

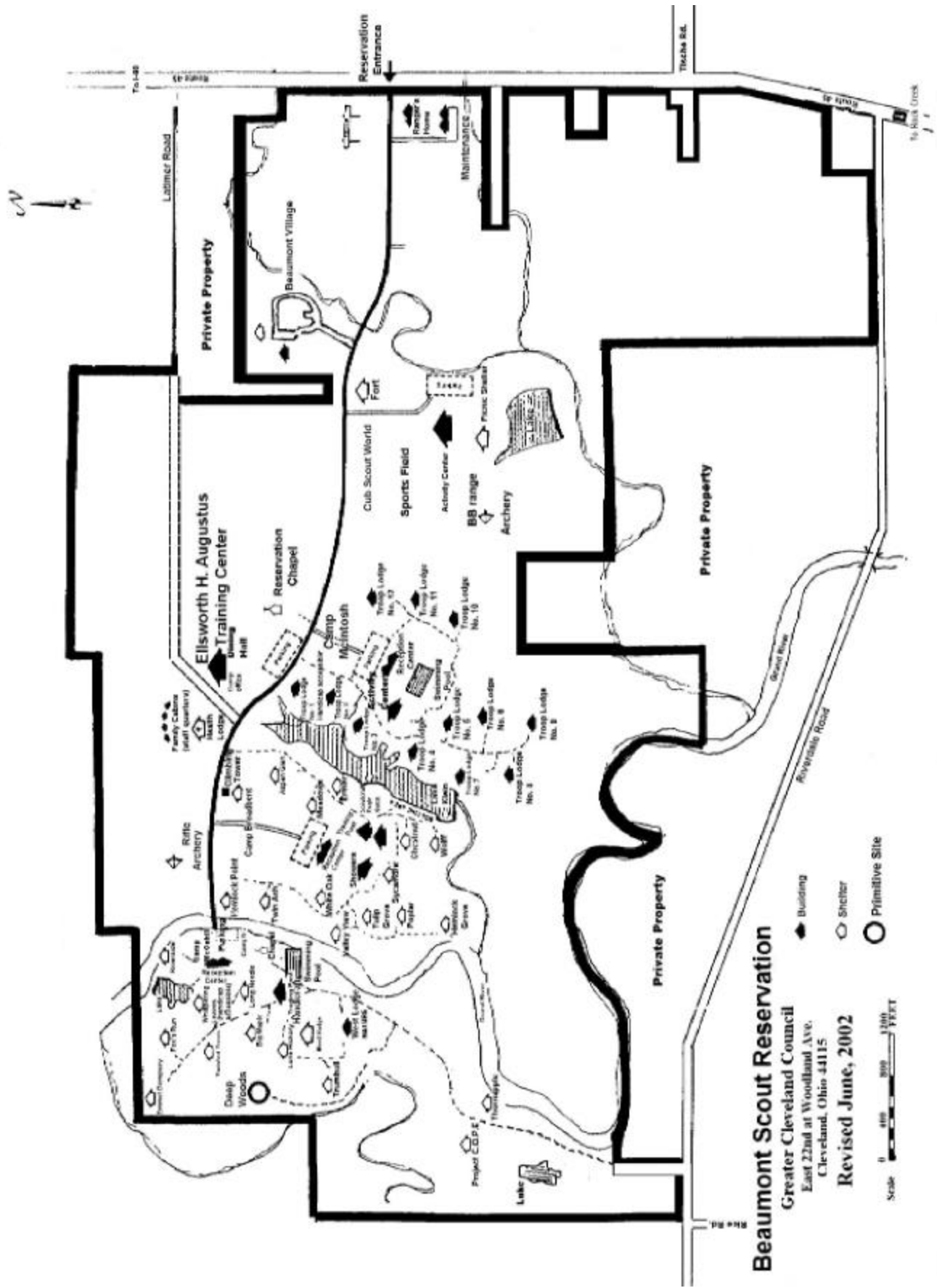
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Beaumont Scout Reservation



Summer 2003 Leaders' Manual and Program Guide

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Beaumont Scout Reservation
 Greater Cleveland Council
 East 22nd at Woodland Ave.
 Cleveland, Ohio 44115
 Revised June, 2002

Building
 Shelter
 Primitive Site

Scale 0 400 800 1200 FEET

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Why Beaumont Summer Camp?

Summer camp at Beaumont allows Scouts to share in fellowship and learn from the experiences of other Scouts in a unique way. The facilities and staff are some of the best in the country and greatly add to your Scouts' experience at Beaumont.

This "hands on" approach and interaction is an important aspect of Scouting. Summer camp is a place where we can encourage Scouts to develop their skills and love of the outdoors.

The greatest reward of a Scout's week at Beaumont Scout Reservation will be the lasting memories he will carry with him for the rest of his life.

I. General Information

Provisional camping opportunities

Family vacation plans, illness, and many other reasons may prevent some Scouts from attending Summer camp with their troops, but it need not keep them from the fun and adventure of camp. The answer is provisional summer camping. Under qualified adult supervision, provisional Scouts are members of an active summer camp troop.

Provisional Scouts are placed with standing troops attending camp when possible. This opportunity also

allows Scouts the chance to return to camp for a second week in a provisional unit. The program is offered each week as needed. Applications for attending camp as a provisional Scout are available at the Council Service Center and must be received by May 15. Notification of acceptance will be made by June 1.

Refund policy for cancellations

All troop fees are non-refundable and non-transferable to the balance of the fees. Beaumont summer camp must commit financial resources to

employ staff, purchase food and supplies, and prepare for the summer operations. Therefore, troops are also expected to make a financial commitment to attend.

From time to time the Greater Cleveland Council does consider refunds for individuals. If a young man has incurred a tragedy in his family, the troop may submit a letter on his behalf asking for a refund. If a refund is granted, it will be given after Sept. 1, 2003.

II. Planning and Preparation

So, you're coming to camp – remember, the key to a smooth running week at camp for you and your Scouts can be summed up in the Scout Motto, Be prepared.

This section contains many of the most important things to consider prior to arriving at camp.

Also helpful is the "Planning Checklist and Timetable" in the appendix section of this manual.

Organizing and conducting a parents' orientation night

Why have a parents' night? Scouting is an activity for the entire family to be involved in helping out.

Camp Dates for 2003 The weeks of Boy Scout summer camp are:

- Week 1 June 22 - 28**
- Week 2 June 29 - July 5**
- Week 3 July 6 - 12**
- Week 4 July 13 - 19**

Camp Fees

All fees need to be paid by May 15.

Dinning hall: \$160 per Scout.

One adult leader is free for every 10 Scouts – maximum two adults
\$60 for each additional adult leader

Patrol cooking: \$95 per Scout \$15 per adult leader

The following is the time-line for troop payments:

Initial deposit of \$50;

Feb. 1, \$300 with estimated youth and adult attendance;

April 1, campership requests are due;
April 1, \$300 with estimated youth and adult attendance;

May 15, balance of your camp fees, with youth and adult attendance, is due.

Helping the parents of your Scouts understand the important “whats, whys, and hows” of summer camp will help your troop in several ways.

WHAT: Answering their questions about health, food, safety, fees, and leadership will assure parents that their sons will be in good care.

WHY: It makes parents feel like part of your team, with specific responsibilities to help you, the troop, and their sons get ready for camp. It allows time for you to answer any questions they may have about camp, especially with first-year Scouts, about

what they can do to help, and what their sons are expected to do.

HOW: At a parents’ orientation night, the scoutmaster and the adults providing the troop’s summer camp leadership should explain the following to parents:

- Camp selection and why it fits the troop’s needs this year
- Camp dates and site
- Camp program and some of the opportunities available
- Services provided by the camp and troop to make the week both fun and safe
- Camp leadership – who is responsible for their sons
- Scout savings plan, suggesting ways for Scouts to earn money to pay for camp

- How to register, fees, and important dates

- How to complete health forms and troop deadline

The Order of the Arrow and your district camping committee chairman are two valuable resources in helping to promote summer camp. They have promotional videos and information about summer camp both at Beaumont Scout Reservation and Tinnerman Canoe Base. For more informa-

ing system, popcorn is the way to go.

Help your Scouts earn their way to camp. A Scout is thrifty. Refer to “Budget” on Page 25.

Camperships

Camperships are available to assist those Scouts with financial difficulties to attend camp. Campership applications are reviewed by the council and are approved if the boy and his parent(s) or guardian(s) are unable to afford the cost of sending a Scout to camp. You may obtain applications from the Council Service Center.

Camperships are nontransferable and the deadline for applications is April 1. Notification of an application’s status will be made by May 31

Trail’s End Popcorn	
Scout Handbook (\$8)	2.5 containers of popcorn
Scout shirt (\$23)	8.0 containers of popcorn
Scout belt and trousers (\$41)	13.5 containers of popcorn
Sleeping bag (\$90)	31.0 containers of popcorn
Backpack (\$95)	32.0 containers of popcorn
Beaumont Scout Camp (\$155)	43.0 containers of popcorn
Tinnerman Canoe Base (\$299)	80.0 containers of popcorn

tion, contact the Council Service Center at (216) 861-6060.

Also, use the pamphlet, “Camp Promotions Guide for the Unit Committee” as a source for planning. This guide is available through the council program department.

Paying for summer camp

Attending camp is one thing, but helping Scouts get to camp is another. There are many methods to pay for summer camp. The Greater Cleveland Council supports the Trail’s End Popcorn sales.

Why sell popcorn or do any fund-raising at all? Scout camp costs money and part of Scouting is that a Scout pays his own way. Unless your troop has a pre-organized fund-raising

Troop leadership in camp

Two leaders, one at least 21 and one at least 18 MUST be in camp at all times.

There is absolutely no exception. Sources of leadership include your regular scoutmaster, assistant scoutmasters, members of the troop committee, and parents.

If adult leaders are unable to stay for the full week (rotating leaders), each one must still have a medical form on file at the health lodge during his or her stay and must check in and out at the camp office, no matter the length of the stay.

Discipline

The discipline of your troop is the responsibility of the adult leadership, however, it must adhere stringently and totally to the following:

In accordance with state law, council, and BSA policy, no Scout, under any circumstances, will be deprived of food, isolated, or subject to corporal punishment or abusive physical exercise by troop leaders, other Scouts, or staff.

Any scoutmaster, who is considering sending a Scout home, must talk to the reservation director first, and if at all possible, in the presence of the camp chaplain.

Pre-Camp leaders' visit

Some leaders, including senior patrol leader and patrol leaders, like to visit camp one week prior to the troop's stay. This can be arranged by calling the reservation director to agree on a suitable day and time. Call (440) 563-3319 after June 12.

CAMP PHYSICAL - Class 1, 2 (form 34414) and 3 (form 34412)

Medical forms are required for EVERYONE staying overnight OR more than 12 hours in Camp in any week. There are no exceptions to this

National BSA summer camp policy.

Everyone must have the following medical record information.

Youths and adults under 40 years old:

1. Use Form 34414, provided by the Council Service Center.

2. The Personal Health and Medical History section must have been updated or completed within the last 12 months and signed by a partic-

3. A doctor must have signed the Medical Evaluation section within the last 36 months.

NOTE: If a Medical Form 34414 has a current signed Medical Evaluation (within 36 months), but not a current Personal Health & Medical History (within 12 months), a second medical Form 34414 with the updated Personal Health and Medical History may be attached to the first, and both handed in together.

Adults 40 and over:

1. Use Form 34412, provided by the Council Service Center.

2. The Personal Health and Medical History must be signed by the adult within the last 12 months. The Medical Evaluation must be signed by a doctor within the last 12 months.

NOTE: The 72 hour camping experience mentioned on the Personal Health and Medical Record refers to the length of the event, not the length of a person's stay at that event.

