

**A New
Adventure
Awaits You!**



www.campkern.net

**Summer Resident Camp
Leaders Guide
2009**

Southern Sierra Council
Boy Scouts of America
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Welcome to Camp Kern

Welcome to beautiful Camp Kern located at Huntington Lake, one of the most famous sailing lakes in North America. Located 7,000 feet above the San Joaquin Valley in the high Sierra Nevada Mountains of California, the camp operates under a no-discriminatory special use permit issued by the USDA Forest Department.

About a four-hour drive from Bakersfield, California, Camp Kern offers more than a traditional Scout camp experience. Under the guidance of an experienced staff of young people you will enjoy an outstanding program. This will be the summer camp experience to remember for the rest of your life. Once you have experienced the joy of Camp Kern, you will want to return year after year.

Long-term camping is the highlight of the troop's annual program as Scouts apply the skills they have learned and practiced all year long. With an hour of program each week, the troop spends 52 hours of Scouting in one year, but one week of long-term camping can provide 70 or more hours of concentrated programs. Summer camp is a years worth of skill practice and adventure in 7 days!

The shortest route from Southern California runs north on Highways 99. Take the Kingsburg off-ramp and travel north through Kingsburg, continuing through Sanger to Highway 168. Turn right on Highway 168. From Northern California, take Highway 99 to the Herndon Avenue exit east to Highway 168.

Follow Highway 168 east for about 90 minutes through the town of Prather and Shaver Lake all the way to Huntington Lake. Be sure to follow the road to the north end of the lake past Sierra Summit Ski Resort. Once you see the ski resort sign, you are almost there. Please note that if you turn off the highway at the south end of the lake you will add many, many hours to your trip on a very narrow road. Continue about ¼ mile along the north shore of Huntington Lake, and just past the Rancheria Marina and turn left into the Boy Scout parking area. If you pass the U.S. Post Office, you have gone about a quarter mile too far. The staff will be there to guide you into the parking area and get your luggage loaded onto the barge beginning at 2:00 pm.

Please plan to arrive at the Boy Scout landing area no earlier than, but by, 1:30 pm on Sunday. Your punctuality allows for a smooth check in process. Barge loading is at the discretion of the Program Director, and according to available space. When loading, we do not consider the order of troop arrival. Each barge is filled with campers and equipment to maximize each trip across the lake.

This leaders guidebook is designed to help you prepare for camp and to make your stay both easy and enjoyable. If there are any questions or concerns for you or your troop please feel free to contact the Southern Sierra Council offices or Camp Kern after June 14, 2008. We will be happy to talk with you or answer any questions you might have about camp. We are excited about the opportunity you will have to attend Camp Kern and we want it to be the best camp experience you will ever have.

Nondiscrimination Clause

Camp Kern does not discriminate against anyone based on race, color, national origin, religion, sex, disability, or any other delineation of peoples.

2009 Camp Kern Calendar

Session Dates

- **Week 1**– June 28-July 4
- **Week 2**– July 5-11
- **Week 3**– July 12-18
- **Week 4**– July 19-25
- **Week 5**– July 26-August 1
- **Week 6**—August 2-8

Recommendations for Camping at Camp Kern

1. Start your Scouts on their savings plan and fund-raising projects.
2. Begin each Scout's advancement goals and planning in your troop committee planning sessions. Remember this is **YOUR WEEK** at camp. The staff will do all they can to tailor a program to fit your needs.
3. Ensure all Scouts and adults have physicals. Check medical forms to see if they are current, signed by a physician, and by a parent or a guardian. (See ** below)
4. Obtain health and accident insurance for your Troop (See *** below)
5. File a tour permit with your local council.
6. Collect signed FIREARM PARENTAL PERMISSION FORMS and photo release forms for each Scout.
7. Meet with each Scout to ensure that they have prepared for the merit badges they will take at camp. Wise Scouts do their "homework" and their merit badge prerequisite work prior to arriving at camp.
8. Your last regular troop meeting before camp is a good time to check all personal gear.
9. A troop roster of all scouts and adults attending camp, including phone numbers, will be needed at the camp program office when checking in on Sunday.

