

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

Dear Scout Leader,

There is pure magic in two very important, words related to Scouting. Those two words are **Summer Camp**. Whether you are the greenest Tenderfoot Scout, a wise and experienced Eagle Scout or somewhere in between: those two words spell fun, adventure and memories that may last for a lifetime. I am especially pleased that you and your troop have chosen Camp Squanto for your Summer Camp experience this year. The Old Colony Council takes great pride in Camp Squanto. It is wonderful to see so many leaders, troops and Scouts take ownership of “their’ camp. Your input and suggestions on how to improve the facility and program are a key reason why the Squanto Spirit remains so strong and vibrant.

Each summer our staff tries to mix tried and true Squanto traditions with new and exciting programs that will challenge and expand your Scouts’ enjoyment of camp. Our theme this year is CSI (Camp Squanto Investigators). Channel your favorite sleuth to try to solve puzzles, games and physical challenges our Staff will have in store for you! Bring your secret decoder ring and discover fun and excitement during our George Magee Theme night. (Costumes encouraged!)

Older Scouts are invited to check out our new ACE program (Advanced Camper Experience) for a new and different activity and challenge each day. Have your patrols work together during our Patrol Activity Challenge each afternoon between 4 pm and 5 pm. Our equestrian program returns this year allowing participants to learn how to ride and take care of some beautiful horses under expert guidance. Friendly Rivalries continue every Wednesday evening during our Apache Relay.

Check out our merit badge offerings with a number of new Merit badges and an expanded number of STEM-related badges. Take a stroll down to the waterfront to see the newest pavilion. Please make sure each parent is presented with a copy of our Parent Guide and that as leaders, you become familiar with the Leaders’ Guide. Most questions about Camp can be found in these two documents

Let me say a huge thank you to the many leaders and parents that make time to accompany their Scouts to their week long camp experience. It isn’t possible to run this camp without your support and cooperation. Our goal is to help young men and women become more aware of the world around them, eager to be good citizens and leaders for tomorrow. Thank you for all you do for Scouting and thank you for choosing Camp Squanto.

Sincerely,

Rich Carlson
Camp Director

THE PURPOSE OF SUMMER CAMP

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

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

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

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

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

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

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



PRE-CAMP PROGRAM PLANNING SESSIONS

SCOUTMASTER/SENIOR PATROL LEADER PRE-CAMP PLANNING MEETING

This planning meeting is for you, the Scoutmaster, and for your Senior Patrol Leader to get an overview of Camp Squanto in 2017 and to give your assistance in your program planning before you arrive in camp. Also, any last minute administrative instructions and details will be given to you at this time.

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

IF YOUR WEEK OF CAMP IS:

YOUR PRE-CAMP PLANNING MEETING IS:

<u>Week #1 July 2</u>	<u>June 26</u>
<u>Week #2 July 9</u>	<u>July 5 (Thursday)</u>
<u>Week #3 July 16</u>	<u>July 10</u>
<u>Week #4 July 23</u>	<u>July 17</u>
<u>Week #5 July 30</u>	<u>July 24</u>
<u>Week #6 Aug 6</u>	<u>July 31</u>

THE FOLLOWING WILL TAKE PLACE AT THE PLANNING SESSION:

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

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

2017 CAMP FEE DETAILS

TROOP CAMPING:	\$380 per Scout (early bird)*
	\$300 2 nd Brother Discount (Early bird only)
	\$400 per Scout (after May 15, 2017)

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

PROVISIONAL CAMP:	\$ 400 per Scout
--------------------------	------------------

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

NATIONAL YOUTH LEADER TRAINING (NYLT):	\$400 per Scout
	\$275 per Scout second week
	\$300 brothers / siblings

This NYLT course will be offered during Week #1 this summer. Weekend course will be Aug 11 - 13 and Aug 18 - 21. The course is a leadership-driven program that trains SPL's and Patrol Leaders in the patrol method, outdoor skills, teamwork, and having fun. This course follows BSA's NYLT curriculum.

EAGLE WEEK:

This course will not be held during the 2017 Camping season due to the 2017 Jamboree. It will return in the 2018 Camping season.

VENTURE WEEK:	\$380 per Venturer (early bird)*
	\$300 2 nd Brother / Sister Discount (Early bird only)
	\$400 per Venturer

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

ADDITIONAL WEEK FEE:	\$275 per scout
-----------------------------	-----------------

The additional week (for 2nd and 3rd week discounts) applies to all weeks including NYLT, Eagle Week, Venture Week and Provo.

Each scout should pay full price for whichever week he is attending first. The first week must have been spent at Camp Squanto. (Fees include a non-refundable deposit of \$50 per scout)

* Early Bird discount applies to the Troop and Venture camping week.

PAYMENTS

The Old Colony Council accepts the following for payments:

1. Cash (do not mail – bring to Council)
2. Personal or unit checks, money orders made payable to Old Colony Council, BSA
3. MasterCard and Visa (Please see Council Credit Card Acceptance policy).

DEPOSITS:

A non-refundable deposit of \$50 is required to hold a place at Provisional, Venturing Week, NYLT courses.

Deposits should be sent with the application to:

OLD COLONY COUNCIL, BSA, 2438 WASHINGTON ST., CANTON, MA 02021

Or, you may pay directly at the Council office Monday through Friday, 8:30 am to 4:15 pm.

The balance can be paid at the Camp office on Monday AM– time to be scheduled.

Fees are due in full at time of registration.

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

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

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

SCOUT LEADER'S PRE-CAMP CHECKLIST

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

HEALTH LODGE SCOUTMASTER CHECKLIST

On Sundays, *before check-in*, Scoutmasters are responsible for:

a. **Ensuring that each camper's medical form is filled out completely and correctly.**

- a. Is the form either typed or printed legibly in ink?
- b. Is the Scout's personal information, (full name, troop number, emergency contact, etc.) complete and accurate?
- c. Is the physical examination component of the form (to be completed by the Scout's physician) filled out completely and accurately or is a similar "standard" physical form attached from the doctor's office? **Has it been signed by the doctor? (Electronic signatures are accepted).**
- d. **Is the camper allergic to any foods or medications?** If so, have they been listed in the appropriate place on the form (with reactions listed in parentheses)?
EXAMPLE: "peanuts (anaphylaxis)."
- e. Is the camper taking any medications? If so, are they listed in the correct place on the form? Is the name of the medication, as well as its dosage (i.e. 25 mg), frequency (i.e. twice a day) listed correctly?
- f. Has the camper's parent or guardian signed in the appropriate spot on the form?
- g. Has a copy of (both sides) of the camper's health insurance card been attached to the form?

2. **Ensuring that campers who take medication have their medications with them.**

- a. Is the medication bottled correctly for distribution in camp? (See Health Lodge FAQ's) for details.
- b. Does the information on the bottle match the information on the health form exactly?
- c. If there is a discrepancy, is there a new order from the doctor attached to the medical form to clarify the situation?

HEALTH LODGE FACTS

Can a doctor use a pre-printed or computerized physical form instead of the BSA form?

Yes, however it must be attached to a completed BSA form. The BSA form has certain vital information that may not be on the doctor's form (such as emergency contact information, etc.)

Can a doctor sign the physical form electronically?

Yes.

My son has an inhaler or an Epi-pen. Can he carry it on him or does he have to leave it at the Health Lodge?

Responsible scouts may carry inhalers and Epi-pens with them during camp after consultation with the nurse during check-in on Sunday. It is strongly recommended that scouts bring two inhalers to camp: one to carry and one to leave in the Health Lodge for emergencies.

NOTE: If a scout carries his Epi-pen or inhaler, he must have it with him at all times.

What about over-the-counter-medication? Can my son carry Advil or Tylenol with him?

No. All medications, including those available over-the-counter, must be dispensed by the Health Lodge. Exceptions to this rule must be approved by the Health Officer. (See above.)

My son has an occasional headache or occasional allergies. Should I send Tylenol, Advil or Benadryl with him to camp?

No. The camp has a supply of these medications for scouts who need them occasionally. However, if your son requires a medication every day, please send it to camp with him even if it is over-the-counter.

Do medications need to be in certain bottles?

Yes. Prescription medications must be in the original bottle given to you by the pharmacy. Over-the-counter medications must be unopened to be distributed at camp.

Can I use a seven-day planner or some other method for sending my son's medication?

No. Although systems like these might help you keep your son's medication organized at home, BSA and the Commonwealth of Massachusetts mandate that medications be bottled properly to be dispensed at Camp. (See above.)

Do over-the-counter medications really need to be in an unopened bottle?

Yes

Are there exceptions to this rule? No.

I am an adult leader. Do I need a medical form?

Yes. If you are staying for more than three (3) nights, your BSA form should be filled out completely, including a physical from a doctor within the last year. If you are staying for less than three (3) nights, you must complete a BSA form, although a physical is not necessary.

What are the most common reasons a Scout comes to the Health Office?

Dehydration and ticks. Scouts should be sure to drink plenty of water and be vigilant to check for ticks. Frequent showering and hand washing help stop the spread of bacteria and promote good hygiene.

My scout has medication. When should he take it?

Medication is dispensed from:

7:00 – 7:30 am; 8:30 – 9:00 am; 12:45 – 1:15 pm; 5:00 – 5:30 pm; 8:30 – 9:30 pm

It is best for scouts to take morning medications from 7:00 – 7:30 am to ensure that they make it to 9:00 am merit badge classes on time.

What happens if my scout misses his medication?

All medications are prescribed for a reason. Those that are prescribed to be taken daily (or multiple times during a day) are necessary for the patient's well-being.

Therefore, the following procedures are in place when a scout misses his medication:

First Time – The camper's Scoutmaster is informed

Second Time – The camper's parent is called

Third Time – The camper is sent home.

Scouts who repeatedly miss their medications present a significant medical danger to themselves. These boys cannot remain in camp for their own safety.

My son is taking a prescription medication. The dosage has been modified since his physical. What does the camp need to ensure that he receive his medication correctly?

Your son's medical form and prescription bottle (dosage, frequency, etc.) must match exactly. If the two forms do not match, we need a modified order from the doctor to dispense his medication.

Can I fax or e-mail documents to Camp?

Yes. The fax number is 508-224-9444. Documents may also be emailed: rich1.carlson@verizon.net

What are the Health Lodge's hours?

7:00 am to 10:00 pm for all health concerns. 10:00 pm to 7:00 am for any genuine emergency.

How can I make check-in go more quickly?

The best way to make check-in go faster is to comply completely with all camp health regulations. Delays occur when people do not follow these instructions. This slows everything down.

Make sure that you have signed in all the correct places.

What if I have other questions?

Your Scoutmaster should be able to answer most questions, but do not hesitate to call the camp at 508-224-2010 at any time. Answering a question before camp begins might take only seconds, but not knowing the correct answer could potentially cost parents, Scoutmasters, staff, and campers hours of time.

What happens to my son's medication when camp is over?

All medical forms and medications are returned to your son's Scoutmaster on Saturday morning. He or she will ensure they are given back to you.

PROCEDURES FOR INFORMING PARENTS WHEN FIRST AID IS RENDERED

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

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

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

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

UPON ARRIVAL at Camp, each Leader, Scout, Staff member, and guest is asked to check in at the Dining Hall. Upon arrival at the Dining Hall, campers must present a Medical Form complete with parent/individual and physician signature.

Health Lodge Staff will review each medical history. By 10:30AM Monday unit leaders will have been notified of all campers with allergies, medical issues that need monitoring, and those who need to be visiting the Health Lodge for medication and their times.

If by 8:00 PM Monday there are campers/staff who have not shown up for scheduled medications, a staff member will deliver a message using NOTICE OF MEDICATION LAPSED FORM directly to a leader in charge of those named. The Leader/Scoutmaster must proceed with the Scout(s) to the Health Lodge

The Health Lodge and Leader/Scoutmaster will call the camper's parent with camper present informing them of the problem and consequences. The consequences require that the Scout be sent home if he/she is more than one half hour late for a prescribed medication time.

Therefore, if a camper does not show for scheduled medications after being put on notice once, then they will be sent home, without delay.

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

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

Part A: Informed Consent, Release Agreement, and Authorization

Full name: _____

DOB: _____

High-adventure base participants:

Expedition/crew No.: _____

or staff position: _____

Informed Consent, Release Agreement, and Authorization

I understand that participation in Scouting activities involves the risk of personal injury, including death, due to the physical, mental, and emotional challenges in the activities offered. Information about these activities may be obtained from the venue, activity coordinators, or your local council. I also understand that participation in these activities is entirely voluntary and requires participants to follow instructions and abide by all applicable rules and the standards of conduct.

