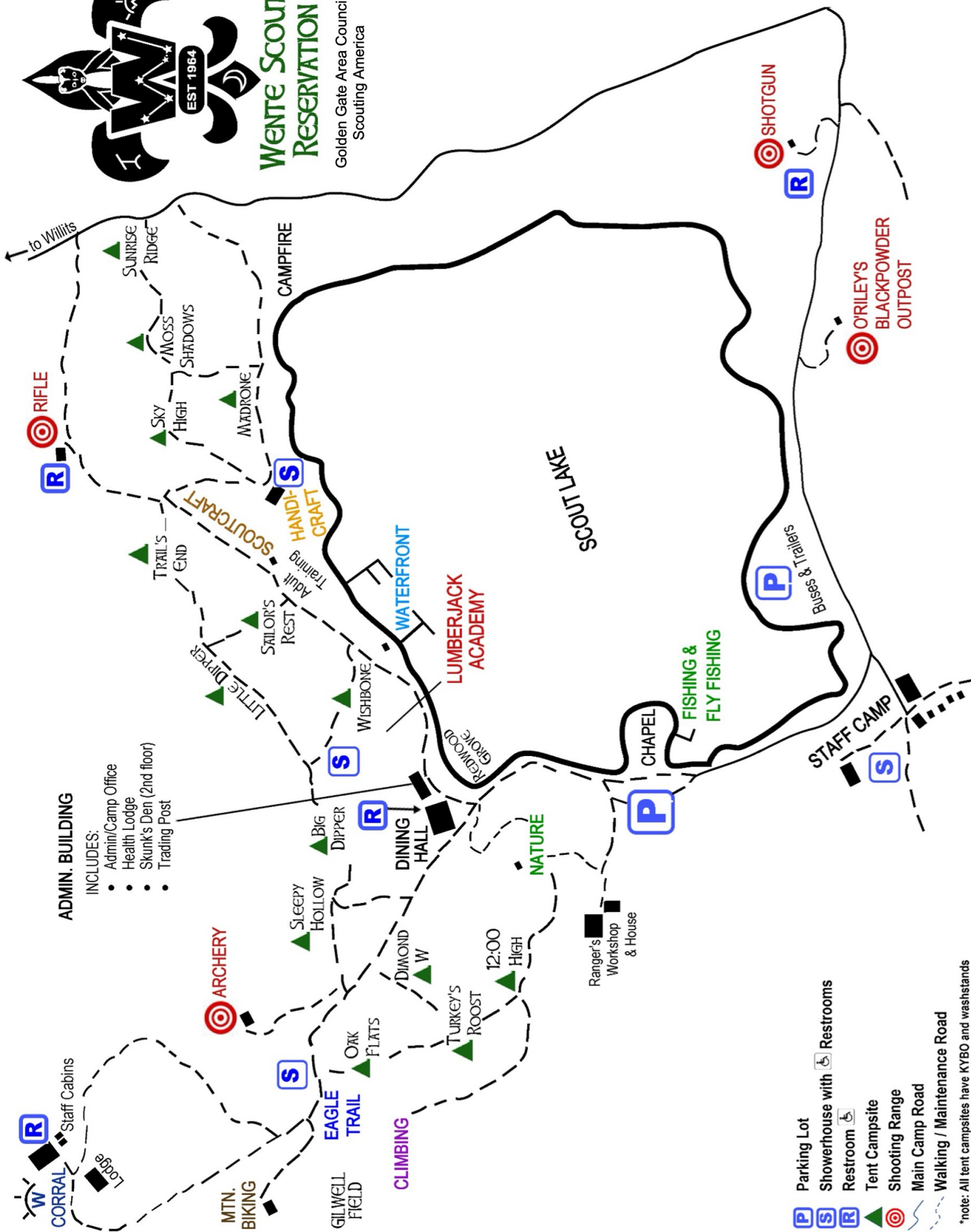
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- | | | | |
|---|-----------------|---|-----------------|
|  | Campfire |  | Scout Camp |
|  | Program Area |  | Gift Shop |
|  | Latrine |  | Offices |
|  | Showers |  | Other Structure |
|  | Parking |  | Bridge |
| | Dirt Road |  | Foot Trail |
|  | River |  | Elev. Contour |
|  | Camp Boundaries | | |