We will accept faxes of medical forms: The fax number is (440) 563-3300.

Medical forms at camp

At the Medical Recheck Station you can expect the form to be checked for two signatures (doctor and parent with each one dated), an emergency contact person and phone number. Forms will be rejected if not complete, so plan ahead.

Beaumont Village

Families can stay at Beaumont Village. There are 18 campsites for tents and campers.

There are also shower and laundry facilities. Contact the reservation director for details. Family members who would like to stay in camp while their Scouts or leaders are participating in summer camp can stay at Beaumont Village, Beaumont's family camping area.

Special features about Beaumont Village

- Showers
- Flush toilets
- Picnic pavilion
- Washer and dryer
- Water hookups
- Electric hookups
- Trailer hookups
- waste dumping station

Cost per night is \$15 per site per weekend, up to four people per site. For each person over four, \$3; maximum of 3 tents per site (total maximum number of people per site is 12).

ipant's parent/guardian if he is under 18 years of age. Those over 18 must sign for themselves.

Forms will be kept on file in the camp health lodge. They are returned as a group to the troop's adult leader during Saturday's campsite check out.

Tour Permits:

All troops in the Greater Cleveland Council and out of council must provide a copy of their approved Tour Permit upon check in. Failure to show the Tour Permit may delay your entry into camp. The *Guide to Safe Scouting* requires completion and approval of a Tour Permit regardless of location and council affiliation.

What NOT to bring

Jewelry and valuables, aerosol cans, expensive or irreplaceable clothing, fireworks, radios without headphones, electronic devices, sheath knives, firearms, personal telephones (cell phones),

Troop/patrol equipment available from camp

A number of common camp items are available from the camp at either no or a nominal usage fee. Requests should be made at the pre-camp leaders' meeting in April or at least one week prior to attending, since quantities are limited. Fees, if applicable, are listed in parentheses. All

What to Bring – Recommended Scout equipment

- Signed & completed medical
 - Scout uniform
 - Sweater or jacket
 - Socks (at least 6 pairs)
 - Pants or jeans (at least 2 pairs)
 - Merit badge pamphlets (also available at trading post)
 - Pens or pencils and notebook
 - Boy Scout Handbook*
 - Merit badge written work
 - Handkerchief
 - Tableware (if cooking troop)
 - Canteen or water bottle
 - Insect repellent (pump-style or cream only)
 - Washcloth and soap
 - Toothbrush and toothpaste
 - Comb or brush
 - Laundry bag or garbage bag
 - Underwear (6 pairs)
 - Tennis shoes (2 pairs)
 - Swim suit
 - Day pack or book bag
 - Inexpensive watch
 - Cot or air mattress
 - Compass
 - Order of the Arrow sash
 - Spending money
 - Sleeping bag or 3 blankets
 - Beach towels (2)
 - Hat with brim
 - Flashlight and batteries
 - Poncho or raincoat
 - Hiking boots
 - Shorts and T-shirts
 - Extra clothes
 - Hobby materials
 - Pocket knife
 - Matches or fire starters
 - Deodorant
- Clearly mark your belongings with your name and troop number.

items must be cleaned prior to their return.

- Loppers
- Weed whips
- Fire buckets

- 7x9 wall tent * (\$10) **
- Shovel
- Camp griddle
- Patrol fly * (\$10)
- Rake
- Dutch oven
- Steel cot (\$8) (no mattresses available) **
- Patrol cook kit
- Bow saw

* Comes with stakes and poles.
 ** There is NO charge for this in platform tent sites. (Mattresses are not available.)

Helping Scouts plan for camp – be prepared.

Scouts will surely be excited and ready for camp well before June. You can help them

What to Bring – Recommended Troop Equipment

- Tentage (30 sq. ft per Scout) ¹
 - First aid kit
 - Propane or charcoal stove ²
 - Patrol cook kit ²
 - Camp griddle ²
 - Troop Record Book*
 - American flag
 - Dish washing equipment
 - Food service equipment ²
 - Lanterns
 - Water jugs
 - This Leaders' Manual*
 - Troop and patrol flags
 - Broom
 - Bow saw and axe
 - Raccoon-proof storage
 - Merit badge pamphlets (also available at trading post)
 - Rope, 300 feet
- ¹**NOTE:** The tentage requirement of 30 sq. ft per Scout is a mandatory National Standard. Tents are not needed for sites that are marked as platform tent sites.
²Patrol Cooking Troops

prepare in several ways. Make sure they know what to (and what not to) bring along and what to expect from their week. Encourage Scouts to plan ahead for what merit badges and activities they would like to do at camp. Letting Scouts read over the *Program Guide* section of this manual may help better inform them of the opportunities available at camp.

With each Scout, set an advancement goal for his week at camp, including both rank advancement requirements and merit badges. Have Scouts obtain merit badge pamphlets and look over the requirements. Are they of interest? Are they challenging enough for the Scout, yet attainable? For best results, Scouts should try to do as much preparation prior to camp as possible.

Be sure to include time for fun. Beaumont offers many open opportunities beyond advancement requirements. Scouts that get to do more than just merit badges are the ones that return another year. Be careful to note any Scouts that are over-scheduled – ones that don't have time to practice new skills so they can pass harder requirements.

If a Scout finds he is unable to complete all of the requirements of an attempted merit badge, he will be given partial credit for all the work he has done at camp. He has until his 18th birthday to complete this partial merit badge.

Certain merit badges have an additional fee for materials or projects and some have requirements that cannot be

easily completed at camp. In the *Program Guide* section of this guide, additional fees, prerequisite requirements, and suggested ability levels are noted.

Scouts must have Merit Badge Application cards (blue cards) signed by their scoutmasters before counselors can begin instruction. The unit leader's signature is our way of knowing he is aware and approves of a Scout's intended program. Make sure Scouts bring their signed blue cards with them to the program areas when they are starting to work on a merit badge.

Uniforms – very important

Why do the Scouts wear uniforms? A uniform gives a standard to be met, promotes group spirit and a sense of identity. It also designates equality from the start among members of the group. The Scout uniform is appropriate dress any time during the day and is required for the evening flag ceremony and meal.

Swim suits may not be worn in the dining hall. Casual dress (Scout T-shirt, shorts, etc) is appropriate for all day and evening camp activities, apart from dinner.

Money – how much?

There are many opportunities for spending money. Trading post, T-shirt, craft supplies, Scout books, and plenty more. Fifty dollars is usually sufficient. This amount can be adjusted if Scouts and troops take advantage of pre-orders for Beaumont specialty items. See the Appendix.

Sunday is probably the most hectic day of camp for

III. Sunday Check-in

both your troop leaders and our staff. We've included the following check-in procedures to make Sunday as minimally chaotic as possible and ask that you adhere to the following policies:

Please plan to arrive at camp on Sunday between 1:30 p.m. and 3 p.m., but no earlier than 1 pm.

Check-in and setting up

Check-in is normally at the McCahill Reception Building for McCahill troops; Broadbent Reception Building for all other troops. (see map on page 39). When there are only a few number of troops in camp, check-in may be at only one of the reception buildings. A staff member can provide that and other information at the sign for the Augustus Center.

You will not be able to start unloading your troop equipment until you have sent an adult leader from your Troop to register at the reception building. Once a leader has gone to register the troop, your unit will be allowed to load its equipment on the wagon, to be transported by the Ranger staff to your site. If you need to drive your vehicle back to the site, a vehicle pass will be issued, which will allow you to take one vehicle at a time back to your site to unload troop gear, then return to the parking lot. When you exit through the gate, that same pass can be given to another

vehicle to drive back and unload equipment and then return to the parking lot.

Vehicles must stay on the service roads and must not be driven on to your site. Once a vehicle is unloaded it must be returned to the parking lot immediately and the vehicle pass turned back in at the reception building.

Trailers must be left in designated parking areas if left on site. Failure to park in designated area will result in loss of parking privileges.

At the reception buildings

Have two completed camp rosters prepared and ready to be turned in upon arrival. Camp roster forms will be distributed at the pre-camp leaders' meeting - April 15 and 16, 2003. Having them filled out accurately and completely prior to arriving at camp will help to expedite check-in. All rotating leaders including visitors staying over 12 hours in one week must be included on your camp roster and marked as such with dates of their stay.

Staff members will collect both copies of your camp roster and verify the registration of all Scouts and determine any balance of camp fees due. The balance should be paid at this time. You can order and pay for photos and family night steak fry tickets at this time.

Troop check-in

Medical forms with current physician and parent/guardian signatures and dates. Medical forms are required for anyone who will be staying overnight, regardless of how

long the person will be in camp.

Completed camp rosters;

Tour Permit;

Blank troop check(s), if necessary;

Receipts for payments made;

Dining hall troops and patrol cooking troops attending Wednesday's family night steak fry should give the staff member an exact count of the number of visitors they expect to be joining them for this event.

After check-in you should go for a medical recheck and swimmer classification at the designated locations.

At check-in You will also receive a packet of camp information, including a schedule for the rest of the day. At the completion of check-in you may request a troop guide (staff member) who will assist you in campsite preparation and in answering questions. This staff member will remain with your unit until all of your troop members have completed their swimming classifications.

Express check-in

At the reception buildings have your Tour Permit and two completed camp rosters prepared and ready to be turned in upon arrival. If you have no changes to your information and you do not owe any money for your participants you will be able to get in the express check-in line. Once you have turned in your camp roster and received your packet and times and a vehicle pass, you may immediately join your troop and head back to your camp-

site. You will be able to pay for any pictures or additional family night steak fry meals later.

Setting up camp

While one adult leader is checking the troop in, others may be helping the unit set up its campsite and get changed for swimmer classification.

Pick up any necessary equipment for the week, such as a garbage can (liners available from commissioners), shovel, rake, and fire buckets, from the McCahill trading post quartermaster or Broadbent Building quartermaster.

Medical rechecks

Report to the tables at the designated areas. Every Scout and adult leader on your camp roster MUST report for the medical recheck with their completed medical form. No exceptions. Fax the medical form to the camp at (440) 563-3300 if necessary.

Swim checks

Swimmer classifications will be conducted at the McCahill pool or McIntosh pool. You will be told which one when you check in.

Adult leaders will be given the opportunity to receive the Safe Swim Defense Certification sometime during the week. It will be listed on the leader opportunities schedule.

Trading post accounts

You can stop by the McCahill Trading Post and open up a troop account for the week, explaining which leaders and Scouts (if any) are permit-

ted to charge items on it. Troop refrigerators located at the McCahill trading post/handicraft building can be checked out if necessary. Troops can have accounts at each of the two trading posts, if desired.

Senior patrol leaders' meeting

Make certain your senior patrol leader attends the SPL meeting at 4:30 p.m. at the location announced during your check-in process. If it is after 4 p.m. and your SPL is at the pool waiting for his swim check, notify a member of the aquatics staff and the staff will accommodate him. It is essential that your senior patrol leader attend this meeting as well as the daily SPL meetings.

Concerns or questions

Immediate concerns about your campsite or surrounding areas should be conveyed to your commissioner by your SPL at this time. If your troop is unfamiliar with camp, your SPL should request a staff guide to help during the Sunday evening cook's tour.

Sunday dinner and Cook's Tour

A. Dining Hall troops

Send one Scout for every six members of your troop (including leaders) to serve as waiters at the dining hall. They should report to the Augustus Training Center dining hall, at 5:15 p.m. in their full uniforms. They will set up your troop's tables.

Your troop should arrive at the Augustus Center between 3:30- 5:30 p.m. in uniform for

your troop photo. Photo orders must be given to the photographer at this time if not done during check-in.