In case of an emergency involving me or my child, I understand that efforts will be made to contact the individual listed as the emergency contact person by the medical provider and/or adult leader. In the event that this person cannot be reached, permission is hereby given to the medical provider selected by the adult leader in charge to secure proper treatment, including hospitalization, anesthesia, surgery, or injections of medication for me or my child. Medical providers are authorized to disclose protected health information to the adult in charge, camp medical staff, camp management, and/or any physician or health-care provider involved in providing medical care to the participant. Protected Health Information/Confidential Health Information (PHI/CHI) under the Standards for Privacy of Individually Identifiable Health Information, 45 C.F.R. §§160.103, 164.501, etc. seq., as amended from time to time, includes examination findings, test results, and treatment provided for purposes of medical evaluation of the participant, follow-up and communication with the participant's parents or guardian, and/or determination of the participant's ability to continue in the program activities.

(If applicable) I have carefully considered the risk involved and hereby give my informed consent for my child to participate in all activities offered in the program. I further authorize the sharing of the information on this form with any BSA volunteers or professionals who need to know of medical conditions that may require special consideration in conducting Scouting activities.

With appreciation of the dangers and risks associated with programs and activities, on my own behalf and/or on behalf of my child, I hereby fully and completely release and waive any and all claims for personal injury, death, or loss that may arise against the Boy Scouts of America, the local council, the activity coordinators, and all employees, volunteers, related parties, or other organizations associated with any program or activity.

I also hereby assign and grant to the local council and the Boy Scouts of America, as well as their authorized representatives, the right and permission to use and publish the photographs/film/ videotapes/electronic representations and/or sound recordings made of me or my child at all Scouting activities, and I hereby release the Boy Scouts of America, the local council, the activity coordinators, and all employees, volunteers, related parties, or other organizations associated with the activity from any and all liability from such use and publication. I further authorize the reproduction, sale, copyright, exhibit, broadcast, electronic storage, and/or distribution of said photographs/film/ videotapes/electronic representations and/or sound recordings without limitation at the discretion of the BSA, and I specifically waive any right to any compensation I may have for any of the foregoing.

!

NOTE: Due to the nature of programs and activities, the Boy Scouts of America and local councils cannot continually monitor compliance of program participants or any limitations imposed upon them by parents or medical providers. However, so that leaders can be as familiar as possible with any limitations, list any restrictions imposed on a child participant in connection with programs or activities below.

!

List participant restrictions, if any: None

I understand that, if any information I/we have provided is found to be inaccurate, it may limit and/or eliminate the opportunity for participation in any event or activity. If I am participating at Philmont, Philmont Training Center, Northern Tier, Florida Sea Base, or the Summit Bechtel Reserve, I have also read and understand the supplemental risk advisories, including height and weight requirements and restrictions, and understand that the participant will not be allowed to participate in applicable high-adventure programs if those requirements are not met. The participant has permission to engage in all high-adventure activities described, except as specifically noted by me or the health-care provider. If the participant is under the age of 18, a parent or guardian's signature is required.

Participant's signature: _____ Date: _____

Parent/guardian signature for youth: _____ Date: _____
 (If participant is under the age of 18)

Second parent/guardian signature for youth: _____ Date: _____
 (If required; for example, California)

Complete this section for youth participants only:

Adults Authorized to Take to and From Events:

You must designate at least one adult. Please include a telephone number.

Name: _____ Name: _____

Telephone: _____ Telephone: _____

Adults NOT Authorized to Take Youth To and From Events:

Name: _____ Name: _____

Telephone: _____ Telephone: _____

Part B: General Information/Health History

Full name: _____

DOB: _____

High-adventure base participants:

Expedition/crew No.: _____

or staff position: _____

Age: _____ Gender: _____ Height (inches): _____ Weight (lbs.): _____

Address: _____

City: _____ State: _____ ZIP code: _____ Telephone: _____

Unit leader: _____ Mobile phone: _____

Council Name/No.: _____ Unit No.: _____

Health/Accident Insurance Company: _____ Policy No.: _____



Please attach a photocopy of both sides of the insurance card. If you do not have medical insurance, enter "none" above.



In case of emergency, notify the person below:

Name: _____ Relationship: _____

Address: _____ Home phone: _____ Other phone: _____

Alternate contact name: _____ Alternate's phone: _____

Health History

Do you currently have or have you ever been treated for any of the following?

Yes	No	Condition	Explain
<input type="checkbox"/>	<input type="checkbox"/>	Diabetes	Last HbA1c percentage and date:
<input type="checkbox"/>	<input type="checkbox"/>	Hypertension (high blood pressure)	
<input type="checkbox"/>	<input type="checkbox"/>	Adult or congenital heart disease/heart attack/chest pain (angina)/heart murmur/coronary artery disease. Any heart surgery or procedure. Explain all "yes" answers.	
<input type="checkbox"/>	<input type="checkbox"/>	Family history of heart disease or any sudden heart-related death of a family member before age 50.	
<input type="checkbox"/>	<input type="checkbox"/>	Stroke/TIA	
<input type="checkbox"/>	<input type="checkbox"/>	Asthma	Last attack date:
<input type="checkbox"/>	<input type="checkbox"/>	Lung/respiratory disease	
<input type="checkbox"/>	<input type="checkbox"/>	COPD	
<input type="checkbox"/>	<input type="checkbox"/>	Ear/eyes/nose/sinus problems	
<input type="checkbox"/>	<input type="checkbox"/>	Muscular/skeletal condition/muscle or bone issues	
<input type="checkbox"/>	<input type="checkbox"/>	Head injury/concussion	
<input type="checkbox"/>	<input type="checkbox"/>	Altitude sickness	
<input type="checkbox"/>	<input type="checkbox"/>	Psychiatric/psychological or emotional difficulties	
<input type="checkbox"/>	<input type="checkbox"/>	Behavioral/neurological disorders	
<input type="checkbox"/>	<input type="checkbox"/>	Blood disorders/sickle cell disease	
<input type="checkbox"/>	<input type="checkbox"/>	Fainting spells and dizziness	
<input type="checkbox"/>	<input type="checkbox"/>	Kidney disease	
<input type="checkbox"/>	<input type="checkbox"/>	Seizures	Last seizure date:
<input type="checkbox"/>	<input type="checkbox"/>	Abdominal/stomach/digestive problems	
<input type="checkbox"/>	<input type="checkbox"/>	Thyroid disease	
<input type="checkbox"/>	<input type="checkbox"/>	Excessive fatigue	
<input type="checkbox"/>	<input type="checkbox"/>	Obstructive sleep apnea/sleep disorders	CPAP: Yes <input type="checkbox"/> No <input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	List all surgeries and hospitalizations	Last surgery date:
<input type="checkbox"/>	<input type="checkbox"/>	List any other medical conditions not covered above	



Prepared. For Life.®

680-001
2014 Printing

Part B: General Information/Health History

Full name: _____
 DOB: _____

High-adventure base participants:
 Expedition/crew No.: _____
 or staff position: _____

Allergies/Medications

Are you allergic to or do you have any adverse reaction to any of the following?

Yes	No	Allergies or Reactions	Explain	Yes	No	Allergies or Reactions	Explain
<input type="checkbox"/>	<input type="checkbox"/>	Medication		<input type="checkbox"/>	<input type="checkbox"/>	Plants	
<input type="checkbox"/>	<input type="checkbox"/>	Food		<input type="checkbox"/>	<input type="checkbox"/>	Insect bites/stings	

List all medications currently used, including any over-the-counter medications.

CHECK HERE IF NO MEDICATIONS ARE ROUTINELY TAKEN. IF ADDITIONAL SPACE IS NEEDED, PLEASE INDICATE ON A SEPARATE SHEET AND ATTACH.

Medication	Dose	Frequency	Reason

YES NO Non-prescription medication administration is authorized with these exceptions: _____

Administration of the above medications is approved for youth by:

_____/_____
 Parent/guardian signature MD/DO, NP, or PA signature (if your state requires signature)

!

Bring enough medications in sufficient quantities and in the original containers. Make sure that they are NOT expired, including inhalers and EpiPens. You SHOULD NOT STOP taking any maintenance medication unless instructed to do so by your doctor.

!

Immunization

The following immunizations are recommended by the BSA. Tetanus immunization is required and must have been received within the last 10 years. If you had the disease, check the disease column and list the date. If immunized, check yes and provide the year received.

Yes	No	Had Disease	Immunization	Date(s)
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Tetanus	
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Pertussis	
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Diphtheria	
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Measles/mumps/rubella	
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Polio	
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Chicken Pox	
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Hepatitis A	
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Hepatitis B	
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Meningitis	
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Influenza	
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Other (i.e., HIB)	
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Exemption to immunizations (form required)	

Please list any additional information about your medical history:

DO NOT WRITE IN THIS BOX
 Review for camp or special activity.

Reviewed by: _____

Date: _____

Further approval required: Yes No

Reason: _____

Approved by: _____

Date: _____

Part C: Pre-Participation Physical

This part must be completed by certified and licensed physicians (MD, DO), nurse practitioners, or physician assistants.

Full name: _____

High-adventure base participants:
 Expedition/crew No.: _____
 or staff position: _____

DOB: _____

!

You are being asked to certify that this individual has no contraindication for participation inside a Scouting experience. For individuals who will be attending a high-adventure program, including one of the national high-adventure bases, please refer to the supplemental information on the following pages or the form provided by your patient.

!

Examiner: Please fill in the following information:

	Yes	No	Explain
Medical restrictions to participate	<input type="checkbox"/>	<input type="checkbox"/>	

Yes	No	Allergies or Reactions	Explain	Yes	No	Allergies or Reactions	Explain
<input type="checkbox"/>	<input type="checkbox"/>	Medication		<input type="checkbox"/>	<input type="checkbox"/>	Plants	
<input type="checkbox"/>	<input type="checkbox"/>	Food		<input type="checkbox"/>	<input type="checkbox"/>	Insect bites/stings	

Height (inches): _____ Weight (lbs.): _____ BMI: _____ Blood Pressure: _____ / _____ Pulse: _____

	Normal	Abnormal	Explain Abnormalities
Eyes	<input type="checkbox"/>	<input type="checkbox"/>	
Ears/nose/throat	<input type="checkbox"/>	<input type="checkbox"/>	
Lungs	<input type="checkbox"/>	<input type="checkbox"/>	
Heart	<input type="checkbox"/>	<input type="checkbox"/>	
Abdomen	<input type="checkbox"/>	<input type="checkbox"/>	
Genitalia/hernia	<input type="checkbox"/>	<input type="checkbox"/>	
Musculoskeletal	<input type="checkbox"/>	<input type="checkbox"/>	
Neurological	<input type="checkbox"/>	<input type="checkbox"/>	
Other	<input type="checkbox"/>	<input type="checkbox"/>	

Examiner's Certification

I certify that I have reviewed the health history and examined this person and find no contraindications for participation in a Scouting experience. This participant (with noted restrictions):

True	False	Explain
<input type="checkbox"/>	<input type="checkbox"/>	Meets height/weight requirements.
<input type="checkbox"/>	<input type="checkbox"/>	Does not have uncontrolled heart disease, asthma, or hypertension.
<input type="checkbox"/>	<input type="checkbox"/>	Has not had an orthopedic injury, musculoskeletal problems, or orthopedic surgery in the last six months or possesses a letter of clearance from his or her orthopedic surgeon or treating physician.
<input type="checkbox"/>	<input type="checkbox"/>	Has no uncontrolled psychiatric disorders.
<input type="checkbox"/>	<input type="checkbox"/>	Has had no seizures in the last year.
<input type="checkbox"/>	<input type="checkbox"/>	Does not have poorly controlled diabetes.
<input type="checkbox"/>	<input type="checkbox"/>	If less than 18 years of age and planning to scuba dive, does not have diabetes, asthma, or seizures.
<input type="checkbox"/>	<input type="checkbox"/>	For high-adventure participants, I have reviewed with them the important supplemental risk advisory provided.

Examiner's Signature: _____ Date: _____

Provider printed name: _____

Address: _____

City: _____ State: _____ ZIP code: _____

Office phone: _____

Height/Weight Restrictions

If you exceed the maximum weight for height as explained in the following chart and your planned high-adventure activity will take you more than 30 minutes away from an emergency vehicle/accessible roadway, you may not be allowed to participate.