Wente Scout Reservation

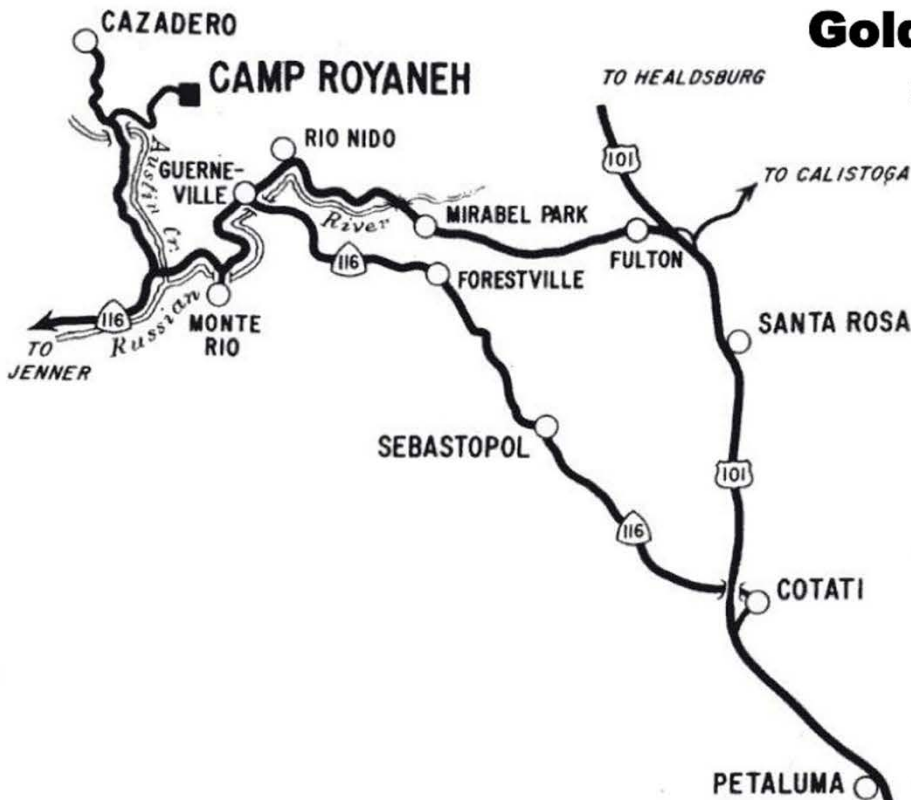
Golden Gate Area Council
Scouting America



*note: All tent campsites have KYBO and washstands

CAMP ROYANEH

**Golden Gate Area Council
Scouting America**



Camp Royaneh:

Ranger Scott Griswold
4600 Scanlon Rd
Cazadero, CA 95421-0039
707.632.5291

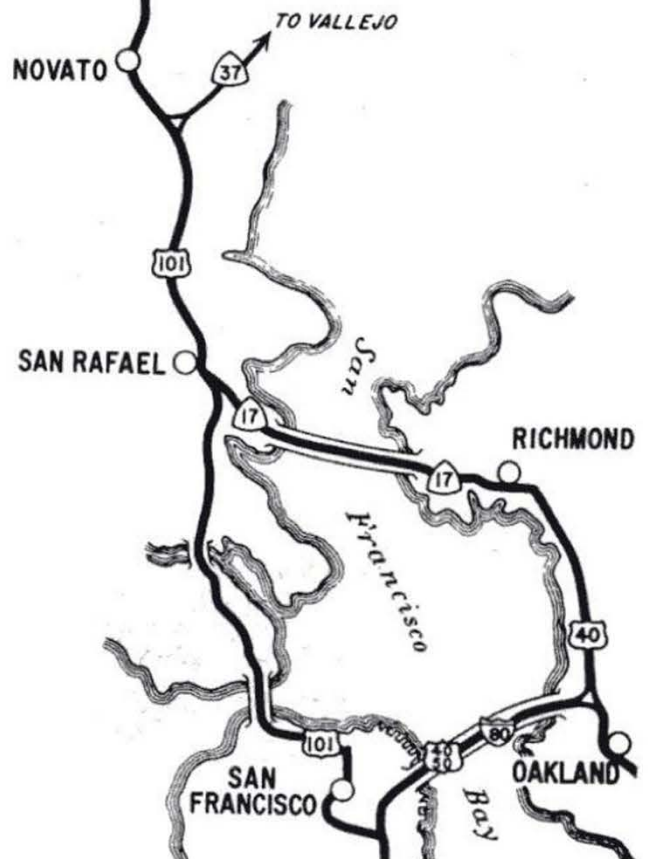
Directions to Camp Royaneh:

Take US-101 North towards Santa Rosa.

Take Exit 494 for River Rd towards Guerneville. In Guerneville, River Road becomes CA-116. Veer right in Monte Rio and stay on CA-116 towards Jenner.

Turn right on the Cazadero Hwy. Continue on Cazadero Hwy for 4 miles to Camp Royaneh entrance sign (immediately after crossing bridge).

Turn right at entrance and follow paved/dirt road approximately 1.25 miles to parking lot.