The troop will automatically get one free picture. Additional copies can be ordered at a cost of \$8 each. Picture orders should be placed during financial check-in or with the photographer and will be delivered and must be paid for during financial checkout.

Either before your troop photo or immediately after, go into the dining hall for the dining hall instruction.

Retreat and dinner will be at 5:25 p.m.

Dinner at the dining hall and Cook's Tour

After dinner and our meal-time program, Scouts will go on the cook's tour, becoming familiar with the location and new activities and opportunities of each program area. Scouts who have been to Beaumont in prior years should still go on the tour to help with the new Scouts in their troops. The tour is a requirement for the Pioneer Award. Adult leaders will meet at 7:30 p.m. at the McCahill Reception Building for the Sunday adult leaders' meeting.

Additional notice for dining hall troops

Troops will prepare three meals on site: Tuesday dinner (foil dinner), Thursday lunch (hot dogs), and Saturday breakfast (cereal & rolls). You may wish to bring a drink pitcher, hot tongs, oven mitts, etc. Bowls, spoons, cups, plates and napkins are provided by

the camp. Charcoal is not provided by the camp.

B. Patrol cooking troops

When planning the preparation, dining, and clean-up of Sunday dinner, allow enough time to get your troop to the McCahill Reception Building by 7 p.m. for troop pictures in full uniform. Picture orders not made at check-in must be given to the photographer at this time. The troop will automatically get one free picture. Additional copies can be ordered at a cost of \$8 each. Picture orders should be placed during financial check-in or with the photographer and will be delivered and must be paid for during financial checkout. McCahill subcamp flag retreat will immediately follow.

After retreat, Scouts will be lead by their SPL or a staff guide on the cook's tour to the program areas in camp, while the leaders attend the adult leaders' meeting at the McCahill Reception Building.

Adult leaders' meeting and opening campfire

Our Sunday adult leaders' meeting will provide the opportunity for key staff members to introduce themselves to you and highlight any changes or additions in camp program and policy from that published in this *Leader's Guide*.

The opening campfire will take place at 9 p.m., performed by the staff at the McCahill campfire theater.

Visitors

Visitors are always welcome at camp and will be espe-

cially interested in the activities on family night. Be sure that visitors know that the camp closes to the public at 11 p.m. and that they should leave camp by 10 p.m. Except for Sunday afternoon, Wednesday evening, and Saturday morning, all visitors must register at the camp office upon arrival and departure from camp.

At Beaumont, we aim to please. Here's a list of the most asked-about services we pro-

IV. Services Provided

vide to make your week at camp as enjoyable as possible.

Mail

Mail drops for outgoing mail are located in the trading posts and camp office. Stamps are available for sale at cost. Incoming mail will be delivered to your campsite by your commissioner.

Scout's name
Troop number and campsite
c/o Beaumont Scout Reservation
P. O. Box 235
Rock Creek, OH 44084

Mail to Scouts in camp should be addressed as follows:

Note: The local post office must see the P.O. Box number for mail to get delivered.

Telephone

Pay phones are provided for adult leaders on the west wall of the camp office at the Augustus Center, outside east wall of the handicraft building and front porch of McIntosh

The reservation phone number is:

(440) 563-3319

Fax number:

(440) 563-3300

Reception Building. Any Scouts wishing to use the pay phone must be accompanied by an adult leader or have written permission by their scoutmaster or other designated adult leader.

Incoming calls must be limited to emergencies only. Due to the size of camp, it is often difficult to locate a Scout or adult leader in a short time. The caller will most likely be asked to leave a message, which will be relayed to the camper as quickly as possible.

Make sure parents know the troop number and campsite. This will expedite the relay of messages. Unless it is an emergency situation, incoming calls should be made only during camp office hours.

Camp office hours

The camp office, located in the Augustus Training Center, is open from 8:45 a.m.-12:15 p.m. and 1:15 p.m.-5:45 pm. Any emergency during non-office hours should be directed to your commissioner at the McCahill reception building or the Broadbent reception building. Medical emergencies may be directed to the health lodge at any hour of the day or night.

Troop campsites

Each of the 20 campsites provides ample space for several patrols to camp. Most troops bring their own tents, but the camp has platform tents avail-

able on designated sites. Troop shelters offer protection in the event of inclement weather. Sanitary facilities and water basins are provided in each site.

Troop lodges

Four troop lodges, located in Camp McIntosh are available for summer camp. Three lodges sleep 28 and one sleeps up to 36. All lodges contain sleeping quarters, cots and mattresses, leaders' area, dining room, mud room, sinks, running water, kitchen, gas stove, and a refrigerator-freezer. Located directly next to each cabin is a campsite area, also for the troop's use, with enough space to pitch tents for a patrol or the entire troop and contains a campfire ring.

Campsite maintenance

Day-to-day cleaning and ordinary maintenance of the campsite and cabin is the responsibility of the troop. The site must be policed regularly and litter removed from adjacent woods, trails, and the campsite proper. The latrine and wash-stand should be scrubbed daily. The kitchen and dining areas must be cleaned after each meal eaten on-site.

Major repairs will be made by the camp ranger staff. Your commissioner should be notified if repairs are needed.

Your camp commissioner

Camp commissioners are here to give you personal help during your week in camp. This friendly staff is one that you should use many times, for

they are here to serve as liaisons between the unit leader and the staff. The commissioners are also available to provide immediate help in meeting specific and urgent problems. They also act as a resource to all staff members in dealing with daily problems. Look forward to them providing and guiding inter-unit and camp activities, as well as trying to build spirit and enthusiasm in the units with which they work. You may call upon your commissioner to help plan troop campfires, lead hikes or just to chat.

Throughout your week in camp, you should be in constant communications with your camp commissioner. Remember, our main task is to assist your unit's organization while in camp, as well as refer unit leaders to the reservation director for interpretation of council camp policies.

There are two food service options available:

Food Services

Patrol cooking – your troop brings its own food and cooks on-site.

Dining hall – meals are served at the Augustus Center dining hall. The menu consists of all meals from Sunday dinner to Saturday breakfast, including three meals cooked on-site. All necessary items are provided.

Flag raising and breakfast 7:55 a.m.
 Grace and lunch 12:25 p.m.
 Retreat and dinner 5:55 p.m.
 Full uniform is the dress for retreat and dinner.

Those having special dietary needs should notify the kitchen through the camp commissioner.

Visitor meals

In the event your troop has guests staying for meals, meal tickets are available from the camp office during normal business hours.

Regular prices

Breakfast \$5
 Lunch \$6
 Dinner \$7

Troops provide one waiter for every six members of their troops, including adult leaders.

Waiters should report to the Augustus Training Center dining hall, 15 minutes before every meal and plan on staying 15 minutes afterwards. Waiters rotate after serving three meals unless a troop plan replaces this schedule.

Directly prior to breakfast and dinner will be a flag ceremony. Every troop will have the opportunity to perform a flag raising or retreat. Please be prompt.

Refrigeration

Troop refrigerators are available and are located next to the McCahill trading post, and should be checked out on Sunday afternoon. Freezer space is available on a limited

basis – prior notice will help us assure you the space necessary.

Trading Post

Troop accounts at camp

Troops can stop by the trading post and open up a troop account on Sunday. It is the responsibility of the troop leadership to determine which leaders and Scouts (if any) are permitted to charge items to this account. Troops can have one account. Your account will be settled during financial checkout on Friday.

Camp trading posts

The two regular trading posts are at McCahill Handicraft building and Broadbent Scoutcraft area. An additional trading post is located at Camp McIntosh and is open on a limited basis. Hours for each trading post will be made available upon your check in at camp and printed periodically in the *BeauNews*.

Our trading posts are stocked with camp T-shirts, patches, mugs, snacks, merit badge pamphlets, books and general outdoor supplies. With the exception of Saturday morning, cash, personal checks, and troop camp accounts are welcome. Checks should be made payable to the Greater Cleveland Council, BSA.

Ice is available from the camp office.

Don't forget to pre-order shirts, mugs, special patches, etc. Pre-orders are filled first. Pre-order forms will be available at the pre-camp leaders' meetings.

Rest

Sleep can make the difference between a great week or a

V. Health, Safety and Welfare

poor week. It is essential that everyone gets a certain number of hours of sleep each day. Camp leaders should see that this is happening and enforce the quiet time in their sites (10 p.m. to 7 a.m.) each day. Lack of sleep causes irritation and grumpiness for individuals that did not get enough sleep and for those who could not sleep because of late night noise. Please be courteous to other campers.

After 10 p.m., Scouts not involved in camp activity should be in their campsites. Sites must be relatively quiet after 10 p.m. out of courtesy for others.

Health officer and health lodge

The health officer is a Red Cross certified member of our staff. All injuries and illnesses which occur at camp, no matter how minor, must be reported to the health lodge. Medical emergencies may be directed to the health lodge, at any hour of the day or night.

In the event of a medical emergency, the health officer can be contacted immediately by radio, located at the trading posts, camp office, pool, lake, and rifle range.

Medicines are to be monitored by the adult leadership in the unit. Ensure that the Scout and the adult leaders are given the instructions for drugs and medicines.

All prescription medications, including those requiring refrigeration, must be stored under lock and key. Such storage is available at the health lodge and medications may be turned in during medical recheck. Medications are the responsibility of the troop leadership.

A Scout is Clean

Showers are provided for Scouts and male leaders at the McCahill pool, Broadbent shower house, and McIntosh pool. Showers for female leaders are available at the Broadbent shower house, McIntosh pool, and Beaumont Village. For leaders' convenience, Scouts should not use showers after 10 p.m.

After swimming, Scouts are highly encouraged to shower and dry and put on dry clothes. Wearing wet swim suits causes chaffing between the legs of a Scout. A miserable experience.

Please respect the privacy of others. In accordance with national BSA guidelines, adults (over 18) and Scouts must adhere to using only their designated section of any shower house.

Cleanliness of shower buildings is up to the users, not the camp staff.

Cleaning gear for the shower is obtained through your commissioner.

Women leaders must clean their own facilities.

Sanitizer tablets

Sanitizer tablets must be used in rinse water when

cleaning all troop and personal cooking and dining equipment. Tablets are available at the trading post at no charge. Do Not drink water once sanitizer tablets have been added. Make sure younger Scouts know that these tablets are not edible.

Trash

You should take trash to the dumpster every evening. Dumpsters are located at the McCahill parking lot, Broadbent parking lot, and Augustus Center near the kitchen door.

Troop leadership in camp

Providing qualified, mature, two deep adult supervision is the responsibility of the troop committee. Helping Scouts to complete their predetermined summer camp program, discipline, keeping a general sense of order about your campsite, and emotional care to Scouts affected by homesickness or disputes with other Scouts is the responsibility of the troop's in-camp leadership.

There is no question, it's one of the most demanding jobs in all of Scouting, especially if the leadership at camp is different from the troop leaders who are most active year-round. The camp staff is willing to assist you should a problem arise.

Various staff personnel, including your commissioner, the camp chaplain, program director, and reservation director, trained to handle Scout problems such as discipline, Scout quarrels, and homesickness, are there to assist you.

Remember the unscheduled departure of a Scout must be discussed with the reservation director.

Smoke-free policy

The National Council of the Boy Scouts of America has adopted the following position:

It is the responsibility of the Boy Scouts of America to protect the health and safety of the young people in our program.

It is the policy of the Boy Scouts of America that leaders should not use tobacco products in any form in the presence of youth members.

In addition, extreme care should be exercised to provide smoke-free environments for all Scouting participants.

In response to this position, the Greater Cleveland Council Board has adopted the following resolution, effective Jan. 1, 1996:

All buildings or facilities under the control of the council are designated as non-smoking facilities. Smoking outside entrance and exit doors is not permitted at any location. In addition, all Scouting functions, meetings or activities should be conducted on a smoke-free basis with permitted smoking areas located away from all participants.