Maximum weight for height:

Height (inches)	Max. Weight						
60	166	65	195	70	226	75	260
61	172	66	201	71	233	76	267
62	178	67	207	72	239	77	274
63	183	68	214	73	246	78	281
64	189	69	220	74	252	79 and over	296

INFORMATION & CAMP POLICY

*Camp Squanto is owned and operated by the Old Colony Council, Boy Scouts of America. All questions, concerns, and payments will be handled by the Old Colony Council Service Center located at:
2438 Washington St., Canton, MA 02021. Phone: (781) 828-8350 Fax: (781) 929-0543*

In May 2014 the Risk Management Advisory panel (RMAP) which is made up of two Scout executives from each region passed a motion recommending to the Chief Scout Executive that vaping be added to BSA's tobacco use policy. Wayne Brock has approved this recommendation and therefore, effective with the October 2014 Guide To Safe Scouting Electronic updates Section IV Alcohol, Tobacco and Drug Use and Abuse the second paragraph of the Tobacco section will contain a new sentence that states:

This includes the use of electronic cigarettes, personal vaporizers, or electronic nicotine delivery systems which simulates tobacco smoking.

SQUANTO MAIL & PHONE

Mail:	Name of Scout Troop# & Campsite Camp Squanto, BSA PO Box 931 S. Carver, MA 02366
Phone:	(508) 224-2010
FAX:	(509) 224-9444

VISITORS

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

Wednesday evening is parent night. Dinner is not available that night, but picnic areas will be made available.

CAMP TELEPHONE & TECHNOLOGY

Our business phones may be used in emergencies to contact parents with the permission of your troop Scoutmaster. Cellphone use at camp is up to the discretion of the troop. Camp Squanto allows their use if used appropriately. The Camp office is not equipped to allow for personal internet use by Scouts or Scouters. Please plan accordingly and try to enjoy a technology-free week.

TRADING POST

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

CAMP PICTURES

Your troop will have its picture taken by the Camp Photographer on Monday of your week. Pictures will be taken from Noon to 2PM. The cost per troop picture is **\$13.00**

LEADERSHIP

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

The leader fee schedule is as follows:

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

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

FOOD SERVICE

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

MEDICAL OFFICER

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

BUDDY SYSTEM

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

EMERGENCIES

In the event of an emergency, a siren will sound. All troops will report back to their campsite where a staff member will check with the leader to see if everyone is present. The staff member reports back to the Camp Director. Leaders will be sent a text message to alert them that the drill has ended or receive more information from the Camp Administration. A STEADY BLAST IS USED AS OUR EMERGENCY SIGNAL. To report an emergency, proceed to the Health Lodge and report your emergency to the Medical Officer on duty. Back up alarm is the constant ringing of the camp bell.

SCOUT VESPERS

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

UNIFORMS

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

COLORS AND RETREAT

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

TAPS

Taps is each night at 10:00 PM. Campers are expected to be in their sites and quiet at this time. A Scout that requires leaving the site for an emergency trip to the Health Lodge must be accompanied by an adult or camp staff member.

SHOWERS

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

PETS

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

VEHICLES

All vehicles must be kept in the main parking lot. Camp trucks will transport all unit gear to their sites, when the entire unit is present. Anyone with special medical disabilities which may require a vehicle for transport are required to notify the Camp Director in writing one week prior to arrival for approval; a special pass will be issued as well as rules for compliance. If a troop has large equipment that they wish to transport, they may do so on Sunday morning, from **10:00 AM to 11:30 AM**. There will be no private vehicles allowed after 11:30 AM Sunday.

FUEL STORAGE

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

RAINY DAY ACTIVITIES

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

LAUNDRY

Laundry services are available at laundromats outside of camp.

INITIATION OR HAZING

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

STRICTLY PROHIBITED ITEMS

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

FIREARMS

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

George W. P. Magee Theme Night

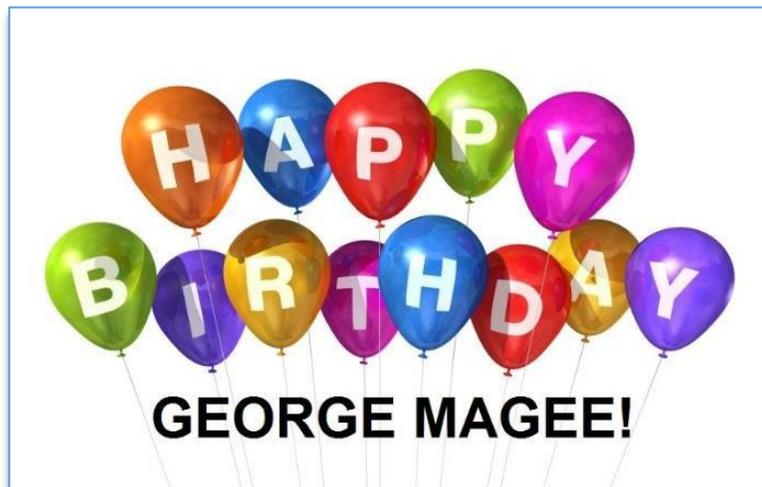
Every Tuesday evening!

A Brief History

From the very beginning of the movement, George W. P. Magee saw Scouting as an invaluable program for positively shaping and impacting the lives of young men in Massachusetts communities. He found it so important that he established a Trust Fund upon his death to support the building and maintenance of summer camps in the Massachusetts Councils, such as Old Colony Council's Camp Squanto.

It was George Magee's desire that the Councils who receive this Fund would celebrate his birthday, which is August 6th. Camp Squanto has committed to not only celebrating during his birthday week, but during every week of summer camp.

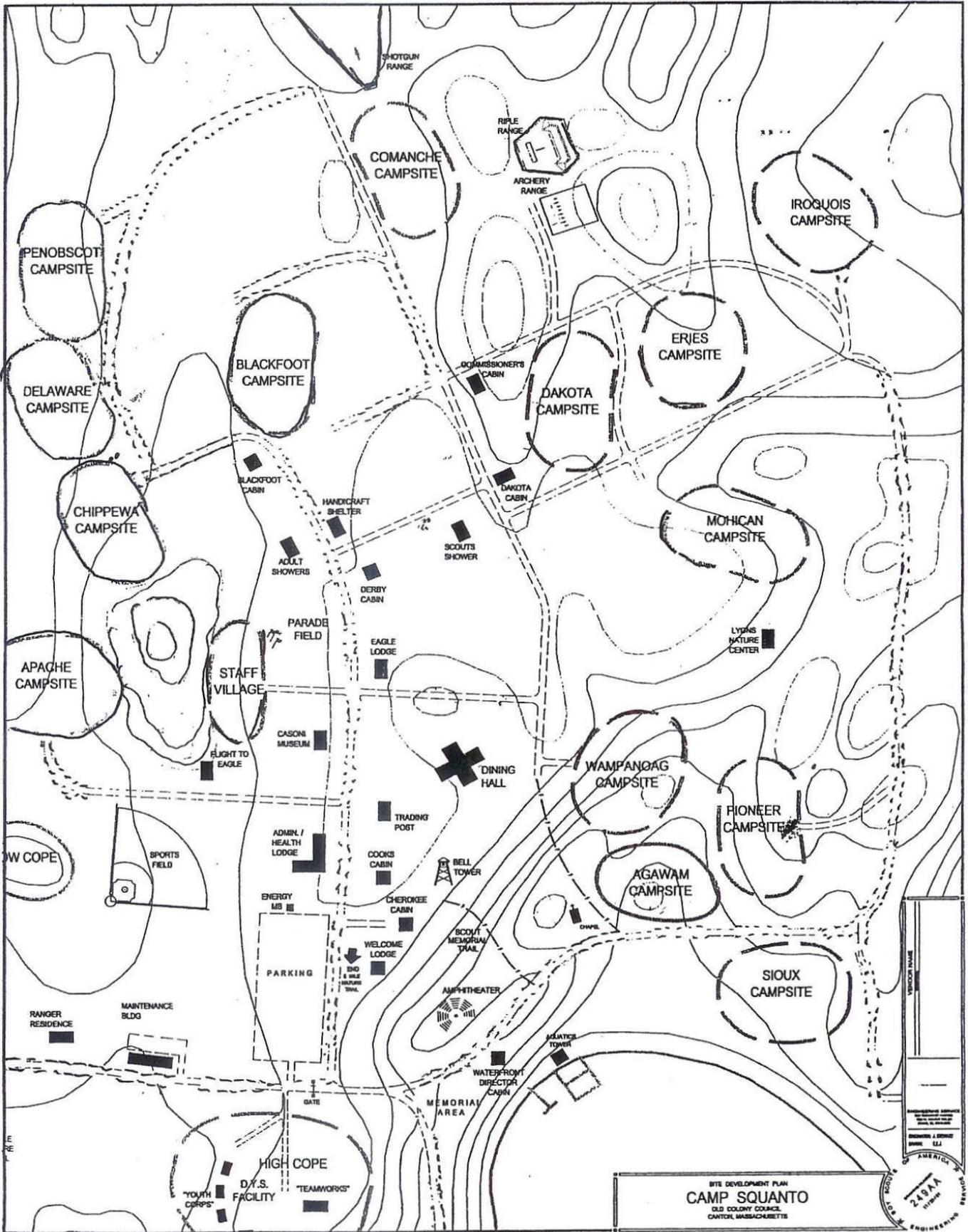
Every Tuesday evening we celebrate with our George W. P. Magee Theme Night by dressing in costume and participating in an organized activity, in accordance to that summer's theme, which is different every year.



To celebrate George Magee's birthday, our Tuesday evening theme for 2017 will be CSI: Camp Squanto Investigates. Troops are encouraged to create entrances designed as crime scenes, forensic labs, or the unit headquarters.

Theme night itself will be completely different from those in recent history. Instead of working as troops, Scouts will operate as patrols to hunt around the whole camp "crime scene" and search for the missing staff "CSI" agents. More details on all of this will come as we approach the camp season.

CAMP MAP



WHAT TO BRING TO CAMP

PERSONAL ITEMS	TROOP/PATROL ITEMS
<input type="checkbox"/> Pack / Locker <input type="checkbox"/> Sleeping bag / 2 sheets and blanket <input type="checkbox"/> Pillow <input type="checkbox"/> Full Class A summer uniform <input type="checkbox"/> Comfortable walking shoes / Sneakers (1 pair) <input type="checkbox"/> Extra clothing (shorts, pants, shirts, 3 sets) <input type="checkbox"/> Underwear (8 pair) <input type="checkbox"/> Socks (8 pair) <input type="checkbox"/> Cap / Hat <input type="checkbox"/> Jacket <input type="checkbox"/> Laundry bag <input type="checkbox"/> Swim trunks <input type="checkbox"/> Beach towel <input type="checkbox"/> Flip-flops <input type="checkbox"/> Rain gear <input type="checkbox"/> Bath towel, hand towel, wash cloth <input type="checkbox"/> Soap (1 bar) <input type="checkbox"/> Shampoo (1 bottle) <input type="checkbox"/> Toothbrush <input type="checkbox"/> Toothpaste <input type="checkbox"/> Brush / comb <input type="checkbox"/> Lip balm <input type="checkbox"/> Mosquito repellent <input type="checkbox"/> Sun block <input type="checkbox"/> Totin' Chip card <input type="checkbox"/> Completed Medical Form – Scouts cannot be admitted to camp without a completed form signed by a Doctor and parent or guardian	<input type="checkbox"/> Troop & American flags <input type="checkbox"/> Patrol flags <input type="checkbox"/> Scoutmaster Handbook <input type="checkbox"/> Scoutmaster Minutes <input type="checkbox"/> Leader's Guide <input type="checkbox"/> Troop Record book <input type="checkbox"/> Troop advancement chart <input type="checkbox"/> Thumb tacks <input type="checkbox"/> Song book <input type="checkbox"/> Merit Badge forms <input type="checkbox"/> Merit Badge books <input type="checkbox"/> Pencils, paper, clipboard <input type="checkbox"/> Skit & stunt supplies <input type="checkbox"/> Ceremony equipment <input type="checkbox"/> Troop first aid kit <input type="checkbox"/> Small mirror for washstand <input type="checkbox"/> 100 ft. clothesline <input type="checkbox"/> Alarm clock <input type="checkbox"/> Sun block SPF 15 or better
	<hr/> OPTIONAL ITEMS
	<input type="checkbox"/> Fishing gear <input type="checkbox"/> Camera <input type="checkbox"/> Baseball glove <input type="checkbox"/> Pocket knife <input type="checkbox"/> Canteen <input type="checkbox"/> Musical instrument <input type="checkbox"/> Bible or prayer book <input type="checkbox"/> White t-shirt (tie-dye)

OTHER THINGS TO BRING:

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

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

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

For Fishing MB: Fishing gear and pole

For Snorkeling BSA: Mask, fins, snorkel

For Welding: Need leather boots long sleeve shirt and dungaree cotton pants

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

SOME OF THE COSTS SCOUTS NEED TO KNOW BEFORE ARRIVING AT SQUANTO

Troop photos on Monday	\$13.00
Leatherwork kits for those taking the merit badge	\$6.00 - \$8.00
Basketry kits for those taking the merit badge (Need 1 Sm & 1 Lg basket kit: \$5.25 ea.)	\$10.50
Woodcarving kits for those taking the merit badge	\$2.00 - \$5.00
Robotics kits for those taking the merit badge	\$10.00 - \$40.00
Electronics	\$10.00

SCOUT VESPERS

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

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

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

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

YOUR FIRST DAY IN CAMP



ARRIVAL

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

ORIENTATION

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

RETREAT

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

DINNER

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

TWILIGHT ACTIVITIES

Most camp program areas will be open and available for your use from 7:00 – 8:00 PM. This is a great time for Scouts to meet the staff in all the program areas.