Things to Know About Camp Kern

A brief overview of the things you should know about wonderful Camp Kern:

- We are located in the beautiful Sierra Nevada's at 7100 feet in elevation.
- Camp Kern can experience diverse weather conditions from hot to cold, or dry to wet in a 24-hour period, so pack and dress appropriately. Keep in mind that some years have had snow at the beginning of the camp season.
- Layered clothing and a warm coat is important because of the changing weather conditions.
- There are no roads into camp; access is by barge only! All Scouts, leaders, gear, food, and supplies are transported on our barges.
- All water for the camp is from fresh water springs certified by the Fresno County Health Department. We have water that tastes great!
- There are bugs, but not a lot of them, unless you count mosquito at dusk and dawn. Be sure to bring insect repellent with DEET.
- There are no snakes at Camp Kern, but...we have bears, deer, birds, squirrels, and other assorted wildlife. This is their home, so they will occasionally visit our campsites. Please be aware and exercise proper precaution.
- We provide cabins or tent platforms, depending on which campsite you have been assigned. Please bring your own bedding. **Cots are only available for those with special needs, but it is highly recommended that you bring a comfortable bedroll, inflatable mattress, or sleeping pad as you will not be on a mattress during the week at camp.**
- Electricity is not available in campsites.
- This is a wonderful Boy Scout camp, but you must come prepared to live in the wilderness for a week!

Camp Fees

The BSA summer resident camp fee is \$330.00 per Scout. The first two adults with each reservation pay \$125.00, and the rest of the adults pay the full fee. A troop deposit of \$150.00 is due by December 1, 2008, or upon making your reservation if doing so after December 1, 2008. This fee will be charged to your total charge upon making final payment. **This deposit is non-refundable upon cancellation of your reservation.**

A per person fee of \$50.00 is due on January 15, 2009, followed by a per person fee of \$140.00 due on March 1, 2009, ending with the final per person payment of \$140.00 due no later than April 20, 2009. Reservations and/or balance of fees received after April 20, 2009 will be subject to a **\$30.00 per person late fee**. Adults who pay \$125.00 for the week are expected to pay \$50.00 on January 15, 2009, with the final payment of \$75.00 due on March 1, 2009.

Brother discounts are \$10 off the **second and third brothers who attend together**; this discount is given at time of final payment.

Adults who replace leaders during the week can share fees. Adults coming to camp who do not replace a leader in their troop are charged at a rate of **\$65 per day**, to be paid in the business office upon arrival. This price includes room, board, and use of camp facility. Please notify Camp Kern of all leadership changes.

Refund Policy

The troop deposit and the first two payments per-person are non-refundable and non-transferable. Payment-in-full per-person is expected by April 20, 2009. Any drop in the number of scouts or adults, after that point, will result in no refund. The Southern Sierra Council will start re-marketing reservations for those who have not made their final payment by May1, 2009.

Camperships

Camperships for in Council Scouts are not available through the Southern Sierra Council at this time.

Leadership Requirements

The role of adult leaders at summer camp is very important. In planning, supervising, teaching, and participating, their influence and support is critical. Start recruiting your leaders early and have alternates standing by.

At least two registered adults are required per troop. Usually the Scoutmaster and Assistant Scoutmaster attend; however, if other adults will be bringing the Scouts to camp, start preparing them early. At least one adult must be 21 years of age or older; the other must be at least 18 years old.

Adult supervision is a critical component of a successful youth program. The leadership and guidance you provide your Scouts during your stay will keep them much safer. We ask our staff to lead by example and would ask you to do so as well, the Scout Oath and Scout Law is to be used as your guide for showing leadership.

Please help us follow all written, spoken, and implied rules and regulations as they are in place to protect the children, adults, staff, facility, equipment, property, and environment.

Scoutmaster Checklist upon Arrival at Camp Kern

- Tour Permit or National Tour Permit (and a copy for the business office)
- Certificate of Insurance (a copy for the business office for out-of-council troops only)
- Troop Roster (a copy for the business office)

- Medical Forms
- Camp Kern Shooting Permission Slips
- Prescription Medications
- Barge Ticket

Tour Permit

All councils require that troops file a tour permit when traveling to activities. Contact your local Scout Office for the proper form and further information. This permit protects the troops as they travel to adventures throughout the country. Troops and Crews within a 500-mile distance of Camp Kern should use a Local Tour Permit Application. Those outside the 500-mile distance need to use the National Tour Permit Application. A copy of the permit will be collected at the beginning of your camping week.

Special Food Requests

If you have special dietary needs, such as allergies or religious observances, while at camp, please let us know in writing and/or by telephone at least two weeks before your arrival; we are happy to do what we can to meet your needs. However, since food is purchased in large quantities, those with very restrictive diets will need to make arrangements to bring specialty items to camp. Arrangements will be made to store and prepare foods brought to camp for those individuals. The camp telephone number is (559)893-3387.