Lost Scouts

Troop leadership is required at all times to know the whereabouts of every Scout in their troop. In the event a Scout is determined to be lost, send at least two Scouts (buddy system) to notify your commissioner or the trading post clerk.

Discipline

As mentioned previously, the discipline of your troop is the responsibility of the adult leadership, however, it must adhere stringently and totally to the following:

In accordance with state law, council, and BSA policy, no Scout, under any circumstances, will be deprived of food, isolated, or subject to corporal punishment or abusive physical exercise by troop leaders, other Scouts, or staff. If abuse is suspected, camp management must be notified.

Hazing

A form of physical or psychological abuse, hazing is the subjection of another to abusive or humiliating tricks, ridicule, or initiation, and has no place in Boy Scouting or at summer camp. As is the case with every sort of abuse, hazing at any level in camp will not be tolerated and will be dealt with by the reservation director.

Homesickness

Oftentimes homesickness is the result of a good family life at home. Homesickness at camp cannot be overlooked or discounted. Accounts of campers making themselves physically ill over this emotional upset are common. Encourage Scouts to stay active and involved in the troop's activities; keep their minds off being at home and on the fun of camp. This can be especially challenging with first-year Scouts and during weeks with foul weather.

Highly discourage homesick Scouts from calling their parents. This has historically been known to only make cases worse, not better. Encourage parents in advance to come out for family night, and try to convince Scouts to wait to see them on Wednesday instead of calling home.

In extreme cases, you may wish to consider contacting a Scout's parents privately, explaining their son's situation, and informing them you are letting him call. Ask them to give words of encouragement such as, "We're looking forward to hearing about all the fun things you're doing when we see you on Wednesday," and avoid comments such as, "We miss you so much! I'll be glad when you're home."

Letter to employer and spouse

VI. Miscellaneous Information

Beaumont and the Greater Cleveland Council are grateful to the adult leaders for making summer camp possible for their Scouts. If you are an employee, we'd like to send a letter to your supervisor or company telling them that you are a Scout leader, giving your time to attend summer camp and having an invariably good effect on your Scouts. Information will be distributed at Sunday check-in. We also do the same for spouses.

Camper insurance

Except for preexisting sickness or injury, every Greater Cleveland Council member is covered by council sponsored accident and sickness insurance. Accidents at camp will be covered by your individual insurance with the BSA insurance as secondary coverage.

Out-of-council units are not covered under camp insurance and will need to make sure their troops are covered. Troops must provide evidence that they have insurance.

Front gate

The entrance gate to camp will be locked at 11 p.m., reopening by 7 a.m. each day. Please make certain all visitors not staying the night have left no later than 10 p.m.. When necessary, or in the event of an unusual circumstance, provisions can be made with your camp commissioner to get in and out of the gate.

Liquid fuel storage

Under adult supervision, liquid fuel stoves and lanterns are permitted in your campsites. In accordance with national standards, all bulk liquid fuels not in use in your campsite must be stored under lock and key in a ventilated, locked box at a safe distance (a minimum of 20 feet) from buildings and tents. Approved backpack-type fuel bottles are not considered bulk.

Keep all chemical fuel containers away from hot stoves and campfires and store below 100 degrees fahrenheit.

Refill liquid-gas stoves and lanterns a safe distance from any flames, including other stoves, campfires and personal smoking substances.

To avoid possible fires, locate gas tanks, stoves, etc. downhill of any tents since heavy leakage of gas will flow downhill the same as water.

Take empty fuel containers home for disposal.

VII. Additional Camp Procedures and Policies

The following section outlines the rules and guidelines under which Beaumont Scout Reservation operates. It is important that you, as a sum-

General camp safety rules

Camp commissioners, the program director, and reservation director will be available for the clarification of camp policy. The reservation director and council program director are responsible for the interpretation of camp policy.

Scouts and leaders need to review the appropriate courses of action in the event of camp emergency procedures and need to be prepared to respond accordingly.

Scouts and leaders must check in and out of camp at the camp office or with their commissioner upon arrival and departure at any time during the week.

Rotating leaders must be included on the troop roster along with their period(s) of stay in camp.

The driving age on camp property is 18; proof of insurance may be requested.

Bicycles are permitted in camp with the reservation director's approval, and provided proper safety equipment is used.

Visitor meal tickets will be purchased prior to each meal as necessary.

Shoes and socks must be worn at all times everywhere

The Scout Law and the Outdoor Code are the Laws of this Camp.

The Scout Law

A Scout is: trustworthy, loyal, helpful, friendly, courteous, kind, obedient, cheerful, thrifty, brave, clean, and reverent.

The Outdoor Code

As an American, I will be clean in my outdoor manners, be careful with fire, be considerate in the outdoors, and be conservation minded.

mer camp troop leader make certain that both you and your Scouts understand the following policies and the potential consequences for violating them. In cases severe enough, the reservation director may require you to leave the property.

in camp; excluding at the pool, lakefront, shower house, and in one's sleeping bag, but including travel to and from these areas. No exceptions.

Firefighting equipment will not be used for other purposes.

Campfires and bonfires are to be no bigger than four feet by four feet and the flame no higher than three feet. This is by order of the fire chief.

Personal guns are not permitted in camp.

Perishable food is to be stored in troop refrigerators, not in the campsite.

All camp fees incurred during the week will be paid at financial checkout.

Troops will be responsible for ordinary maintenance and the general upkeep of their campsites, latrines and surrounding areas.

Troops should empty trash cans into camp dumpsters each evening.

All equipment borrowed from the camp must be cleaned prior to being returned.

Aerosol cans are discouraged. Insect repellents should be of a pump variety.

Fireworks are prohibited in camp. Violators will be removed from camp.

Dogs and other pets are not permitted in camp.

Alcoholic beverages and illegal drug possession or use are not permitted in camp. Violation of this by leaders, staff, or Scouts may result in immediate removal from camp.

Questions regarding any facet of summer camp may be directed to your camp commissioner.

Questions regarding merit badge instruction should be directed to the counseling staff member.

Unless invited, Scouts and leaders are not to enter campsites of other troops.

Scouts are prohibited from climbing trees or buildings.

Scouts and leaders will not enter a camp program area which is not supervised by its respective staff members.

Camp staff reserve the right to dismiss from their areas Scouts and leaders who do not adhere to the Scout Oath and Law and Outdoor Code, or are hindering the camp program area.

At the aquatics program areas:

All in camp will follow the Safe Swim Defense plan.

Scouts and adult leaders will not enter the area without permission from staff.

Buddy tags must be placed in the appropriate locations at all times.

Swimming in camp lakes and rivers is prohibited.

Safety Afloat plan will be followed in all boating and lakefront activities.

Scouts will remain seated at all times while in watercraft.

At the shooting sports areas:

If the red flag is not up at a range, Scouts are not permitted to enter.

Scouts and leaders must ask permission to enter the area upon arrival.

Only the range instructor may give permission to enter.

Safety goggles and hearing protection must be worn when firing.

Scouts must adhere completely to the directions of the range instructor.

Horseplay of any kind will not be tolerated.

At the climbing tower:

Helmets are mandatory when within 15 feet of the tower (wood chips area) do not talk to an active belayer. Only climb under supervision of a trained climbing instructor while wearing an approved harness.

Scouts and adult leaders are not permitted to visit the COPE Course without making prior arrangements with the COPE director.

Scouts must not climb on pioneering projects without proper staff supervision.

The buddy system is to be used at all times in camp. Scouts should never go any-

where in camp alone, especially when hiking or doing anything off the beaten path. Leaders must know where their Scouts are at all times in case of emergency.

Camp vehicles

Camp vehicles are for official camp use only. Staff members are not permitted to transport Scouts other than for medical emergencies.

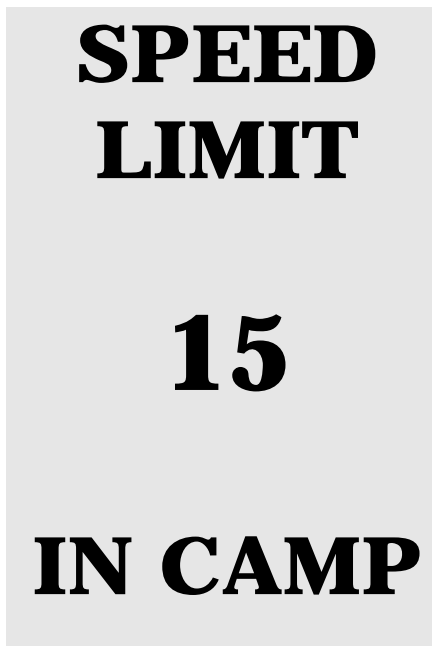
Driving in camp

All cars must be parked in designated subcamp parking lots and remain there until the driver leaves camp. Exceptions to this rule are by prior arrangements made because of a preexisting medical condition. Neither Scouts nor adult leaders are to drive or be driven around camp. Cars may not be driven down camp service roads without prior approval from your camp commissioner, who will issue a vehicle pass. The Boy Scouts of America does not allow anyone to transport people, Scouts, or adults in the bed of a truck.

The speed limit in camp is 15 miles per hour.

Emergency procedures

The camp emergency procedures, reviewed at the Sunday adult leaders' meeting, outline the courses of action to be taken in the event an emergency occurs. Early in the week there will be a test of the emer-



gency procedures. The specifics of emergency procedures at Beaumont will be handed out upon your arrival to camp.

VIII. CHECK-OUT PROCEDURE

Friday financial checkout

The Friday evening portion of every unit's checkout features three items handled at the Augustus Center from 3:30 p.m.-5:30 p.m. Schedule your check-out time with your commissioner.

Saturday morning campsite checkout

During the week, your commissioner will schedule your expected time of departure and campsite checkout. Before your troop will be able to checkout, you must have your campsite cleared and clean and all camp equipment returned to your commissary. The commissioner checking your site will bring along your camp patches and troop's medical forms.

2003 PROGRAM AREA SCHEDULE

AREA TIME	AQUATICS		LAKE	COPE COURSE	CLIMBING TOWER	HANDI-CRAFT	NATURE	SCOUT-CRAFT <i>See separate schedule for Eagle Quest</i>	SHOOTING SPORTS
	McIntosh pool	McCahill pool							
9 a.m. – 9:45 a.m.	Swimming MB	Instructional boating	Cope Group A 9 a.m.-12 p.m. Mon.-Thurs.	OPEN	OPEN	OPEN	OPEN	OPEN	SEE DAILY SCHEDULE
10 a.m. – 10:45 a.m.	Lifesaving MB	Small boat sailing merit badge	Group A continues	OPEN	OPEN	OPEN	OPEN	OPEN	SEE DAILY SCHEDULE
11 a.m. – 11:45 a.m.	Mile Swim BSA Instructional swim	Rowing merit badge	Group A continues	OPEN	OPEN	OPEN	OPEN	OPEN	SEE DAILY SCHEDULE
2 p.m. – 2:45 p.m.	Closed Instructional swim	Canoeing merit badge	Cope Group B 2 p.m.-5 p.m. Mon.-Thurs.	OPEN	OPEN	OPEN	OPEN	OPEN	SEE DAILY SCHEDULE
3 p.m. – 3:45 p.m.	Closed Open swim	Open boating	Group B continues	OPEN	OPEN	OPEN	OPEN	OPEN	SEE DAILY SCHEDULE
4 p.m. – 4:45 p.m.	Closed Open swim	Open boating	Group B continues	OPEN	OPEN	OPEN	OPEN	OPEN	SEE DAILY SCHEDULE
By appointment									SEE DAILY SCHEDULE

For First aid merit badge, see schedule posted by health officer

EAGLE QUEST

Most Scouts try to reach First Class in one year after becoming Boy Scouts and joining a troop. Since many Tenderfoot, Second Class and First Class requirements are geared toward the outdoor experience of summer camp, Eagle Quest is

the program for young Scouts. While at Beaumont Scouts can take a step or even a leap forward in their goals of higher ranks toward Eagle. Staff at Aquatics, Nature and Scoutcraft areas work with the Eagle Quest staff to make learning a goal

for the Scouts. They can even train older Scouts from a troop so they can teach within the troop. The flexible program will fit any Scout, no matter what requirements he has done or has yet to complete.