OPENING CAMPFIRE

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

YOUR LAST DAY IN CAMP

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

CAMP SQUANTO DAILY SCHEDULE

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

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

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

Patrol Activity Hour

In an effort to increase the amount of patrol-based activities that Squanto Scouts participate in, we are now offering a full hour of patrol activities every day. Sometimes called the PAC (patrol activity challenge), this hour is full of a range of different things that encourage growth and fun as a patrol. While the activities vary from week-to-week, they have previously included Dutch oven cooking, camp-wide capture the flag, rocket building, and tug-of-war. New creative ideas are created each week, so there's always something fresh in the PAC hour!

SUGGESTED CAMP WIDE TWILIGHT & EVENING WEEKLY ACTIVITIES

Campfires
New Games
Boating
Apache Relay
Water Competitions
Swim Meets
World Cons. Award

Songfest
Ranges
Outpost Camping
Tot'in Chip
Compass Course
Sports Extravaganza

Bouldering Wall
Tie Dye
Indian Games
Nature Trail
Boat Races
Trails Programs

CAMP SQUANTO AWARDS

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

EVENING ACTIVITIES:

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

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

COMPETITIONS - TROOP - VS. - TROOP:

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

COMPETITIONS - WITHIN THE TROOP:

Scavenger Hunts	Games of all sorts
New Games	Basketball

*INDIVIDUAL AWARDS:

Totin' chip	Presidential Environmental Youth Award
Pebbles Program	World Conservation Award
Firem'n Chit	

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

REQUIREMENTS FOR PRESIDENTIAL ENVIRONMENTAL YOUTH AWARD

1. Four (4) hours conservation work:

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

2. Explain how the conservation work you do will:

- a. **HELP** control erosion
- b. **CONTRIBUTE** to the management of the forest
- c. **INCREASE** the number of wildlife in the area.

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

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

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

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

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

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



TROOP AFTERNOON ACTIVITY CHECKLIST

AQUATICS

- Dock Swim
- Swim areas
- Boating
- Water Polo
- War canoes
- Volleyball

HANDICRAFT

- Troop Plaque
- Tie Dye
- Leatherwork

SHOOTING SPORTS

- Archery
- Rifle
- Shotgun

ADVANCED CAMPER EXPERIENCE

- Climbing Wall
- Bike Trip
- Sailing
- Quincy Quarries

ACTIVITY AREA

- Nature Games
- Nature-Ecology Trail
- Stalking & Camouflage
- Conservation Projects
- Swamp Stomp
- Lashing Knots, Splices
- Wood Tools
- Tower Building
- Orienteering

SPORTS

- Basketball
- Archery
- Softball
- Contests
- Kickball
- Dodgeball
- Soccer
- Baseball
- Frisbee Golf

CAMP SQUANTO 2017 MERIT BADGE SCHEDULE

Use the Camp Squanto Merit Badge Schedule (see next page) at troop meeting(s) prior to coming to Camp to determine the interest of Scouts.



CAMP SQUANTO 2017 MERIT BADGE SCHEDULE

TIME	AQUATICS	COPE/ACE	HANDICRAFT	ACTIVITIES	SPORTS	STEM	RANGES
7:45	Colors	Colors	Colors	Colors	Colors	Colors	Colors
8:00	BREAKFAST	BREAKFAST	BREAKFAST	BREAKFAST	BREAKFAST	BREAKFAST	BREAKFAST
9:00	BSA Lifeguard (5) (age 15+) 9 AM- 5 PM Canoeing (1) Kayaking (1) Rowing (1) Sailing (1)	COPE (3) (4) 9 AM - NOON	Art Basketry Sculpture	Camping (6) Fishing Forestry Oceanography Weather	Golf (6) Search & Rescue Sports (6)	Nuclear Science Robotics (3) (4)	Archery Rifely 9 - 12 Mon thru Fri (2) (3)
10:00	BSA Lifeguard continued Instructional Swim Lifesaving 10 AM - 12 N Swimming (1)		Metalwork (3) (4) Photography (2) Woodcarving	Environmental Science Fish and Wildlife Fire Safety Orienteering Reptiles & Amphibians Wilderness Survival	Athletics (6) Personal Fitness	Electronics Inventing Space Exploration	
11:00	BSA Lifeguard continued Instructional Swim Snorkeling Swimming (1)		Art Leatherwork Metalwork	Astronomy Environmental Science First Aid Fishing Mammals Pioneering	Chess Geocaching Railroading (Welcome Lodge)	Engineering Model Design and Building Scouting Heritage (Museum)	
12:15	LUNCH	LUNCH	LUNCH	LUNCH	LUNCH	LUNCH	LUNCH
1:00	SIESTA	SIESTA	SIESTA	SIESTA	SIESTA	SIESTA	SIESTA
2:00	BSA Lifeguard continued Canoeing (1) Kayaking (1) Rowing (1) Sailing (1)	ADVANCED CAMPER EXPERIENCE Biking Trip Climbing Wall Sailing Quincy Quarries	Basketry Painting Woodcarving	Cooking - 2 hr. 2-4 PM Environmental Science Forestry First Aid Weather Wilderness Survival	Sports (6) Fingerprinting	Electronics Robotics (3) (4)	Troop Shoots 2 - 5 PM
3:00	BSA Lifeguard continued Mile Swim Practice Mon - Wed Mile Swim - Thurs or- Fri		Leatherwork Photography (2) Public Speaking	Camping Cooking Continued Geology Mammals Soil and Water	Game Design Personal Fitness (6)	American Heritage (Museum) Engineering Space Exploration	Shotgun (3) (4) 3 - 5 PM
4:00	BSA Lifeguard continued	CAMP WIDE ACTIVITIES					
5:00	RETURN TO CAMPSITE						
5:45	Retreat/Colors	Retreat/Colors	Retreat/Colors	Retreat/Colors	Retreat/Color	Retreat/Colors	Retreat/Colors
6:00	SUPPER	SUPPER	SUPPER	SUPPER	SUPPER	SUPPER	SUPPER
7:00				Totin' Chip (Sun & Mon) 2 HR. Firem'n Chit (Thurs & Fri)			
	(1) TWO HOUR CLASS (2) MUST BE OVER 13 YRS OLD			(3) CLASS HAS A MAXIMUM SIZE LIMIT (4) MUST BE OVER 14 YEARS OLD		(5) ALL DAY CLASS (6) AUTOMATIC PARTIAL	

ADVANCEMENT POLICY

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

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

1. CAMPING

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

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

2. PERSONAL FITNESS

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

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

3. SPORTS

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

4. GOLF

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

5. ART

For requirement #4, the Scout can visit an art museum or the gallery in the blockhouse.

AQUATICS AREA POLICIES

GENERAL

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

DOCK SWIMS – AVAILABLE BETWEEN 2-5 PM:

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

TROOP SWIM AREAS – AVAILABLE BETWEEN 2-5 PM:

All troop swims run according to the Safe Swim Defense Plan.

UNIT LEADERS ARE REQUIRED TO SUPERVISE FROM THE SHORE.

NO LEADER, NO SWIM!!!

All troop swims are supported with Camp Staff persons and **MUST BE SCHEDULED.**

BOATING - TROOP BOATING AVAILABLE BETWEEN 3 – 5 PM

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

AQUATICS AREA SCHEDULE

TIME	INSTRUCTIONAL GROUP	REMARKS	RATING
9 - 12 Noon* & 2 - 5 PM*	BSA Lifeguard *This class meets at both times This is a 3 yr. certificate. A partial is not available Must be over 15 years of age	<u>Candidate must be in good physical shape</u> Must have the following MB skills: Swimming, Lifesaving, Rowing and be at least 15 years old. This award requires 6 hours of work each day. Some reading. Little written work. 9 - 12 Noon Instruction. <u>This award requires CPR & First Aid Certification – it is best if it is obtained prior to camp</u>	5
9 - 10 AM* & 2 - 3 PM*	Canoeing MB *This class meets at both times Not recommended for 1st year camper	Swimmer by Monday Noon. This is a 2 hr. badge - 9 - 10 am and 2-3 pm. Limited reading required. No writing.	3
10 – 11 AM or 11- 12 Noon	Instructional Swim for Beginners	This is a 1-hour session that focuses on FUN! The goal is to pass a beginner swim test by the end of the week. We also encourage adult non-swimmers to participate.	
9 – 10 AM* & 2 – 3 PM*	Kayaking MB *This class meets at both times	Must be a swimmer. .	
10 – 12 Noon	Lifesaving MB	Swimming MB required. This is a 2 hr. badge - 10-12. Limited reading required. No writing.	3
3:00 PM	Mile Swim Award <i>Swimmers will need to provide a rower on all open water swims</i>	Must be a swimmer. <i>This group meets Mon – Thurs afternoon at 4 PM</i> Mon 1/8 mile practice Tues 1/4 mile practice Wed 1/2 mile practice <i>All practices are mandatory to participate in the Mile swim on Thursday or Friday</i>	3
9 – 10 AM* & 2 - 3 PM*	Rowing M B *This class meets at both times Not recommended for 1st year camper	Swimmer by Monday Noon This is a 2 hr. badge - 9 -10 am and 2 - 3 pm. Limited reading required. No writing	2

AQUATICS AREA SCHEDULE CONTINUED

TIME	INSTRUCTIONAL GROUP	REMARKS	RATING
9 - 10 AM* & 2 - 3 PM*	Sailing M B Limited to 18 Scouts *This class meets at both times	Must have the following MBs: Swimming, Lifesaving, Rowing & Canoeing This is a 2 hr. badge- 9 - 10 am and 2 - 3 pm. Limited reading required. Some writing.	3
11 - 12 Noon	Snorkeling BSA	Must be a swimmer. Equipment is available, though scouts may wish to bring their own mask & fins.	2
10 - 11 AM & 11 - 12 Noon	Swimming MB Not recommended for 1st year campers.	Swimmer by Monday Noon. Limited reading required.	2

PROJECT COPE PROGRAM

COPE: Project COPE – “Challenging Outdoor Personal Experience”

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

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

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

PROJECT COPE SCHEDULE

TIME	ACTIVITY	REMARKS	RATING
9 AM -12 Noon	COPE Must be 14 yrs. old	Challenging Outdoor Personal Experience	3

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

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

The standards that have been developed for Project COPE activities are stringent to ensure that the experience is both safe and successful.

GOALS AND OBJECTIVES

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

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

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

ACE: ADVANCED CAMPER EXPERIENCE

New for 2017 is the Advance Camper Experience, or ACE! This new set of activities will be facilitated out of the COPE and climbing area and will have a fully qualified staff excited to teach a wide variety of older scouts. Given that this program is brand new to Squanto, there will be some variation week to week, but the plan is to operate at least these four cornerstone activities:

(1) Climbing Wall:

Scouts and staff will head over for a day of climbing at the climbing wall we used to use for teaching climbing merit badge. Climbing promotes physical fitness and develops character. This worthy challenge will allow Scouts to get some general experience with the basics of climbing and rappelling and hopefully have a chance to belay as well.