Directions to Camp Wolfeboro

Camp Wolfeboro is on:

Forest Service Road 7N02

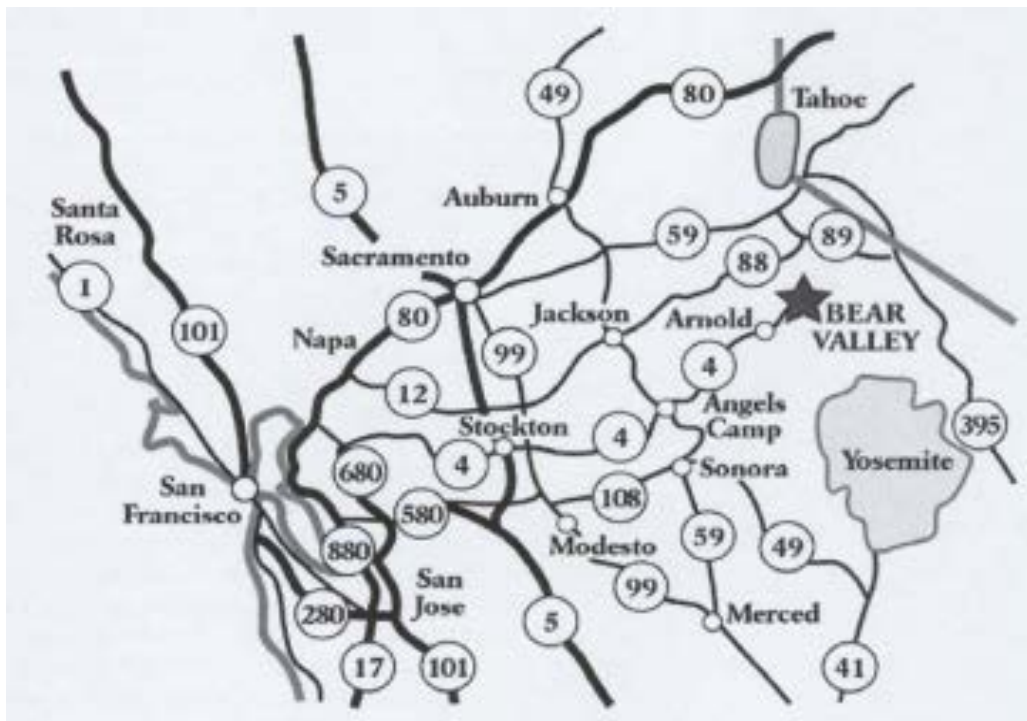
off Highway 4

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.

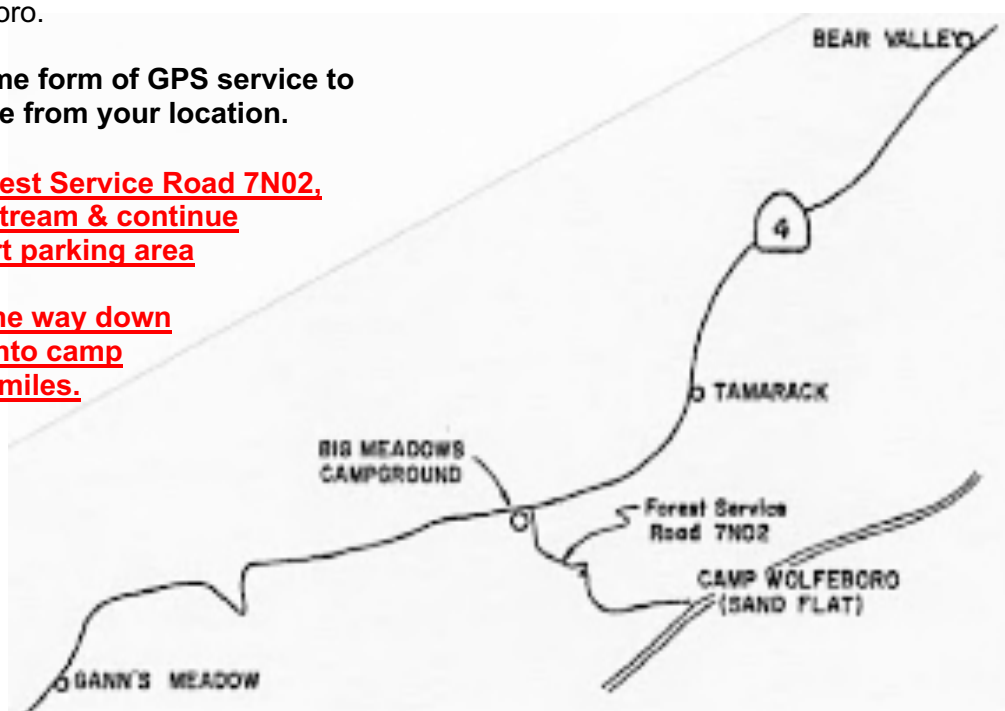
FROM THE WEST on Highway 4, as soon as you see Big Meadows Campground sign on your right, you want to start slowing down as the turn off for Forest Service Road 7N02 is 0.2 miles ahead on the right & is easy to pass.

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