EAGLE QUEST SCHEDULE

TIME	Pathfinding	Knots lashings	First aid	Fire building	Woods tools	Nature	McCahill Pool
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MONDAY

9 a.m.	T5, 9; 2 nd 1a		T11, 12a, 12b		xxx ²		
10 a.m.		T4a, 4b; 1 st 8a		xxx ¹			
11 a.m.	T5, 9; 2 nd 1a		T11, 12a, 12b		xxx ²		2 nd 7a-c, 1 st 9a-d
2 p.m.		T4a, 4b; 1 st 8a		xxx ¹			2 nd 7a-c, 1 st 9a-d
3 p.m.	T5, 9; 2 nd 1a		T11, 12a, 12b		xxx ²		
4 p.m.		T4a, 4b; 1 st 8a		xxx ¹			

TUESDAY

9 a.m.	2 nd 1a		2 nd 6a, 6c		xxx ²		
10 a.m.		1 st 7a, 7b		xxx ¹			
11 a.m.	2 nd 1a		2 nd 6a, 6c		xxx ²	T11, 1 st 6	2 nd 7a-c; 1 st 9a-d
2 p.m.		1 st 7a, 7b		xxx ¹			2 nd 7a-c, 1 st 9a-d
3 p.m.	2 nd 1a		2 nd 6a, 6c		xxx ²		
4 p.m.		1 st 7a, 7b		xxx ¹		T11, 1 st 6	

WEDNESDAY

9 a.m.	1 st 2		2 nd 6b, 1 st 8b		xxx ²		
10 a.m.		1 st 7b		xxx ¹			
11 a.m.	1 st 2		2 nd 6b, 1 st 8b		xxx ²	2 nd 5	2 nd 7a-c, 1 st 9a-d
2 p.m.		1 st 7b		xxx ¹			2 nd 7a-c, 1 st 9a-d
3 p.m.	1 st 2		2 nd 6b, 1 st 8b		xxx ²		
4 p.m.		1 st 7b		xxx ¹		2 nd 5s	

EAGLE QUEST SCHEDULE, concl.

TIME	Pathfinding	Knots lashings	First aid	Fire build- ing	Woods tools	Nature	McCahill Pool
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THURSDAY

9 a.m.	1 st 2		1 st 8d		xxx ²		
10 a.m.		1 st 7c		xxx ¹			
11 a.m.	1 st 2		1 st 8d		xxx ²	T11,1 st 6	2 nd 7a-c, 1 st 9a-d
2 p.m.		1 st 7c		xxx ¹			2 nd 7a-c, 1 st 9a-d
3 p.m.	1 st 2		1 st 8d		xxx ²		
4 p.m.		1 st 7c		xxx ¹		T11,1 st 6	

FRIDAY

9 a.m.	1 st 1		1 st 8c		xxx ²		
10 a.m.		1 st 7c		xxx ¹		xxx	
11 a.m.	1 st 1		1 st 8c		xxx ²		2 nd 7a-c, 1 st 9a-d
2 p.m.		1 st 7c		xxx ¹			2 nd 7a-c, 1 st 9a-d
3 p.m.	1 st 1		1 st 8c		xxx ²	xxx	
4 p.m.		1 st 7c		xxx ¹			

¹Fire building – The course schedule for these sessions is dependent upon the size of the group. The following requirements will be covered: 2nd2e, 24 and how to build above-ground fires.

²Woods tools – The course schedule for these sessions is dependent upon the size of the group. The following requirements will be covered: 2nd 2c, 2d and dovetailing.

Scouts have to be at first day and will cover one woods tool per day.

SHOOTING SPORTS SCHEDULE

	9 a.m.	10 a.m.	11 a.m.	2 p.m.	3 p.m.	4 p.m.
Monday	Open rifle and instructions all day					
Tuesday	Rifle merit badge	Rifle merit badge	Shotgun open	Rifle merit badge	Rifle open	NRA or Shotgun merit badge
Wednesday	Rifle open	Rifle merit badge	Shotgun merit badge or NRA	Rifle merit badge	Rifle open	Black powder
Thursday	Rifle open	Rifle merit badge	Rifle merit badge	Rifle merit badge	Rifle open	NRA
Friday	Rifle open	Rifle merit badge	Rifle merit badge	Rifle NRA Postal Match	Rifle open	Black powder or NRA

NOTES: All NRA awards by appointment. Before shooting for merit badges, NRA or shotgun, the Scout comes to an open shoot. All the above may change if no one is shooting NRA or merit badges.

	9 a.m.	10 a.m.	11 a.m.	2 p.m.	3 p.m.	4 p.m.
Monday	Open archery instruction all day					
Tuesday	Archery merit badge	Open	Open	Archery merit badge	Open	Open
Wednesday	Open	Archery merit badge	Open	Open	NAA	Archery merit badge
Thursday	NAA or open	Open	Open	Archery merit badge	Open	Open
Friday	Open	Open	Archery merit badge	Open	Archery merit badge	NAA

NOTE: All of the above may change if no one is shooting for merit badge or NAA.

PRE-CAMP PROGRAM PLANNING INFORMATION

MERIT BADGE or ACTIVITY	PROGRAM AREA	PRE-CAMP PREPARATION	COMMENTS
Archery	Shooting Sports – Archery Range	written requirements	Recommended for older Scouts. Approximate cost \$6.
Art	Handicraft		
Astronomy	Nature	Requirements 2a or 2b, 3a or 3b, 8a	Dependent on weather. Notebook needed.
Basketry	Handicraft	Can borrow a woven seat kit and return when finished	Cost estimate: basket, \$6.50; woven seat, \$10
Bird Study	Nature	Requirement 5	Good for first-year Scouts
Camping (Eagle required)	Scoutcraft	Requirements 2, 3, 4, 5, 7, 8c, and 9	Requirement 7c difficult at camp. Written parts should be done at home. Must bring backpack to complete 7c.
Canoeing	Lakefront	Must be a swimmer	Bring any evidence of CPR certification or training.
Climbing	Climbing Tower	Bring any evidence of CPR certification or training	Not recommended for first-year Scouts. Practice required knots.
Cooking	Scoutcraft		
COPE	COPE Course	Must be 13 years old by January 1, 2003	Must sign up during Cook's Tour.
Environmental Science (Eagle-required)	Nature	Experiments for requirement 3.	Very time-consuming. Not recommended for first- or second-year Scouts. Notebook needed.
First Aid (Eagle-required)	Health Lodge	Tenderfoot, Second Class, First Class, First Aid requirements.	Bring any CPR certification evidence with you.
Fish and Wildlife Management	Nature	Requirement 5; suggested requirement 6.	Bring material for collection and projects. Notebook needed.
Fishing	Nature		
Forestry	Nature	Requirements 5 and 7	Bring material for collection and projects. Notebook needed.
Geology	Nature	Suggested requirements 2, 5 and 12.	Time-consuming. The best merit badge in camp.
Hiking (Eagle alternate)	Scoutcraft	Requirements 3 and 4	Only a partial at camp without pre-work.
Insect Study	Nature	Have 50 insects collected.	
Leatherwork	Handicraft	Kits may be brought to camp.	Cost estimate, \$3-\$12, depending on projects chosen.
Lifesaving (Eagle alternate)	McCahill Pool	Swimming merit badge	Swim 400 yards before attempting requirements 2-15.
Mammal Study	Nature	Requirement 3	Good for first-year Scouts.
Nature	Nature	Requirement 5	Good for first-year Scouts.
Oceanography	Nature	Requirements 7 and 8	
Orienteering	Scoutcraft		Requirement 7 is a major time commitment. Requirements 8 and 9 need planning. Not for first-year Scouts.

PRE-CAMP PROGRAM PLANNING INFORMATION, concl.

MERIT BADGE or ACTIVITY PROGRAM AREA		PRE-CAMP PREPARATION COMMENTS	
Pioneering	Scoutcraft	Practice all basic knots and lashings.	Not recommended for first-year Scouts.
Pottery	Handicraft	Requirement 5. Bring drawings.	Cost estimate \$3-\$5.
Reptile and Amphibian Study	Nature	Requirement 8.	
Rifle Shooting	Shooting Sports – Gun Range	Requirements 1a, 1g and 4.	Plan extra time for shooting practice.
Rowing	Lakefront	Must be a swimmer.	Bring any evidence of CPR certification or training.
Shotgun Shooting	Shooting Sports – Gun Range	Requirements 1g and 1l	Expect \$20 or more for ammunition.
Small-Boat Sailing	Lakefront	Must be a swimmer	Bring any evidence of CPR certification or training. Not recommended for first-year Scouts.
Soil and Water Conservation	Nature		Notebook needed.
Swimming (Eagle alternate)	McIntosh Pool	Must be a swimmer	Bring long pants, long-sleeved shirt and belt. Bring any evidence of CPR certification or training.
Whitewater	Lakefront	Must be a swimmer.	Bring any evidence of CPR certification or training. Only a partial available at camp.
Wilderness Survival	Scoutcraft	Bring requirement 5 to camp.	Not recommended for first-year Scouts.
Wood Carving	Handicraft	Requirements 4 and 5.	Cost estimate \$5-\$8.

OPEN SCHEDULE

The summer of 2002 ushered in open scheduling at Beaumont Scout Reservation. This concept has been recommended by the Boy Scouts of America for the past 20 years and many camps have already adopted it. The response to the open schedule at Beaumont was overwhelmingly positive from both Scouts and adult leaders.

The open schedule allows a Scout to pursue his interests at his own pace without needing to attend any specific amount of classes. For example, if he wants to earn a merit badge, has already completed some of the work and only needs to com-

plete a few more requirements, he may be able to finish on the first day of camp. On the other hand, a Scout who is just starting, has very little knowledge of the subject and needs more detailed instruction can get all of the individualized attention he needs during the course of the week. His learning is inquiry-based.

During the summer of 2002 Scouts were able to take advantage of more program opportunities and more of what the camp has to offer. As one Scout put it, "Open schedule means open opportunity."

Adult leaders also discovered that it helped their troops

as well. One leader commented, "Open schedule meant that our troop could carry out its own program."

Scouts who need more structure can be scheduled by their own troop leadership. It is recommended, however, that scheduling be done so as to give a Scout at least a couple of hours at a time in any given program area.

It is also suggested that, for merit badge work, written assignments be done prior to attending camp. It is recommended that Scouts pick up the merit badge pamphlets they need in May and June, and read them prior to attending camp.

TROOP PROGRAM IN CAMP

Summer camp opens up a world of opportunity for special troop programming. Hiking, outposts, fishing, campfires, and competitions have always been favorites. Be aware of each Scout's programming needs and desires, checking on his advancement progress throughout the week, giving that extra encouragement when needed.

It's up to the troop leadership and patrol leaders' council to determine what things are going to happen in your campsite this summer. Our staff is at your assistance and some program areas may be utilized with prior notice. Be adventurous in planning – think big – the sky's the limit.

Rank advancement

Camp is definitely a place for advancement to happen; it's a natural by-product of a Scout's participation in troop, patrol, and camp activities. Special camp programs such as Eagle Quest, emphasize the skills of rank advancement.