(2) Bike Trip:

Scouts will venture out on some of the extensive bike trails in Miles Standish state forest. The group will get to see the beautiful sights of the forest and get some physical exercise as well. The trip could include stopping at different landmarks in the forest or one of the many ponds. Bicycles will be made available, but Scouts can bring their own as well. (Just remember: we do not allow bikes in camp, so they will have to be checked at the start of the week AND helmets are required!)

(3) Sailing:

After looking at them so many times but never being able to give them a try, the older scouts will spend one day using our larger sail boats on Fawn Pond. The catamaran and Day Sailer are perfect challenges for the experienced sailor, yet also make for a nice adventure as a passenger as well. Lifeguards will assist in the boat operation, but scouts will be encouraged to pull their weight as well!

(4) Quincy Quarries:

The week will finish off with a trip to Quincy Quarries for some real, outdoor rock climbing and rappelling. This field trip is sure to be a first experience for many, but our qualified team of instructors and volunteers will make sure everything is set up properly and that the BSA's climbing safety standards are always maintained. As with previous years, we always NEED the support of Scoutmasters in the form of transportation.

Scouts ages 14 and up are encouraged to sign up, but scouts as young as 13 will be accepted as well. If there are particular days that a Scout wishes to miss for a troop activity or something else, that's fine as long as the ACE director is made aware ahead of time.

TIME	ACTIVITY	REMARKS	RATING
2 - 4 PM	Advanced Camper Experience Must be 13 yrs. old	This badge requires good physical strength.	3

HANDICRAFT AREA

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

HANDICRAFT AREA AFTERNOON ACTIVITIES

- Troop Plaque** This is a fine opportunity for a small group to plan, design, and produce an individual plaque to be brought back to your troop's year-round meeting place or added to your Troop's shadow box in the Dining Hall. (See page #78 for Shadow Box details)
- Tie Dying** Scouts bring their own white T-shirts and make crazy designs by knotting and submerging them in dye.



HANDICRAFT AREA SCHEDULE

TIME	MERIT BADGE	REMARKS	RATING
9 – 10 AM or 11 – 12 Noon	Art	Limited reading required. All work drawn and designed. Wide use of different art materials	1
9 – 10 AM or 2 - 3 PM	Basketry	Limited reading required. No written work. Basket kits may be purchased at the Trading Post. Both large and small are available. Estimated cost - \$5 - \$10.50	1
11 – 12 Noon or 3- 4 PM	Leatherwork	Limited reading required. No written work. There are leather craft kits available for sale at the Trading Post for an estimated cost of \$2 - \$8.	2
10 – 11 AM or 11 – 12 Noon	Metal Work Class Limited to 10 Scouts. Must be 14 yrs. old	Limited reading and written work required. If space is available, others will be admitted – first come, first served.	
2 – 3 PM	Painting	Learn how to paint outdoor surfaces, and walls! This is a class for older scouts interested in home building or repair. The class involves learning proper safety, storage, and painting techniques to master the art of painting. This class requires scouts to bring an extra set of older clothes in case they get paint on themselves. Long sleeve shirts and pants are required.	
10- 11 AM or 3 – 4 PM	Photography	Must bring own Digital camera, including a memory card (or proper USB chord to connect to our computers). DELETE all previous photos from camera before using it for class.	2

HANDICRAFT AREA SCHEDULE CONTINUED

TIME	MERIT BADGE	REMARKS	RATING
3 - 4 PM	Public Speaking	This is a great class for older scouts looking for a skill that is crucial in many parts of their scouting experience, especially as they get closer to Eagle Scout. Scouts can learn how to give more inspiring dialogue, how to speak in front of large crowds, how to run a meeting according to parliamentary procedure, and much more. This class is very interactive and will require scouts to become comfortable with one another, and ultimately create them to become better Public Speakers. There is no age limit but this class is recommended for older scouts!	
9 - 10 AM	Sculpture	This is a great merit badge for younger scouts. The requirements are very straightforward, and there is no reading or writing required. Scouts will learn how to make small scale models using clay, and molds using plaster. There are no necessary kits from the trading post. .	
10 - 11 AM or 2 - 3 PM	Woodcarving Totin' Chip required	Limited reading required. No written work. A carving knife is necessary. Knives and woodcarving kits may be purchased at the Trading Post. Estimated cost \$2 - \$4.	

LYONS NATURE AREA

1. Some badges require reading and extensive written work. We recommend that Scouts do as much as possible **BEFORE COMING TO CAMP**.
2. Scouts are welcome to visit the Nature Area at any time during the day to visit the animals and see the displays.
3. Conservation projects may be done in either the troop site or anywhere else in camp.

INDEPENDENT ADVISEMENT

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

NATURE AFTERNOON ACTIVITIES

- | | |
|---|--|
| Stalking and Camouflage | Learn how animals hide from predators using camouflage. |
| Swamp Stomp | Stomp around a swamp looking for various species of wildlife. |
| Conservation Projects | Scouts are urged to help us improve our camp for others and fulfill their Adventure Award requirements or it may count toward merit badge work.
Troops may choose to complete a conservation project in camp or in their site. See the Nature Director for ideas. |
| Nature Games | Play fun and educational games with nature themes. |
| Nature Ecology Trail | Explore our trails with a guide to help you learn fascinating facts of nature, or explore the self-guided nature trail system. |
| Other Activities | Troops can plan special activities with the help of the Nature Staff and Program Director. |
| PEYA - President's Environmental Youth Award | – offered during open area time on Sunday, Monday, Thursday, and Friday. Please discuss with Nature Director prior to Sunday Open Areas. |

SCOUTCRAFT AREA AFTERNOON ACTIVITIES

- Cooking:** We have facilities for troops to cook whole meals. How about a stew in one, French fries in the second, and a cake or pie in the third Dutch oven? How about setting up a patrol competition?
- Knots, Lashings, and Splices:** The fundamentals of knots, lashings, and splices are explored. You should decide which of these skills you would like to spend this time learning.
- Woods Tools:** Scouts receive instruction in the proper use and care of a knife, an axe, and a bow saw. All requirements for Paul Bunyan award and/or Totin' Chip are also explored.
- Tower Building:** Scouts will have the opportunity to use their lashing knowledge to build a type of tower.

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

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

ACTIVITIES AREA SCHEDULE

TIME	MERIT BADGE	REMARKS	RATING
11 - 12 Noon	Astronomy	The Astronomy Merit Badge Class allows scouts to expand their knowledge of the universe. In it they will be learning everything from the creation of Solar system to the names and places of the constellations and planets in the night sky.	
9 - 10 AM or 3 - 4 PM	Camping	Eagle required merit badge. Overnight camping requirement makes this an <u>automatic partial in camp</u>	2
2-4 PM	Cooking This is a 2 hr. course Partial	Cooking MB is now Eagle required and is being offered as a <u>partial</u> . Camp staff will be going over requirements 1, 2, 3 4 and 8 in the class for scouts to pass. Requirements 5, 6 and 7 will be discussed and demonstrated, but will not be signed off. These requirements must be done	1
10 - 11 AM or 11 -12 Noon or 2 - 3 PM	Environmental Science	This is the most difficult badge in the nature area. It requires extensive reading and written work. In addition to 8 hours of field observation, it requires an understanding of difficult concepts and ability to draw conclusions from field observations Observational periods are also required.	3
10 - 11 AM	Fire Safety	This merit badge will show the scouts not only how to prepare a campsite fire but also explain how to deal with a house or outdoor fire and what to do if they find themselves in an emergency situations involving out-of-control or potentially dangerous fires . The badge will also cover the chemical and physical properties of a fire as well as combustibile and noncombustibile materials. Through this badge scouts will gain a more comprehensive understanding of fire and how it can be very useful but also dangerous	
11 - 12 Noon	Firem'n Chit	Offered on Thursday and Friday	1
11-12 NOON or 2 - 3 PM	First Aid Scouts should bring a first aid kit they put together	Scouts should have completed the Tenderfoot, Second Class, and First Class first aid requirements. Some writing may be required.	2

ACTIVITIES AREA SCHEDULE CONTINUED

TIME	MERIT BADGE	REMARKS	RATING
10 - 11 AM	Fish and Wildlife Management	The focus of this badge involves the relationship between man & wildlife.	2
9 - 10 AM Or 11 - 12 Noon	Fishing	This group meets daily and will split between classwork and fishing. Some reading. Bring your own pole.	2
9 - 10 AM or 2 - 3 PM	Forestry	The work of the living tree is explored. Scouts must learn the names of 15 trees and keep a leave notebook.	2
3- 4 PM	Geology	Look at the rocks and minerals that make up our earth.	1
11-12 Noon or 3 - 4 PM	Mammals	This is a good badge for younger Scouts. It explores the habitat of mammals and most of the written work can be completed on a computer.	1
9-10 AM	Oceanography	This badge is for older Scouts. It requires extensive reading and knowledge of the ocean as well as field observation and written work.	3
10 - 11 AM	Orienteering	Intensive map and compass work. Use of compass in 3 contests. One must be 2,000 meters designed by Scout.	2
11 - 12 Noon	Pioneering	Requires proficient skills in knots. Lashings and splicing. Rope provided.	3
10 - 11 AM	Reptiles and Amphibians	This badge will provide scouts with an in depth look at the similarities and differences between two groups of animals which are often confused. In this badge students will be able to observe some of our local amphibians and possibly reptiles as well although we cannot guarantee this because they are wild animals which we have no control over. This badge is a partial due to some requirements taking up to 3 months.	

ACTIVITIES AREA SCHEDULE CONTINUED

TIME	MERIT BADGE	REMARKS	RATING
3 - 4 PM	Soil and Water	In this badge scouts will learn that there is more to soil than they believed before including that there are different kinds and the affect that it has on its ecosystem. This class will also talk about water and pollutions effect on the soil and the ecosystem. This badge does involve writing a long essay so students should come prepared with a writing utensil and paper.	
7 - 8 PM Sun & Mon	Totin' Chip* *Required for woodcarving	Offered as a <u>2 hour</u> session. Part I on Sunday, Part II on Monday.	1
9 - 10 AM or 2 - 3 PM	Weather	This is a good badge for older Scouts. Weather conditions and causes are explored in depth. Some written work.	2
10 - 11 AM or 2 - 3 PM	Wilderness Survival	Requires survival skills including shelters and edible plants. An overnight outpost will be spent in a shelter you make in	2

SPORTS AREA

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

AFTERNOON FIELD SPORTS ACTIVITIES

These may be scheduled for one or more troops.

Softball, Kickball	Bring your glove for softball
Basketball	
Soccer, Flag Football	
Ultimate Frisbee	
Driving Range	
Dodge Ball - Kick Ball	
Inter-Troop Competitions	Open to troops wishing to do things together.
Basketball Court	Take advantage of our full-court in troop or 3 on 3 games.



SPORTS AREA SCHEDULE

TIME	MERIT BADGE	REMARKS	RATING
10 - 11 AM	Athletics Automatic Partial	500 word essay required. Very demanding physical requirements. Difficult badge	2
11 - 12 Noon	Chess	Class that may be challenging for younger scouts who do not already know the rules. Will learn to record up to 3 games in proper notation.	2
2 - 3 PM	Fingerprinting	Simple class that covers the basics and history of the application of fingerprinting today and in the past. Beginner level merit badge recommended for younger scouts	1
3 - 4 pm	Game Design	Scouts learn the fundamentals of game building and then create their own game.	3
11 - 12 Noon	Geocaching	Similar to orienteering, scouts will search for and document geocaches hidden in Camp Squanto.	4
9 - 10 AM	Golf Partial	Prior knowledge of USGA Rules of Golf helpful. Some writing may be required. Cannot be completed in camp.	2
10 - 11 AM or 3 - 4 PM	Personal Fitness Automatic partial	Difficult badge with demanding physical requirements. This badge cannot be completed in camp.	3
11 12 Noon	Railroading Partial At the Welcome Lodge	Scouts will learn the types of railroads in the world from freight railroads, passenger railroads and tourist railroads. Safety will be stressed how railroads work as well as the citizen's responsibilities near railroads. Scouts will have an opportunity to help design and create a model railroad at camp using information they learned in class. This is a partial which will require a trip to a railroad, museum visit and or riding in a train.	

SPORTS AREA SCHEDULE CONTINUED

TIME	MERIT BADGE	REMARKS	RATING
9 - 10 AM	Search and Rescue	This badge is an in-depth look at how search and rescue teams are organized and how they operate in order to best handle the situation. As part of this badge scouts will learn about how to properly conduct an effective search as well as how to prevent becoming the subject of a search. During the course of the week the scouts will also participate in a hypothetical search and rescue which they will be expected to execute based on the information learned in class because of this it may be useful for the scouts to have paper in order to take notes.	
9 - 10 AM or 2 - 3 PM	Sports Automatic Partial	Similar to athletics. Covers all sports throughout the week. Scouts will learn the basics and then apply them.	

STEM AREA SCHEDULE

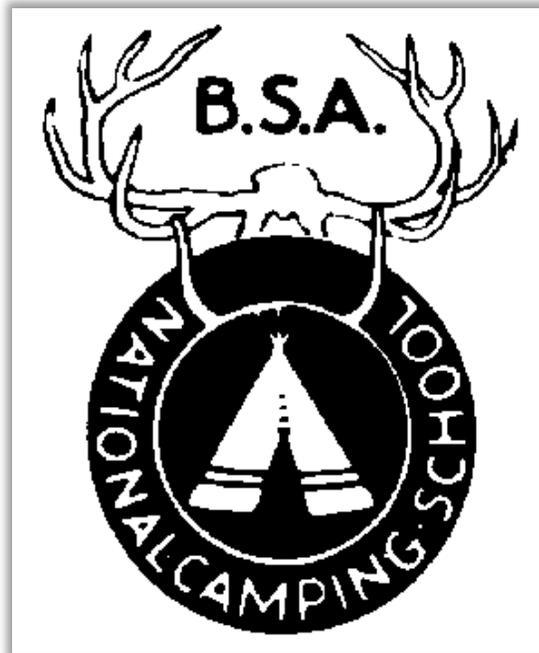
TIME	MERIT BADGE	REMARKS	RATING
3 - 4 PM	American Heritage	Knowledge of US History is very helpful. Be able to talk about family history. Taught at Casoni Museum	
10 - 11 AM or 2 - 3 PM	Electronics Must be 14 yrs. old	Limited class size. Age requirement. Taught at Downey Training Room	4
11-12 Noon or 3 - 4 PM	Engineering	In this merit badge scouts will learn what different types of engineering exist, and what each engineer does. Scouts will also learn the engineering design process and how it applies to each type of engineering. Scouts will also use the engineering design process to design an invention of their own creation.	
10 - 11 AM	Inventing	In this class scouts will learn the basic ideas of inventing such as patents and the inventing process. Scouts will also explore existing inventions and how they have impacted modern day society and why they are important. Later in the class scouts will imagine an invention of their own creation and talk about what it does and what audience it is aimed towards.	
11-12 Noon	Model Design and Building	This class will allow scouts to build models from household objects. Scouts will learn the difference between different types of models and what they are used for.	
9 - 10 AM	Nuclear Science	It doesn't take a nuclear physicist to understand the basics of nuclear science. A little background in chemistry and physics will help, but even for the nonscientific Scout, the Nuclear Science merit badge lies well within grasp.	
9 - 10 AM or 2 - 4 PM	Robotics	Limited class size plus age requirements.	4

STEM AREA SCHEDULE CONTINUED

TIME	MERIT BADGE	REMARKS	RATING
11 AM - 12 N	Scouting Heritage Should have knowledge of Troop history and a collection of scouting memorabilia	Requirement 4B must be completed outside of camp. Taught at Casoni Museum	2
10- 11 AM or 3 - 4 PM	Space Exploration	This class will focus on the history of space travel and its major role it has had in human history. The main idea of this class is to teach scouts the science behind space travel and the importance of an aircraft's design. Scouts will discuss how the design of space crafts has changed over the years as well as what each feature of one does. Scouts will build and launch model rockets towards the end of the week.	

SHOOTING SPORTS AREA

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



SHOOTING SPORTS AREA SCHEDULE

TIME	MERIT BADGE	REMARKS	RATING
9 - 11 AM	Archery	A badge which requires skill. Previous experience is necessary if a scout expects to complete the badge in 1 week.	3
9 - 12 Noon	Rifle Shooting *** Must be 13 yrs. old	Requires proficient skill. Previous experience is necessary if a Scout expects to complete the badge in 1 week.	3
3 - 5 PM	Shotgun Shooting Must be 14 yrs. old. Class limit set by the instructor	Difficult badge to earn. Open to older Scouts. Requires proficient skill.	3

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

SHOOTING SPORTS AREA

AFTERNOON ACTIVITIES

Archery and Riflery	A fine opportunity for Scouts to gain instruction and practice at this skill. The activity is open for scheduled troops.
Shotgun	The Shotgun Range at camp will open some evenings from 7 - 8 PM for open shoot. Additional shotgun usage may be scheduled on a weekly basis.
2 - 5 PM	Troop Shoots

FLIGHT TO EAGLE PROGRAM

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

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

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



FLIGHT TO EAGLE SCHEDULE

Monday through Friday

9 – 12 NOON	During this time scouts participate in activities that meet some of the Tenderfoot, Second Class, and First class requirements. They also work on scout skills with the emphasis on having FUN! Each scout will be encouraged to work on a handicraft merit badge.
-------------	--

Meeting for signup is held at 6:45 pm Sunday night at Dining Hall Bell Tower

ORDER OF THE ARROW TISQUANTUM LODGE #164

Lodge Chief:

Ryan Palmer



Lodge Advisor

John Larney

Membership Requirements

Unit Leader approval.

To become eligible for election, a Boy Scout or Varsity Scout must be registered with the Boy Scouts of America and have the approval of his unit leader prior to the election. The unit leader must certify his Scout spirit, (i.e., his adherence to the Scout Oath and Law and active participation in his unit activities). The unit leader must also certify that the nominee meets all specified requirements at the time of this annual election.

Youth membership qualifications.

All members of, or candidates for membership in, the Order of the Arrow who are under 21 years of age shall be considered youth members or candidates for youth membership, subject to meeting the following requirements:

- Be a registered member of the Boy Scouts of America.
- Hold the First Class rank of the Boy Scouts of America, as a minimum.
- After registration with a troop or team, have experienced 15 days and nights of Boy Scout camping during the two-year period prior to the election. The 15 days and nights must include one, but no more than one, long-term camp consisting of six consecutive days and five nights of resident camping approved and under the auspices and standards of the Boy Scouts of America. The balance of the camping must be overnight, weekend, or other short-term camps.

Candidates for youth membership shall be elected by other youth members in accordance with policies set forth by the National Order of the Arrow committee.

Scouts with special needs.

The Order of the Arrow is committed to including Scouts and Scouters who have special needs because of a disability. In the case of special-needs troops, election teams should follow the same procedures, keeping in mind that any Scout who is classified as a youth member of a troop, regardless of age, will be considered a youth (voting) member. All other membership requirements remain the same.

When inducting a Scout or Scouter with a special need as with any candidate, lodges should make the activities challenging within the individual's limitations, and plan accordingly. Accessibility to ceremonial circles, sleeping sites, and appropriate work projects should be taken into consideration to ensure a meaningful induction.

Adult membership qualifications.

All members of, or candidates for membership in, the Order of the Arrow who are 21 years of age or older and who are registered members of the Boy Scouts of America shall be considered adult members or candidates for adult memberships. Individuals shall be selected as candidates based on the following:

Adult leaders in a unit.

Each year, upon holding a troop or team election for youth candidates that result in at least one youth candidate being elected, the unit committee may nominate adults to the lodge adult selection committee, composed of lodge adviser, the chairman of the council committee on which the lodge advisers serves, and the lodge staff adviser. The number of adults nominated can be no more than one-third of the number of youth candidates elected, rounded up where the number of youth candidates is not a multiple of three. In addition to the one-third limit, the unit committee may nominate the currently-serving unit leader (but not assistant leaders), as long as he or she has served as unit leader for at least the previous 12 months. Recommendations of the adult selection committee, with the approval of the Scout Executive, serving as Supreme Chief of the fire, will be candidates for induction, provided the following conditions are fulfilled:

- Selection of the adult is based on the ability to perform the necessary functions to help the Order fulfill its purpose, and not for recognition of service, including current or prior achievement and positions.
- The camping requirements set forth for youth members are fulfilled. The adult leader's membership will provide a positive example for the growth and development of the youth members of the lodge.

GETTING READY FOR SUMMER CAMP:

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

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

BALLOTING IS SECRET AND IS NOT ANNOUNCED IMMEDIATELY.

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

CAMP SQUANTO LEADING SCOUT PROGRAM

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

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

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

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

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

- Staff Training Week.....June 23 – June 30
- National Youth Leadership Training (NYLT).....Week #1 Course – July 2 – July 7
- At least two additional troop camping weeks of choice**

Program Fee: The program cost is \$400. This fee included admission for each week the Scout remains with the program (4 week minimum, 7 week maximum). The fee may be collected in two payments which is outlined to Scouts once accepted.

* Leading Scouts who have not taken NYLT previously are required to successfully complete the Week #1 course. Use the online registration at www.oldcolonycouncil.org to register for the course by May 15th. There is no course fee for Leading Scouts required to take NYLT; the cost of the course is included in the Leading Scout Program cost.

** At the Camp Director's discretion, approved Leading Scouts may choose to stay at camp up to four additional weeks.

PROVISIONAL TROOP PROGRAM AT CAMP SQUANTO

Scouts can attend Camp Squanto on an individual basis and become part of our Provisional Adventure Troop. The camp provides a full-time Scoutmaster and assistant leaders who are qualified to provide outstanding programs for campers. "PROVO" Troop #1 of Camp Squanto awaits you for a week or more of real Scouting outdoor experience. You may come alone, bring a friend, or bring your whole patrol.

You will enjoy the fun and fellowship that our adventure troop can bring, as well as opportunities to meet Scouts from all over the State. Stay with us before or after your troop attends.

WHO: Any Scout

WHEN:

<u>Week #2</u>	<u>July 9 - July 15</u>
<u>Week #3</u>	<u>July 16 - July 22</u>
<u>Week #4</u>	<u>July 23 - July 29</u>
<u>Week #5</u>	<u>July 30 - Aug 5</u>
<u>Week #6</u>	<u>Aug 6 - Aug 12</u>

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

COST: \$400 per Scout
\$275 per Scout 2nd and 3rd week

REGISTRATION: Register online for this program at:
<http://www.oldcolonycouncil.org>

The Provo Program accepts walk-in registration at the Dining Hall on Sunday afternoon from 1:00PM of each Summer Camp week.

SQUANTO EQUESTRIAN PROGRAM

Being a good equestrian isn't just about riding, it's about gaining leadership skills through everyday interactions on the ground and in the saddle. This program is designed for the Scout who want to not only earn the Merit Badge but also become a strong independent equestrians. In order to be able feel confident in handling a 1000 pound animal takes time and practice.

Cost \$240.00 a week at Mare Willow Farm in Plymouth, MA. 3hours daily of horsemanship training, Horse care and riding. Scout will also have a full 3 hour showcase session at Squanto. Leaders with Scouts in this program must arrange transportation.



NATIONAL YOUTH LEADERSHIP TRAINING (NYLT)



AT CAMP SQUANTO

Week #1 July 2 - 7

Weekend Course - August 11 - 13 and August 18 - 21

For complete info and **online registration**, go to the course website: www.oldcolonycouncil.org

- Objectives:** The course objectives are to give participants:
- Confidence and knowledge needed to run the troop program.
 - An ability to relate the leadership skills to their troop responsibilities.
 - Opportunities to expand on their extended camping, cooking, and hiking experiences
 - Opportunities to share ideas and experiences with Scouts from other troops.
 - A memorable experience in which Scouts experience Scouting at its very BEST.
 - Lots and lots of FUN

Requirements: Each participant must be: a registered Scout or Venturer, who is 14 years old or older, First Class rank or above (for Scouts), have 2 years summer camp experience, and will be in a leadership position (or is likely to assume a leadership position) within the 2017-2018 Scouting year.

Place: Camp Squanto

Dates:	Registration submission and deposit payment DEADLINE	May 15 th	(July 5 th)
<u>(Wkend dates)</u>	Course payment balance payment DEADLINE	June 12 th	(July 24 th)
	Course Check-in & Registration	1 PM	July 2 nd
		9 AM	(Aug 11 th & Aug 18 th)
	Course Closing Ceremonies	5 PM	July 7 th
		5 PM	(Aug 13 th & Aug 21 st)

Course Staff: 2017 Course Directors are Brian Dolan and Jean Augusta

Course Cost: \$400 per Scout
 \$275 per Scout - second week
 \$300 brothers / siblings

A participant's spot in the course is reserved during online registration form with a non-refundable \$50 deposit. The payment balance is due two weeks before the start of the course.