Our staff enjoys helping Scouts learn the many camp-related skills necessary for rank advancement and is trained to teach them, but will not sign off a Scout's handbook on an advancement requirement without a specific request from his scoutmaster.

We believe it is the responsibility of the troop leadership to determine that the Scout has attained the necessary level of skill for signing off an advancement requirement. The Scout rank advancement

procedures followed at camp are the same used with year-round advancement.

Inter-troop activities

Don't limit your troop planning to include just your troop. How about an inter-troop campfire or game of volleyball? Your SPL will have the opportunity to invite and challenge other SPLs and their troops to all sorts of activities at his SPL meetings.

All inter-Troop activities should foster Scout spirit and good will between troops. Competition should be downplayed in favor of sportsmanship and broad participation.

Your camp commissioner can assist in coordinating many different inter-troop activities with you or your SPL.

CIT program

For Scouts in your troop that are at least 14 years of age and First Class and would like to stay out a couple of more weeks, helping other Scouts to get just as much enjoyment as they did, Beaumont's Counselor-in-Training Program might be of interest. A Scout must demonstrate leadership ability and a willingness to be an effective team member. Applications are available from your commissioner. CIT is a week-long commitment.

A Scout participating as a CIT for three weeks will have the opportunity to attend Beaumont summer camp at no cost. Talk to the council program director or reservation director for more information.

PIONEER AWARD



Beaumont's honor camper program, the Pioneer Award, is earned by those Scouts who demonstrate a keen interest in all areas of the camp program. It promotes involvement in all aspects of camp and recognizes Scouts who have been active in camp year after year.

Pioneer Award requirements and score cards will be distributed at check-in. Each of the awards has specific requirements which may be incorporated into a Scout's camp program, and is not to be given to Scouts just for attending camp.

Troop leaders are responsible for monitoring the progress of their Scouts. When Scouts complete a requirement at a program area, the area director will mark their Pioneer scorecards.

Pioneer - The first-year award is designed to get Scouts around camp and try the different program areas.

Woodsman - The second-year award has the Scout not only go to the different program areas, but also start to build leadership qualities and improve his camp skills.

Frontiersman - For the third-year award, the Scout must further develop his leadership skills and strength as an outdoorsman.

Mountainman - The fourth-year award is based on a Scout's ability to provide effective, quality leadership to his patrol and troop.

The Pioneer Award - is a puzzle patch. The largest piece is for the Pioneer level, the other three pieces complete the entire four-inch round patch. **This replaces the former award that consisted of wooden discs and beads.**

PROGRAM AREAS

It's in the program areas of Beaumont that Scouting comes alive. Merit badges are only a part of the activities offered. Encourage your Scouts to stop by and visit every area at least once during the week to see what they have in store!

Information about merit badges is on the next two pages.

AQUATICS

No matter how hot it is, the McCahill Pool and Lake Klein are always the COOL places to be. Open swims, boating, canoeing, and sailing provide fun at any hour of the day. There are plenty of activities in the areas for first-year Scouts and Eagles alike.

McCahill Pool

Eskimo swims - At 7 a.m. on Tuesday and Thursday mornings your troop can be the

first Scouts of the day to make waves. It's early, it's fun, and it's COOOLD!

Free swims - Are scheduled in the afternoons every day.

Instructional swim - Interested Scouts classified as waders or beginners during Sunday's swimmer classification will have the opportunity to improve their swimming skills with personalized staff supervision.

Swimmer classification - If a Scout or adult leader is not in camp and unable to attend the swimmer classification on Sunday, he can come to the pool 10 minutes before the hour, any day, in either the morning or afternoon. If a wader or a beginner wishes to re-test, he can come at this time, too.

Lake Klein

Boating opportunities - Lake Klein provides great opportunities for open and instructional boating, canoeing, and sailing. Each of the three types of watercraft has required ability levels for Scouts' and adults' safety:

Swimmers, beginners, and wader-accompanied by a swimmer Can go out in rowboats

Only swimmers in canoes and sailboats.

BSA Lifeguard - The most challenging award Aquatics has to offer, BSA Lifeguard, gives you an understanding of waterfront man-



agement and safety along with experience in life-guarding and teaching.

Adults and Scouts can earn this award. Interested Scouts and adults must complete Swimming merit badge, Lifesaving merit badge, Rowing merit badge, and be CPR certified.

Another mountaintop challenge brought to you in the Beaumont tradition.

Safe Swim Defense and Safety Afloat - Adults, provide the qualified adult supervision necessary to conduct a safe boating or swimming excursion all year-round. There are two informational-instructional meetings offered during the week. Times will be announced at the Sunday adult leaders' meeting.

Both meetings will last about half-an-hour. You'll then have the opportunity to schedule a time for your troop to come down to the lake or pool and practice running the area. Certification in both Safe Swim and Safety Afloat is good for two years.

Snorkeling, BSA - Learn the basic skills of sorkeling as well as safety aspects. Must be a swimmer.

Mile Swim, BSA - Swim one continuous mile for this award. Must be a swimmer and attend all five days of condi-



tioning sessions. This is open to adults as well. Participate in four hours of training and preparation for distance swimming (1 hour a day maximum).

COPE

The **Challenging Outdoor Personal Experience** for your troop's older Scouts is waiting. It's one of the most popular areas of camp, emphasizing teamwork, creative thinking, and physical endurance. The area is composed of two courses – a low ropes and the high ropes course.

The low course consists of events including scaling 12-foot walls as a team and swarming up a cargo net in climbing gear. The high course starts 40 feet up, continuing until you are almost 100 feet in the air. You climb up a giant's ladder, traverse across steel cables, and come racing down a zip line.

Attendance at all four sessions of COPE is mandatory for participants. It's a program area recommended only for those Scouts who are willing to work as effective team members, creative thinkers, and have good endurance. Scouts interested must be age 13 by Jan. 1, 2003 to participate.

Sign-up for COPE will take place Sunday night during the Cook's Tour. Morning/afternoon preference will be first-come-first-served. Scouts will be accepted as space allows and Scouts will be notified by late Sunday night if either group is too large or small. (Must be six to 12 in a group)

Another mountaintop challenge brought to you in the Beaumont tradition

EAGLE QUEST

Eagle Quest is our First Class emphasis program.

Have any Scouts just joined your troop? Maybe they've crossed over from Webelos in the last few months or are entirely new to the Scouting program. In either case, Eagle Quest might be the place for them to spend time in at camp.

Under qualified supervision, the Scout works on the skills required to pass specific Tenderfoot, Second Class, and First Class rank requirements, to get that fast start toward Eagle Scout.

Scouts can also earn their Totin' Chip, and Firem'n Chit,. In addition, other specific activities include map and compass skills, knot tying, first aid, and an overnight outpost.

The Eagle Quest schedule is included in this manual. Participants should attend those sessions for which they need instruction or improvement.

HANDICRAFT

It's an ideal program area for your younger Scouts.



Working on related merit badges and skills, most activities include making a project or two to take home.

The Broadbent and McCahill trading posts are well stocked this year with the supplies needed for all handicraft

activities. Even with little prior knowledge, all handicraft merit badges can be started and completed during your week at camp.

You may wish to pre order handicraft supplies prior to attending camp. Let us know how we can help.

NATURE

What better place to earn a nature merit Badge than at camp? Beaumont has 1,100 acres of fascinating wildlife to observe and enjoy. Our Nature Area is complete with its own nature trail, viewing area, and wildlife observation site. It's a must-see place for all.



Star study – On clear nights, the nature staff will be giving tours of the heavens. Times and locations will be announced at the Sunday adult leaders' meeting. Everyone is invited.

Frog hike – Come and try to find some of our amphibian friends with us, times will be posted in the nature area throughout the week.

Conservation projects – Make certain everyone in your troop schedules time to work on a troop conservation project. Ideas for projects may come from the nature director, camp ranger, or your camp commissioner. Your commissioner must approve projects prior to their commencement.

SCOUTCRAFT

On a little island named Brownsea, scoutcraft began. In an area of Camp Broadbent, the tradition lives on.



Pioneering projects, camping skills, cooking, and fire building make this an exciting

area to visit and play in.

Totin' Chip – Scouts must have their Totin' Chip in order to use a pocket knife, axe, or bow saw in camp. Learn how properly to use, carry, store, and sharpen all of these useful camp tools.

Firem'n Chit – Scouts learn how to build fires and start them using a variety of techniques. Fire safety is enforced at all times.

Paul Bunyan – Prior approval from the Scoutcraft director is necessary. Totin' Chip mandatory.

SHOOTING SPORTS

Shooting a gun or bow can be the highlight of a Scout's week at camp. The Shooting Sports area is a great place to spend the afternoon just remember that safety is the key to an enjoyable experience. Though Shooting Sports merit badges are recommended for mature and experienced Scouts, everyone is urged to stop up and visit this popular program area.

Archery range

Open archery – Come on

down during your free time and shoot a quiver full. If you miss the target, that's O.K., just make sure to retrieve all your arrows. (Lost arrows not found by the end of the week cost \$1 for wooden and \$2.50 for aluminum arrows.)

Instructional archery – Here's a chance to get personalized attention at the range if you've never shot before. It's also an opportunity for experienced archers to improve their technique.

NAA awards – This is a progressive series of awards a Scout or adult can earn as he becomes a better bowman.

Action archery – Older Scouts will find an archery challenge with the three-dimensional targets in action archery. Another mountaintop challenge in the tradition of Beaumont.

Rifle range

Rifle Shooting merit badge – This Merit Badge offers instruction in the basic handling and care of firearms, and hunting safety. Targets are shot using a .22 caliber bolt action or .50 caliber muzzle-loading rifle. Scouts should prepare to spend a lot of time practicing to make required targets.

Scouts can purchase shooting sports tickets at either trading post. Expected costs – 22 rifle ticket, 25 cents for 10 shots; shotgun ticket \$1 for three shots; black powder ticket \$1 for three shots

Shotgun Shooting merit badge – Ready. Pull! Knock down clay pigeons as they fly through the air. The shooting requirements are challenging and Scouts should plan to spend extra time on the range to meet them.

Open shooting – Throughout the week, the rifle range has designated open times for rifle, shotgun, and black powder muzzleloader shooting. Everyone is welcome to come and test his skill, just be sure to listen to the director and always keep the rifle pointed down range.



Open shotgun shooting – Tired of shooting at paper targets? Try your skill at moving clay pigeons.

Open black powder – Take a shot at firing the way the pioneers did with an authentic black powder muzzleloading rifle; you're guaranteed to get a kick out of it.

NRA awards – By shooting targets with increasing accuracy, Scouts and adults become eligible for this series of national marksman awards.

National Postal Award – NRA Award for the best marksman for the summer 11-13 junior, 14-17 senior. Plaque and belt buckle awarded.

Note: Scouts wishing to take the .22 rifle MB must demonstrate to the Shooting Sports director a target. Open

shooting is scheduled Monday to qualify to take the merit badge.

OTHER PROGRAM ACTIVITIES

Conservation and camp improvement projects

Let's all help keep Beaumont in its natural beauty. A troop-sponsored camp improvement project can be one of the most fun requirements Scouts complete for the Pioneer Award. There are plenty of projects just the right size for individual Scouts, patrols, and entire troops to do.

Make certain everyone in your troop schedules time to work on a troop conservation project. Ideas for projects come from the nature director, camp ranger, or your camp commissioner. Possible projects may include:

- Clearing a trail
- Camp beautification
- Litter removal
- Improving a habitat
- Removing dead trees
- Opening up a campsite

Your commissioner must approve projects prior to their start. In special cases, troops should plan ahead and bring materials with them to do a larger project. If your troop is up to this challenge call us before June 1 to discuss what to bring.