Because pre-course preparation is required, no walk-in registrations are accepted for this program.

Don't Miss the Sign-up Deadline

Sign-up by May 15th for the Week #1 (for Scouts, Venturers, & Leading Scouts)



VENTURING WEEK PROGRAM CAMP SQUANTO - 2017



For Registered Venturers, Older Scouts
For Co-ed Youth ages 13 (and going into the 9th grade) through age 20

Available Week "6": August 6-12, 2017

COST: \$400 **per Venturer. (Early bird register by May 15th for \$380**)
\$275 **per Venturer (2nd and 3rd week discount or other approved Council event)
\$300 **for 2 or more children from the same family

REGISTRATION: Register online for this program at either: <http://www.oldcolonycouncil.org>
A participant's spot in the course is reserved during online registration form with a non-refundable \$50 deposit. The payment balance is due two weeks before the start of the course.

Because pre-course preparation is required, **no walk-in registrations** are accepted for this program.

PROGRAM: When registering online, you will be prompted to choose a program trek for the week. The available program treks** include:

PROGRAM:

- | | |
|---------------------|--------------------------|
| Conservation | COPE |
| Equestrian | First Aid |
| Kayaking | Land Navigation |
| Lifesaver | PADI SCUBA CERTIFICATION |
| Shooting Sports | Watercraft |
| Wilderness Survival | |

[See pages 60-61 for requirements](#)

Troop/Crew Activity programs are also available in the afternoons such as Swimming, Boating, Tie-dye, Shooting Sports, Field Sports, and more.
For information about equipment, dress code, check-in time, check-out time, and other Venturing Week policies, go to the program website www.oldcolonycouncil.org

**There are additional fees associated SCUBA and Equestrian. The details about these additional fees are available during online registration.

Coordinator: Kevin Keaney Phone: (617) 365-9609 advisor@venturecrew420.org

Here are the most important changes in the operation of summer camp at Camp Squanto for 2017.

Program & Activities

Background: Watch it; Learn it; Do it; Teach it

Advancement in Venturing differs from Boy Scout Merit Badges. Venturing requirements are often designed to be a more challenge, long-term learning experience. There is often also a teaching element where you finish the Elective by teaching someone else what you have learned, or by creating a table -top display. Many of the electives are not designed to be fit into a week-long camp. Our camp is designed to provide the learning intensive portions of an elective or those requirements that need special equipment and are best done at camp.

Many programs have prerequisites and after-camp activities required to complete your electives. A challenge in developing a Venturing Camp includes that different electives vary in the length of time they take to cover the requirements. Some are time intensive and others can be completed in a relatively short time, so that the different electives do not all fit neatly into the same time schedule. We have developed our “Elective Menu” to help you get the best use of your time at camp.

Core Requirements and Electives

Your crew can build its own week of program. Each day is made up of morning and afternoon, three one-hour program blocks. Use our “menu” to put together your own week of program. With a budget of 30 program hours and a large selection of activities to choose from, you are guaranteed to find a formula that fits your crew to give everyone a week of learning, skill building and fun.

Main Menu

Core requirements, electives, awards and other activities:
Standard

Activity details

Conservation: Plan, lead, and carry out a conservation project.

- a. As a Venturer, plan, lead, and carry out a significant conservation project under the guidance of a natural resources professional.
- b. Make a tabletop display or presentation on your conservation project for your crew, another crew, a Cub Scout or Boy Scout unit, or another youth group. 3 hours

COPE: An ideal elective to work on at summer camp. Standard COPE.

- a) Having completed this course, participants will then be eligible to assist on future COPE courses at Camp Squanto to complete part B of the requirement. 12 hours

Equestrian: (half day) Venturers will have the opportunity to participate in a professional run Equestrian program. This is run off site by certified instructors. It will consist of 3 days off site one day on camp and one day at an animal rescue. The price will be approximately \$250 additional.(Ranger elective Page 31)

First Aid: This course will cover American Red Cross CPR and First Aid Certification. (Discovery Award requirement). 6 hours

Kayaking BSA: Learn about various types of kayaks and how they differ in design, materials, and purpose. Kayaking BSA provides an introduction to kayaking skills and safety procedures. Mastery of

these skills is a first critical step towards satisfying Safety Afloat guidelines for safe kayak excursions.
3 hours

Land Navigation: Participants in the course will be working on requirements during the week, and will also have one evening session to cover the night time GPS requirement. 9 hours

Land Navigation.

- a. Using a topographical map for your area or the area you will be navigating in, demonstrate that you know the following map symbols: index contour; vertical control station; hard-surface, heavy-duty road; railroad, single track; power transmission line; building; checked spot elevation; marsh; map scale; intermittent stream; depression; ridge; trail; stream; hard-surface, medium-duty road; bridge; cemetery; campsite; water well or spring; unimproved dirt road.
- b. Explain contour lines. Be able to tell the contour interval for your map and be able to show the difference between a steep and a gentle slope.
- c. Using a map and compass, navigate an orienteering course that has at least six legs covering at least 2.5 miles.
- d. Learn to use a global positioning system (GPS) receiver. Demonstrate that you can find a fixed coordinate or geocache at night using a GPS receiver.
- e. Teach the navigating skills you have learned in 5(a) through 5(d) above to your crew, another crew, a Cub Scout or Boy Scout unit, or another group.

Lifesaver: This is the most time intensive of all the courses. Participants choosing this elective should plan on it taking most of their week. (BSA Guard) 30 hours

PADI SCUBA CERTIFICATION: (Full Day) Must purchase your own Mask and Snorkel. All other equipment and materials will be provided. (Minimum 5)

Shooting Sports: Another great elective to work on at camp - but unless you are already a good marksman, plan on putting in a fair bit of practice time in order to qualify. For requirement 2, we will only be offering options C,D,E,F,and G archery, shotgun, small bore rifle. 9 hours

Watercraft: Participants in this course should look forward to spending considerable time on the water. This would be a great elective to combine with Kayaking BSA, or the
BSA Aquatics Supervision – Paddle Craft Safety Award 9 hours
BSA Aquatics Supervision -Paddle Craft Safety Award and - BSA Aquatics Supervision

Wilderness Survival: This is a somewhat time intensive course. We will work individually with any crew wanting to fit this into their schedule with whatever other courses they would require.
Prerequisites: Cooking, land navigation, and first aid core requirements. 12 hours + 2 overnights

Swim Checks: We accept the Swim Classification Certification from any unit that has completed their swim checks in accordance with BSA swim test guidelines. Otherwise swim checks are a normal part of Sunday check-in activities. Our aquatics director reserves the right to ask any camper to re-take the swim test at any time.

REFUND POLICY

This policy is applicable to all Camp Programs including but not limited to Troop Summer Camping, Site Reservations, NYLT, Cub Day Camp, Facility and Equipment usage, and other specialty Programs. It also covers Jamborees, High Adventure Treks, and Leadership Training courses.

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

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

*\$50.00 of all early bird fees will be considered as a non-refundable deposit.

LEADERSHIP POLICY FOR ALL BSA TRIPS AND OUTINGS

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

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

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

Your full cooperation and support is needed and appreciated.

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

FOR SCOUT CAMP LEADERSHIP

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

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

Reporting Child Abuse and Sexual Exploitation

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

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

Detecting Sexual Molestation

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

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

You should note that some of the behaviors might have other explanations. A child who comes to summer camp or other outdoor activities is coming to an unfamiliar environment and may experience homesickness, or anxieties that can lead to behaviors similar to the signs of sexual molestation. Do not simply discount the behavior as homesickness, however. Immediately bring it to the attention of the Camp Director or camp nurse. Even if the child's behavior is a result of homesickness, his outdoor experience can be much more enjoyable if the cause of the distress is addressed. You are in a position to be a real help to youth placed in your care.

What to Do

At some point, a youth in your care may tell you that someone has molested him. If this happens, we

want you to be prepared to help the child. Follow the guidelines below if a child indicates that he or she may have been the victim of abuse or exploitation:

- Don't panic or overreact to the information disclosed by the child
- Don't criticize the child
- Don't make phone calls

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

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

Precautions against Accusations of Sexual Abuse or Exploitation

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

Have other leaders present when supervising showers, changing into swim suits, and other circumstances in which the child may be dressing and undressing.

Respect the privacy of the child. Do not become intrusive in such areas as bodily functions more than is necessary to monitor the health and safety of the child. The child has the right to reject displays of affection if he feels uncomfortable about them. Not every child comes from a background in which affection is openly displayed. Respect the child's wishes.

Protect your own privacy –In some camp living situations, camp staff live with their campers –there will be a natural curiosity about boyfriends or girlfriends, personal relationship, and with some of the older campers, sexual activity. You should use common sense in discussing these subjects with your campers, and keep private the details of those areas of your life that are nobody's business but your own.

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

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

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

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

child's welfare".

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

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

CAMP SQUANTO DISCIPLINE POLICY

Unit Responsibilities

Adult leaders of Scouting units are responsible for monitoring the behavior of youth members and interceding when necessary. Parents of youth members who misbehave should be informed and asked for assistance.

The BSA does not permit the use of corporal punishment by unit leaders when disciplining youth members.

The unit committee should review repetitive or serious incidents of misbehavior in consultation with the parents of the child to determine a course of corrective action including possible revocation of the youth's membership in the unit.

If problem behavior persists, units may revoke a Scout's membership in that unit. When a unit revokes a Scout's membership, it should promptly notify the council of the action. The unit should inform the Scout Executive of any violations of the BSA's Youth Protection policies.

Each Cub Scout den and Webelos Scout den, and each chartered Cub Scout pack, Boy Scout troop, Varsity Scout team and Venturing crew shall have one leader 21 years of age or leader, who shall be registered and serve as the unit or den leader. The head of the chartered organization or chartered organization representative and the local council must approve the registration of the unit or den leader on the appropriate form.

INSURANCE INFORMATION FOR VOLUNTEERS

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

Comprehensive General Liability Insurance.

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

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

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

Automobile Liability Insurance

All vehicles MUST be covered by a liability insurance policy. The amount of this coverage must meet or exceed the insurance requirement of the state in which the vehicle is licensed. (It is recommended, however, that coverage limits are at least \$50,000/\$100,000/\$50,000). Any vehicle carrying ten (10) or more passengers is required to have limits of \$100,000/\$500,000/\$100,000 or \$500,000 single limit. In case of rented vehicles, the requirement of coverage limits can be met by combining the limits of personal coverage carried by the driver with coverage carried by the owner of the rented vehicle. All vehicles used in travel outside the United States must carry a liability insurance policy that complies with or exceed the requirements of that country. The council's automobile liability insurance is excess of the insurance the owner of the auto carries, providing insurance protection about the limits carried on the auto up to the council's \$15,000,000 limit of coverage.

Unit Accident Insurance Plan (Mutual of Omaha)

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

Council Accident & Sickness Insurance (Mutual of Omaha)

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

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

Call the Old Colony Council office (781-828-8360)
And ask for Rick Poirier if you have a question related to insurance.

PROCEDURES FOR INTRUSION OF AN UNAUTHORIZED

PERSON AT CAMP SQUANTO

1) Periodic review of security concerns of the site

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

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

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

1. All visitors must report to the Administration Building to sign in and sign out. This book will be monitored by the Camp Director or his/her designee.
 2. If an unauthorized person is suspected, notify the closest program area. Most major program areas are equipped with a phone and should contact the Administration Building/Camp Director and stand by to give or receive further instructions from the Camp Director or his/her designee.
 3. Once the Camp Director is notified of the situation, he/she will proceed to the area with the Program Director or another adult to question the destination of the individual in question.
 4. If the person in question flees, an “Incident Report of an Unauthorized Person” form should be completed as soon as possible.
 5. Program areas should continue, unless the situation warrants the sounding of the camp alarm. All Scouters, Scouts, and staff are instructed to report to their campsite and do a roll call.
 6. The Scout Executive is notified of the situation. An assessment is made to the severity of the Problem and call the Plymouth Police, if needed.
- Leaders will be instructed to train their Scouts on the above procedures. Most importantly, stress to the Scouts NOT to approach the person and to find an adult immediately. The Buddy System should be strictly enforced at all times.
 - The staff will participate in an Emergency Drill during staff week. In addition, they will conduct a scenario of an unauthorized person entering camp.
 - A phone list will be kept by the telephones in the Administration Building, Health Lodge and the Welcome Lodge.
 - We have a letter from the Plymouth Police on file for service. They usually call the Administration Building if there are problems or concerns in the area. It has been very helpful to have a working relationship with the Police Department.