Beaumont Beech Tree Nature Trail

This seasonal trail can be enjoyed anytime by two bud-

dies, a patrol or a troop. You don't have to be



working on nature requirements. The signs change each season so you can see the summer set while you are in camp. The trail begins at the Broadbent Building near Scoutcraft and the Lakefront and continues following the white beechnut blazes. The patch for hiking the trail consists of a center circle and four rockers – one for each season you hike the trail.

Subcamp flag raising and retreat

Each troop will be asked to participate in raising and lowering (retreat) the American flags in front of the camp parade fields and Augustus Center as the color guard. Please help keep our colors flying high. Staff members are available if assistance is requested.

Pack 'n' Paddle

The Pack 'n' Paddle program is for experienced Scouts that want to combine the excitement of river canoeing with the challenge of distance backpacking.

The Pack 'n' Paddle group will gather at the lakefront on Monday at 9 a.m. to do an equipment check, and a pre-trip briefing. Departure is at the bridge at 1:45 p.m.

After a four-and-one-half hour Grand River trip they will

set up camp for the evening. Morning brings a switch to backpacking. Back roads and a scenic rails-to-trails hike covers nine miles to the second campsite. Wednesday the Pack 'n' Paddle group returns to their own troops in time for breakfast.

Participants will have the opportunity to improve their skills in canoeing, outpost cooking and camping, water purification techniques, back road, highway and trail hiking safety, topographic map and compass skills and GPS receiver usage.

A camp staff member will lead this outpost experience. Scouts interested must be age 13 by Jan. 1, 2003 to participate. The Pack 'n' Paddle fee of \$20 covers canoeing equipment, permits, four meals, and a special Pack 'n' Paddle patch. Two adults may be part of the Pack 'n' Paddle group at the same fee.

Another mountaintop challenge brought to you in the Beaumont tradition.

Outpost opportunities - canoeing and camping

While Beaumont now offers the Pack 'n' Paddle trip you can still have your own troop or patrol outpost camp within Beaumont.

Overnight trips to more remote areas of camp are great for providing Scouts with the chance to get away from the hustle and bustle of an active campsite while letting them show off their outdoorsman skill at the same time. Entire troops, patrols, and smaller groups of Scouts are encour-

aged to outpost, provided the following:

Adult leaders of the troop are fully responsible for the safety and welfare of all Scouts on an outpost. They must be confident in the patrol leader's ability and know the exact plans of the patrol, including departure time, route taken, outpost activity, return time, foul-weather plan, and emergency plan.

Popular places to outpost include Old A Lake, Deep Woods, Osage and the south end of McIntosh. Your commissioner, prior to departure must approve all outposts. A hike plan/float plan needs to be written and turned in before leaving.

There will be opportunities for adult leaders to receive the Trek Safely instruction. Any group planning an outpost will receive that training prior to departure for the outpost.

If your troop plans a thematic outpost, you can request a staff member from the applicable area to accompany you and give instruction and guidance. This may be restricted by staff availability, number of requests and of course, weather may cause a cancellation. Scheduling will be on a first come-first served basis. Make arrangements through your commissioner.

THEMATIC OUTPOSTS

You can come up with your own theme or use one of these:

Slitherin' – Not the Slitheryn of Harry Potter, but an outpost focused around looking for reptiles and amphibians on Beaumont

Scout Reservation. Troops can request the presence of a member of the Nature staff during their outpost.

Silence of the Night – Just what makes all of those night noises we hear? This outpost will be for the purpose of listening to and identifying the night creatures. A Nature staff member may accompany you.

For the Birds – This outpost will go to one habitat area to identify birds, bird calls and nests in the evening. In the morning, prior to returning to camp, the troop will go to a different habitat area and identify the birds there. A Nature staff member may accompany the troop.

Star Struck – An astronomy outpost during which a Nature staff member may assist you.

Stay Found – This outpost will use map, compass, GPS receiver and observations in the field to learn how to stay found and not get lost. A Scoutcraft staff member may accompany you.

Goin' Dutch – On this outpost you will fix dutch oven dinner and dutch oven breakfast. Troops must provide their own food. A Scoutcraft staff member may accompany you.

Be Crafty – Using natural materials gathered during this outpost, Scouts will make handicraft projects. A Handicraft staff member may accompany you.

ORDER OF THE ARROW

The Order of the Arrow, the national brotherhood of Scout honor campers, recognizes Scouts who are elected by their fellow troop members as being exemplary of the Scout Oath and Law, an unselfish camper and worthy Scout. There are three honors in the Order: Ordeal, Brotherhood, and Vigil Honor.




Troop elections

To be eligible for election, a Scout must be at least a First Class Scout, have 15 days and nights of camping, and be approved by his scoutmaster. Scouts are elected by members of their troops based on their merits as good Scouts and honor campers.

Scouts and adults elected during the last 12 months and at camp will be publicly recognized at a call-out ceremony on Wednesday evening.

Brotherhood

Order of the Arrow members who have been active for 10 months or more as an Ordeal Member  are eligible for the next membership level – Brotherhood – which signifies a deeper level of understanding the customs and traditions of the Order of the Arrow.

Brotherhood candidates are asked a series of questions to establish their knowledge of the Order, and then partake in the Brotherhood ceremony,

which seals their membership. Interested Scouts and adults can get Brotherhood information sheets from their commissioner or the summer camp Order of the Arrow chief. All Brotherhood and Vigil Honor members are invited to the Brotherhood ceremony Thursday at 9 p.m.

NATIONAL LODGE POLICY dictates that Brotherhood ceremonies at Beaumont are restricted to only eligible members of Cuyahoga Lodge 17. All other Arrowmen must take their Brotherhood at their own lodge.

OA day – Monday

The Order of the Arrow was started at a summer camp in Treasure Island, Pa., nearly 80 years ago. On Monday all Order of the Arrow members should wear their sashes when in full uniform, in support and recognition of the Order of the Arrow. The meeting of all Arrowmen that night will be followed by an ice cream social that is open to all OA members from every lodge.

After the Wednesday night campfire, a special OA call-out ceremony will take place. All troops and their visitors are encouraged to be present.

OA service

As the OA stands for cheerful service, Arrowmen will be asked to assist or otherwise provide service hours to the camp, under the leadership of the camp chief. More information will be available at the Monday morning adult leaders'

meeting.

Adult leaders' meetings

There are scheduled meetings every day. Most of these include adult training opportunities.

Sunday, 7:30 p.m. at the McCahill Reception Building;

10 a.m. on Monday, McCahill Reception building, Order of the Arrow presentation;

4 p.m. on Tuesday, Broadbent Reception, general concerns;

10 a.m. on Wednesday, Augustus Room, Health and Safety;

4 p.m. Thursday, Trek Safely training;

10 a.m. Friday, climbing tower, Climb on Safely training.

2 p.m. Friday, tour of COPE course.

SPL Meetings

The senior patrol leaders of each troop meet daily to plan camp wide and inter-troop activities and relay important messages back to their troop leaders, and troops. The first SPL meeting is Sunday at 4:30 p.m. at the same reception building as the troop check-in.

For the rest of the week, SPLs of Camp McCahill will meet at 12 p.m. at the McCahill Reception Building. SPLs from Camp Broadbent and McIntosh will meet after lunch (1:15 p.m.) at the Augustus Center. Any changes to this schedule will be announced.

Chaplain – duty to God

The chaplain will share with campers the joys of worshipping God in the natural setting of his own creation through the field services, all-faith services, stories, and evening prayers around the campfires, and counseling sessions with young men who are making some of the most critical decisions of their lives.

The camp chaplain will assume the spiritual responsibility for the camp and conduct weekly worship services.

The chaplain will counsel campers and help them handle behavior problems and homesickness, if requested.

The promotion of the religious emblems programs of all denominations will also be one of the services that the chaplain will gladly provide. He also acts as a liaison between the Scout and his home clergy, by having the Scouts fill out religious emblem interest forms.

Visiting the sick, assisting with emergencies and personal problems, assisting with communications between parents and the camp relating to accidents, deaths, etc., and working with unit's chaplain aide program are also among the long list of services the chaplain provides.

The chaplain takes strong personal interest in maintaining high moral standards in camp and enjoys visiting with the units in camp.

The complete schedule of opportunities provided by the chaplain will be distributed at the Sunday adult leaders' meeting.

EVENING ACTIVITIES

Sunday

After dinner, Scouts will go on the Cook's Tour, introducing them to the different program areas and opportunities while adult leaders meet at the Camp McCahill Reception Building for an adult leaders' informational meeting.

At 9 p.m., there will be the opening campfire put on by the staff at the McCahill campfire theater.

Monday – Fun Night

All of the program areas will be open, some with special activities, 7:30 p.m. to 9 p.m.

Tuesday – Troop Night

This evening is reserved for your troop to program your own preferred events. Use your troop's PLC to decide whether your troop will operate together or if separate patrols will program on their own. Here is a list of some possibilities. Almost all of them can be done as patrol, troop, or inter-troop activities:

- hike part of the Beaumont Trail;
- inter-patrol cook-off;
- volleyball match;
- rocket launch;
- nature trail hike;
- pioneering project;
- softball game;
- inter-patrol campfire;
- fishing derby;
- soccer game;
- patrol outpost camp;
- camp service project;
- troop advancement activities;
- any camporee or Klondike style event.

Wednesday – Family Night

From 6 p.m.-7:15 p.m. the Beaumont family steak fry will take place at the Augustus Center. The meal is included in the cost of all dining hall troops. We encourage cooking troops and their families to join us for all the fun. In order to provide for all Scouts and visitors, we ask you to determine prior to arrival at camp the estimated number of guests you will have for the cook out. Troops should report this count during the Sunday check-in.

Wednesday's Family Night prices

- Steak fry or two hamburgers, \$9
- One hamburger fry, \$7
- Both meals include baked potato, salad bar, desert and beverage.

You do not need to pay for the tickets at this time; you can pay during the Friday financial check-out or family members can purchase their tickets in front of the dining hall the night of the cook out. Meal tickets for on-site cooking troops are to be purchased at Sunday check-in. No changes are allowed and the troop will be billed for the full amount of meals ordered. Tickets for all troops attending the cookout will be dropped off to your site by your commissioner by Wednesday afternoon.

From 7:30 p.m. until 9 p.m. the trading posts and the program areas will be open for guests to visit.

The family Order of the Arrow campfire will begin at 9:30 and end at about 10 p.m.

Friday

A special office area will be open from 3:30 p.m-5:30 p.m at the Augustus Center. Please schedule your appointment time with your commissioner prior to Friday morning. During your scheduled time, an adult leader from each troop should report there and turn in camp evaluations, merit badge applications, and council advancement records. A list of troop members qualifying for Pioneer Awards must also be turned in at this time. Adult leaders can purchase merit badges, NAA awards, and NRA awards for their qualifying Scouts.

At 8:30 p.m. the closing campfire, put on by the troops in camp and organized by the SPLs, begins. We encourage troops to perform a skit at the campfire. Your SPL will make the commitment at an SPL meeting early in the week.

At the campfire, adult leaders' recognition, campers of the week and special program area awards will be given. The campfire will conclude with the Pioneer Award ceremony, recognizing all Scouts who have earned one of the Pioneer Award levels during the week.

Planning Checklist and Timetable *

To help you plan for summer camp, and meet the various deadlines along the way, we've provided the following checklist:

Fall

- Determine what site your troop will be using Beaumont in 2003.
- Establish a budget for your summer camp outing (see appendix)
- Determine fees and costs which will be needed to attend Beaumont.
- Put in numbers (quantity), the total amount needed and divide by the number of Scouts attending.
- Determine what fund-raising method will be used (popcorn).
- Determine the amount of popcorn that a Scout should sell if he were to pay for his camp fully.