➤ Lastly, no one should speak to the media. An official media spokesperson will be designated by the Scout Executive.

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

1. If a parent/legal guardian needs to pick up their child during his week at camp, the following procedure will be followed. They need to sign out the child in the Administration Building.

- a. Have a note attached to the Scout's Medical Form.
- b. Sign out their Scout at the Administration Building
- c. If no note is attached to the Medical Form, the Medical Form parental signature Will be used to verify the signatures and information
- d. Complete a "Camp Squanto Release of Scot Form

2. If a person other than a parent or legal guardian needs to pick up a camper, the following Procedures will be followed.

- a. Have a note attached to the Scout's Medical Form
- b. Complete the "Camp Squanto Release of Scout Form", with Scoutmaster's signature. Verification of Identification required with photo ID.
- c. If no note is attached to the Medical Form, a note must accompany the adult signing out the Scout with the signature verified by use of the Medical Form.
- d. If the signature is not verifiable, or no note is available, the Scoutmaster and Camp Director will contact the parents by phone. If not verifiable or the Camp Director is uncomfortable with the information, **the Scout will not be released.**

➤ The Camp Squanto Leader's Guide Book states the above procedures as National/Camp Policies. These new policies will also be discussed at all Leader Orientation Meetings.

➤ This procedure is to ensure the safety of your/our youth.

4) Visitors

1. Any visitor who will be staying in Camp must check in at the Office and receive a wrist band, which must be worn at all times while in camp.

2. Exception — during special events – Apache Relay and Saturday closing ceremonies.

The above will go into effect one hour after the event is over

CAMP SQUANTO RELEASE OF SCOUT FORM



WEEK # _____ NAME _____

STAFF

CAMPER

TROOP # _____ TOWN _____

Individual picking up Scout _____

Relationship _____

Driver's License Verification

Circumstances for Release: _____

Release Date: _____ Return Date: _____

Parent or Guardian Signature _____

Print

Scoutmaster Signature _____

Print

Alternate Signature if not Parent _____

Print

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

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

Notes:

CAMP OFFICE APPROVAL _____

DATE _____

VERIFICATION OF ABSENTEES OR “NO-SHOWS” AT CAMP SQUANTO SCOUT RESERVATION

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

Verification of Absentee or “No-Show” Scouts Form:

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

Staff person verifying scout: _____

CAMPSITE RESERVATION PROCEDURE

1. All units are reserved at their current site until October 1st 2017*
2. To reserve your site for the next camping season, complete the Summer Camp Site Application and turn it in with the minimum site deposit before you leave Summer Camp.
3. If you plan on changing to a different week or plan to change your site within the same week, you may reserve that site immediately IF it is open after October 1st. If the site is not currently open, it is recommended that you pay the deposit for your current site and call or visit the Old Colony Council Service Center the week following October 1st and inquire about site availability.



2018 DATES:

<u>Week # 1</u>	<u>July 1 - July 7</u>
<u>Week # 2</u>	<u>July 8 - July 14</u>
<u>Week # 3</u>	<u>July 15 - July 21</u>
<u>Week # 4</u>	<u>July 22 - July 28</u>
<u>Week # 5</u>	<u>July 29 - Aug 4</u>
<u>Week # 6</u>	<u>Aug 5 - Aug 11</u>

SUMMER CAMP 2018 CAMPSITE APPLICATION

TROOP # _____

OF _____

Hereby makes application for the use of the following campsite:

WEEK BEGINNING _____ and ENDING _____

Please print the following information:

Name: _____ Position: _____

Mailing address: _____

City/State/Zip: _____

*If you are from out of council, please provide us with **YOUR***

Council Name: _____ Council #: _____

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

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

Signature of Troop Member _____

Date: _____

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

SITE DEPOSIT AND PAYMENT DUE DATES

Available Campsites:	Agawam, Apache, Blackfoot, Chippewa, Comanche, Dakota, Delaware, Eries, Mohican, Penobscot, Pioneer, Wampanoag, Souix	
1 st Payment	October 1, 2017	\$200.00
2 nd Payment	April 1, 2018	\$400.00 additional
Final Payment	May 15, 2018	

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

CAMP SQUANTO DAILY SCHEDULE WORKSHEET

Use the Camp Squanto Daily Schedule Worksheet (see next page) at troop meeting(s) prior to coming to camp to record each scout's schedule at camp. It is VERY helpful to make sure that both the scout and troop leader have a copy of this completed form at camp.



CAMP SQUANTO DAILY SCHEDULE WORKSHEET

ScoutName: _____ **TroopNo.:** _____ **Campsite:** _____

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



Brick Paver Program at Camp Squanto

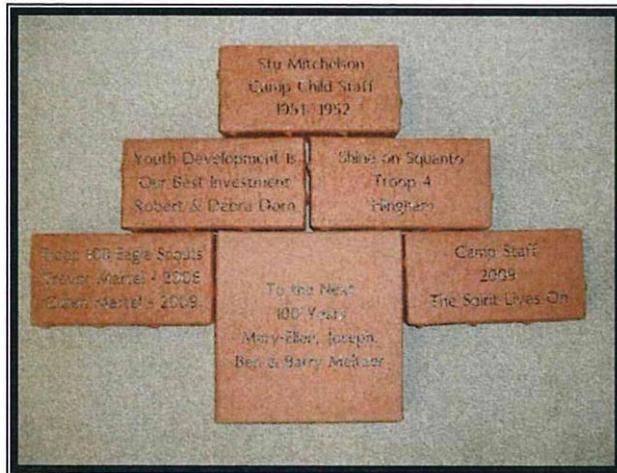
Unique Ways to support the "Building Character for Our Future"

Capital Campaign for Camp Squanto - Old Colony Council, BSA

Special opportunities exist to help support the capital development of Camp Squanto, which provides facilities and program opportunities for youth and adult members of our Cub Scouting, Boy Scouting, Venturing and Exploring Programs.

The "Honor Plaza" is being created in front of the Casoni Museum. This "plaza" will provide a permanent recognition of contributors to Scouting for all who visit Camp Squanto.

As the plaza grows a walk way will be established leading from the road to the entrance way of the museum.



There are several different options to participate:

Option I: Your own engraved 8" x 8" brick paver (\$2,500):

4 lines with 20 spaces per line-including blank spaces & punctuation.

Option II: Your own engraved 4" x 8" brick paver (\$1,000):

3 lines with 20 spaces per line-includes blank spaces & punctuation.

Option III: Your engraved name with others on:

8" X 8" brick paver (\$500) Name listed with two others

1 line with 20 spaces -includes blank spaces & punctuation

4" X 8" brick paver (\$250) Name listed with two others

1 line with 20 spaces -includes blank spaces & punctuation

Brick Paver Order Form:

Yes, I/We _____ am/are delighted to participate and support the Old Colony Council, BSA Capital Campaign to develop Camp Squanto in the amount of (*please check option*):

_____ **\$ 2,500** (One Donor 8" X 8" BRICK PAVER)
4 lines with 20 spaces per line-including blank spaces & punctuation)

Line #1 _____

Line #2 _____

Line #3 _____

Line #4 _____

_____ **\$ 1,000** (One Donor 4" X 8" BRICK PAVER)
3 lines with 20 spaces per line-includes blank spaces & punctuation

Line #1 _____

Line #2 _____

Line #3 _____

_____ **\$ 500** (Name listed with two others on 8" X 8" Paver)
(1 line with 20 spaces -includes blank spaces & punctuation)

Line #1 _____

_____ **\$ 250** (Name listed with two others on 4" X 8" Paver)
(1 line with 20 spaces -includes blank spaces & punctuation)

Line #1 _____

Payment Information:

Name: _____

Address: _____ City: _____ State: _____ Zip: _____

Phone: _____ Email: _____ MC

/Visa/Discover (*No Am Ex*) _____ Exp. date: _____

Date: _____ Signed: _____

Payable to / Send to: **Old Colony Council, BSA, 2438 Washington Street, Canton, MA 02021**
Tel#: **781-828-8360** Email: ocolony@bsamail.org



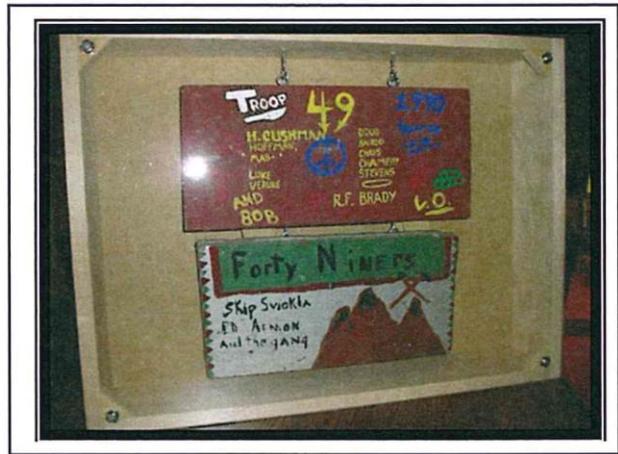
Shadow Box Program at Camp Squanto

Unique Ways to support the "Building Character for Our Future"

Capital Campaign for Camp Squanto - Old Colony Council, BSA

Special opportunities exist to help support the capital development of Camp Squanto, which provides facilities and program opportunities for youth and adult members of our Cub Scouting, Boy Scouting, Venturing, and Exploring Programs.

Shadow Boxes (\$1,000) are available for sponsorship by Units for hanging unit plaques (up to two) in the new dining center. Two (2) plaques, each with maximum size of (6" x 20") will be hung by hook and eye (see photo). A plate will be affixed to the box with unit's number and town .



Yes, Unit: _____ of Town: _____ is delighted to participate and support the Old Colony Council, BSA Capital Campaign to develop Camp Squanto in the amount of \$1,000 payable over (circle one) one / two / three years.

Payment Information:

Name _____

Address: _____ City: _____ State: _____ Zip: _____

Phone: _____ (C) (H) Email: _____

MC/Visa/Discover (No Am Ex) _____ Exp date: _____

Date: _____ Signed: _____

Payable to / Send to: Old Colony Council, BSA, 2438 Washington Street, Canton, MA 02021

Tel #. 781-828-8360

Email: ocolony@bsamail.org

DIRECTIONS TO CAMP SQUANTO

FROM SOUTH OF PLYMOUTH (CAPE COD)

Take route 3 north to exit 3 (Long Pond Road) Take a left onto Long Pond Road
Follow the signs that read “Myles Standish State Forest” Take a left into Myles Standish State Forest (Alden Road)
At the first fork (approximately 1.6 miles) – bear left; Camp Squanto sign is on the post, Upper College Pond Road.
Keep following the signs that read Camp Squanto
(Be careful this is a curvy road and is patrolled)
The entrance is opposite Fearing Pond
Take this right and follow this curving road all the way to the Camp Squanto parking lot.

FROM NORTH OF PLYMOUTH (BOSTON)

Take route 3 south to exit 5 (Long Pond Road) Take a right onto Long Pond Road
Follow the signs that read “Myles Standish State Forest” Take a right into Myles Standish State Forest (Alden Road)
At the first fork (approximately 1.6 miles) – bear left; Camp Squanto sign is on the post, Upper College Pond Road.
Keep following the signs that read Camp Squanto
(Be careful this is a curvy road and is patrolled)
You will pass the entrance to Charge Pond and Camp Cachalot; we are the next entrance opposite Fearing Pond.
Take this right and follow this curving road all the way to the Camp Squanto parking lot.

FROM NORTH WEST OF PLYMOUTH

Take route 24 south Route 495 south
Take exit 2 off 495 (which is Route 58)
Follow the signs that read “Myles Standish State Forest”
You will come to a fork in the road (approximately 2.6 miles) where route 58 bears to the left – stay to the right on Tremont Street.
Continue to Cranberry Road (approximately .8 miles). Take a right onto Cranberry Road. This will take you to the Forest Headquarters building (approximately 2.8 miles). Be careful; this is a curvy road and is patrolled.

Go left at the hairpin turn around College Pond to a right onto Upper College Pond Road. Follow the signs that read “Camp Squanto”. You will pass the entrances to Charge Pond and Camp Cachalot; we are the next entrance opposite Fearing Pond. Take this right and follow this curving road all the way to the Camp Squanto Parking Lot.

THE BRIDGE BUILDER

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

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

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