March

- Conduct a parents' night to help reinforce summer camp at Beaumont.
- Individual commitments from Scouts and their families are made.
- Distribute necessary information regarding medicals, program, etc.
- Give an estimate of Scout and leader attendance.
- Hold an Order of the Arrow election.
- Turn in applications for camperships, (due by April 1 refer to Appendix)
- Inform older Scouts of Pack 'n' Paddle and Action Archery

April

- Attend the pre-camp leaders' meeting either April 15 or 16, 2003, at 7:30 p.m. at the Greater Cleveland Council Scout Service Center, 2241 Woodland Avenue.
- Get necessary information and forms for the troop and Scouts.

By May 1

- Choose food service option for your troop (dining hall or patrol cooking).
- Prepare menu and food budget (patrol cooking troops).
- Decide if you're joining us family night for the steak fry (patrol cooking troops and their guests are also welcome to attend).
- Check on status of Scout and leader medicals.
- Remind all Scouts and their parents of arrangements, camp and troop fees.

By May 15

- Pay all fees.
- Finalize your Beaumont roster.
- Submit your "Troop Summer Camp Needs Assessment." **A FREE BEAUMONT T-SHIRT FOR SCOUTMASTERS WHO DO.**

By June 1

- Pre-order due June 1, pre-paid (refer to Appendix).
- Get accurate count of number of steak or 2-hamburger meals and 1-hamburger meals for visitors joining your troop for Wednesday's steak fry. This must be given to the camp at check-in.
- Troop leaders conclude troop and patrol program planning for camp.
- Receive program ideas from each Scout, determine needs.
- Determine patrol and troop program needs.
- Establish a program for your troop night. Camp staff is not normally available for this.
- Work with your patrol leaders' council to develop your program.
- Review your equipment checklist.
- All Scout and leader medicals should be reviewed for completeness; dates, signatures, emergency contact, allergies and medications.
- Remind Scouts and parents of arrangements, departure time, family night, etc.
- Inventory all troop and patrol equipment.
- Notify Council Service Center of "Equipment Rental Request" (see page 8).

Two weeks before departure

- Finalize individual Scouts' programs. Don't forget Pack 'n' Paddle and Action Archery for older Scouts. Advance notice to camp office would be appreciated (440) 563-3319.
- Finalize your troop program. Don't forget troop outpost opportunities.
- Make certain all youths and adult leaders are registered Scouts or Scouters.
- Check on final transportation arrangements.
- Double-check all medicals for completeness and accuracy.
- Notify Council Service Center of the final troop attendance.
- Have all necessary paperwork complete.

** See "Camp Promotion Guide for the Unit Committee"*

Needs assessment, page 2

Do you have Scouts who will be operating in Eagle Quest (first year camper program, basic outdoor skills and lower rank requirements.)? _____ If yes, how many? _____

Do you have Scouts (13 years and older) who will be participating in COPE? _____
If yes, how many? _____

Do you have Scouts (13 years and older) who will be participating in Pack 'n' Paddle? _____ If yes, how many? _____

Do you have Scouts (13 years and older) who will be participating in 3-D Archery? _____ If yes, how many? _____

Do you have any Scouts wishing to be trained as Chaplain Aides? _____
If yes, how many? _____

Would you or another adult member of your troop be willing to serve as a merit badge instructor while at camp? _____

Does your troop wish to canoe the Grand River? _____
If yes, day-long trip or overnight outpost (circle one)

Would your adult leaders wish to participate in a limited adult program? _____ If yes, what would they like to participate in?

So that the Beaumont camp staff can better serve you, please fill out and return to the council program director, by May 15, 2003 and GET A FREE BEAUMONT T-SHIRT.

HEALTH FORM /MEDICAL RECORD (CLASS 1 & 2)

Both medical forms can be accessed from this site by going to:
www.gccbsa.org/forms_main.htm

HEALTH FORM / MEDICAL RECORD (CLASS 3)

Both medical forms can be accessed from this site by going to:
www.gccbsa.org/forms_main.htm

Greater Cleveland Council, BSA
 2241 Woodland Avenue
 Cleveland, OH 44115-3295

UNIT BOY SCOUT SUMMER CAMP BUDGET WORKSHEET

Camp Leader _____

Camp to Attend _____ **Week Attending** _____

EXPENSE ITEMS

Camp Fees	_____ x	Scouts to attend	_____ =	_____
Camp Fees	_____ x	Adult Leaders to attend	_____ =	_____
T-Shirt price	_____ x	Scouts to attend	_____ =	_____
Picture price	_____ x	Scouts to attend	_____ =	_____

OTHER COSTS

Camp food cost	_____ x	Scouts to attend	_____ =	_____
Gas for travel	_____ x	Scouts to attend	_____ =	_____
Travel food cost	_____ x	Scouts to attend	_____ =	_____
Camp fuel cost	_____ x	Scouts to attend	_____ =	_____
Miscellaneous costs	_____ x		_____ =	_____

Personal for Scouts _____
Scouts needing uniforms _____
Scouts needed books / Merit Badge books _____

Total Expenses _____

REVENUE

To determine the total amount of money needed for Summer Camp do the following:

1. Divide the total expense by the number of Scouts attending camp _____

Total expenses _____ / **Scouts Attending Camp** _____

2. The figure in question #1 will be the amount that the Scouts would have to sell per person for them to attend Summer Camp.

Consider selling popcorn as you plan for camp. "A Scout Is Thrifty"

Greater Cleveland Council

Boy Scouts of America

**PRE-CAMP LEADER MEETING AGENDA
(April 15 and 16, 2003)
7:30 pm**

- I. Introduction and Welcome**
- II. Deadlines for fees, counts and applications**
- III. Physicals and what's needed**
- IV. What's new at camp**
- V. Troop needs assessment**
- VI. T-shirt order**
- VII. Questions from You, the Leader – What do You Want?**

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Experience Has Shown Us

Scoutmasters have asked for a section chronicling what “experience has shown us.”

This is a collection of what experience has taught us regarding Merit Badge scheduling, advancement and a general overview of how to enjoy and get the most out of your week in camp. Please read over it; you may pick up a few suggestions that will assist you in preparing your Scouts for a great week.

- Summer camp is NOT a merit badge mill, where you pay a fee and get badges automatically. Instead, camp offers merit badges as one portion of the overall program. Keep that philosophy in mind when planning.

- We suggest that first year Scouts will want to participate in the Eagle Quest program to work on Tenderfoot, Second Class or First Class ranks. A Scout may wish to try one or two simple merit

badges, but do not allow him to get overloaded. He will get discouraged by his lack of free time or ability to complete the work.

- Plan on a maximum of three merit badges per Scout. While more badges are possible to complete during the week, a Scout may miss out on the many other things to do at camp.

- The most difficult merit badges to earn are those requiring a great deal of time or physical skill, coordination and stamina: Lifesaving, Environmental Science, Rifle Shooting, Shotgun Shooting, Archery, Canoeing, etc.

Experience tells us you should evaluate the needs and abilities of each of your Scouts before suggesting what merit badges he should take.

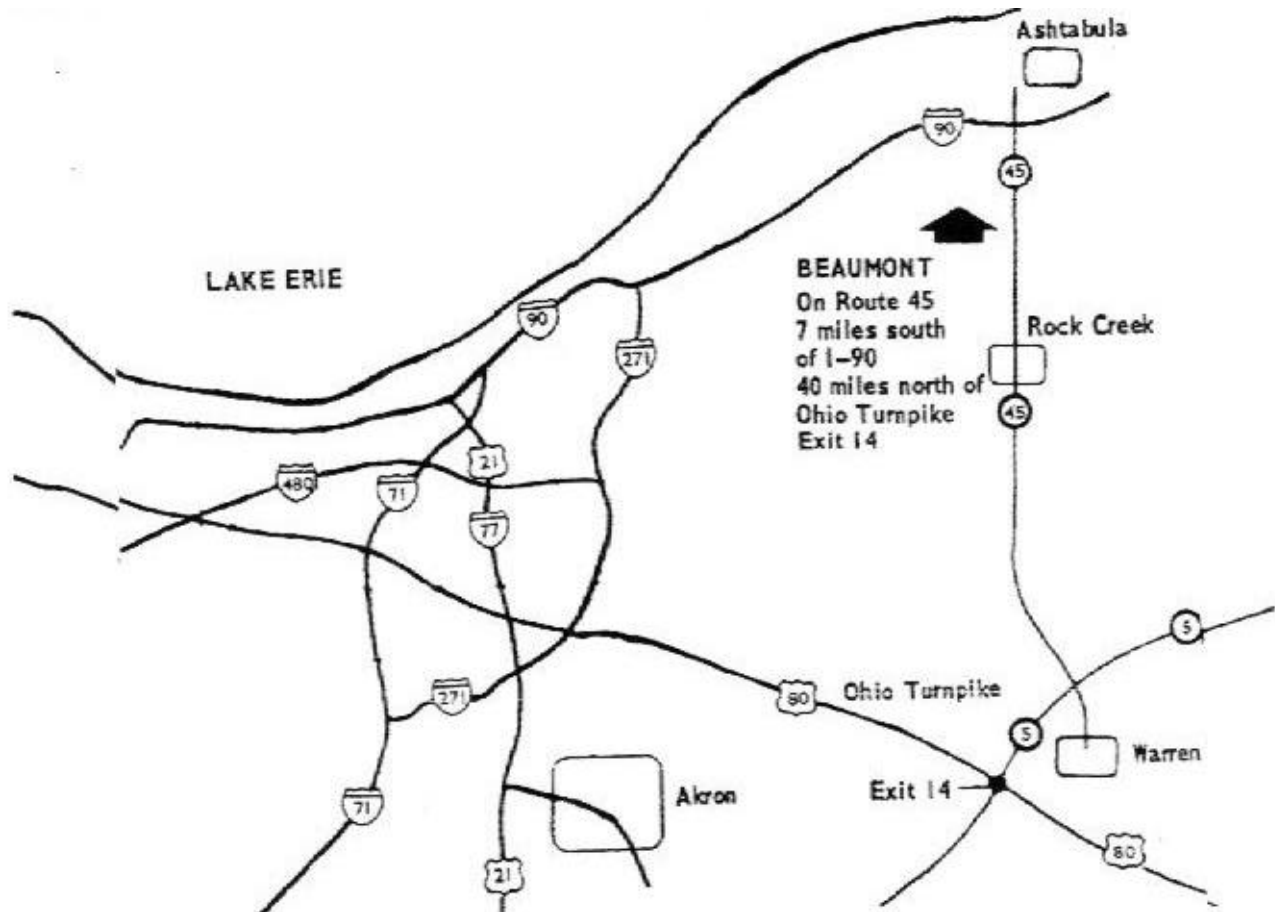
- Complete as much written work before coming to camp as possible. Camp is not

an ideal setting for doing written work. Experience tells us that those who follow this advice can complete the related merit badge much quicker and allow more time to do some other things. Any written work that must be done at camp is best done in the respective program area. All of the resources, including staff, are right there. Avoid the homework-style setting in your unit campsite.

- Have your Scouts try something new at camp. Older Scouts can participate in high adventure such as Pack ‘n’ Paddle, Action Archery or an older Scout outpost. Other Scouts can sign up for a badge, award or other activity they may not have thought of or that they may not be able to do as easily outside the summer camp setting.

It could prove to be a lot of fun.

Getting to Beaumont Scout Reservation



**To sign up for Beaumont summer camp or
for more information contact us at**

Program Department
Greater Cleveland Council
2241 Woodland Avenue
Cleveland, OH 44115-3295
(216) 861-6060

Our Web site is at
<http://www.gccbsa.org>