Duty to God

The Boy Scouts of America is an ALL-DENOMINATIONAL organization, which encourages each member to actively participate in his religious beliefs and responsibilities. Camp Kern has a chaplain on duty and provides a chapel for Scouts, individuals or groups. An all-Denominational religious service is a highlight of our Sunday evening program, and all Scouts are encouraged to attend. Grace will be said before each meal, and all campers will be given an opportunity to participate. Please let your Scouts know they should feel free to pray as they have been taught, and remind them of the importance of showing respect for all forms and traditions of prayer.

Packing Your Gear

We recommend one bag per person, and that it be a backpack, military style duffel bag or other soft bag. Nothing should be attached to the outside of bags. Please do not pack breakables. All fishing poles should be in a hard case and well marked.

Each Scout is required to carry his gear from the barge dock to the Troop campsite. Troop gear and Leaders gear will be transported to the assembly area.

NOTE: DO NOT PACK MEDICAL FORMS OR FEE PAYMENT RECEIPTS AND OTHER CHECK-IN MATERIALS SUCH AS TROOP ROSTERS AND MERIT BADGE SIGN UP SHEETS; EVERY SCOUTMASTER SHOULD HAND CARRY THESE ITEMS INTO CAMP.

Please do the following to each bag, fishing pole, or flag case:

1. Mark it with your name and troop number.
2. Camp Kern and/or the Southern Sierra Council cannot be responsible for lost, stolen, or damaged articles while in transport or while in camp. Please mark all property plainly.

Monday Travel

Troops that are traveling to camp on Monday must notify the Council office two weeks prior to coming to camp, or when making their final payment. Please notify the camp in writing or through a phone call, the approximate time your troop will be arriving at Camp Kern. Please be at the Camp Kern parking lot no later than 9:00 am. This will allow your troop friend to have the barge at the parking lot ready to transport you to camp so you will not miss any of the Monday program.

What to Bring to Camp

The following list is a suggestion of what to bring to Camp Kern. We have learned from experience that the following items allow for the best comfort while at camp.

PERSONAL EQUIPMENT LIST

1-backpack or duffel bag
1-daypack (Hike Day)
1-sleeping bag or 3-warm blankets
1-Waterproof ground cloth
1-Thick foam pad or self inflating mattress
1-Flashlight w/extra batteries
1-Extra light bulb for flashlight
1-Canteen, water bottle or camelback
1-Pair of walking shoes or hiking boots
1-Pair of tennis shoes or sneakers
1-Complete Scout Uniform (Inspection)
1-Extra Scout uniform shirt

1-Warm jacket
1-Sweatshirt
1-Hat and/or beanie cap
1-Swimsuit

2-Towels
Extra clothing, socks, underwear
1-Beach/Shower shoes
1-Pocket knife (w/Tot'in Chip card)
Compass

Chap stick
Sunscreen
Camera and film
Pencils, paper, and/or pens
Scout Handbook
Sewing Kit
Personal Toiletries
Insect Repellent (w/DEET)
Wristwatch
Pillow

OPTIONAL PERSONAL ITEMS

Wetsuit (Highly recommended if participating in ACE)
Snorkel, mask, and fins
Warm gloves
Sunglasses
Long Underwear
Prepaid phone card

TROOP EQUIPMENT LIST

American Flag
Troop Flag
Lanterns
Chairs
Troop First Aid Kit

WHAT NOT TO BRING TO CAMP

Weapons
Fireworks of any kind
Valuables (computers and/or expensive cameras)
Alcohol
Sheath Knives
Controlled Substances (Drugs)
Large electronic equipment
Tobacco products (unless 18 years or older)
Ammunition of any kind

Mail

You may receive mail at Camp Kern from friends and family. Please encourage them to mail these things well in advance of your time at camp to insure their arrival during your scheduled week. Please address letters and packages to:

**Scout Name
Unit Number
Session Number
Camp Kern
PO Box 348
Lakeshore, Ca 93634**

CAMP KERN RULES AND POLICIES

Please understand that the purpose of camp rules are to insure the safety of all those who will be living together at Camp Kern.

Camp Site Courtesy

The campsite and the camp is your Troop/Unit home during the week. Your Camp Friend and Commissioner are in camp to serve you; however, **Troop conduct while in campsite is the responsibility of the adult leadership in the Unit.** Please instruct your Scouts to respect the other Scouts and Troop campsites. Do not enter them unless invited. Control noise, respect quiet hours, and leave other people's personal property alone.

Emergency Procedures and Information

As part of the first flag ceremony, the camp will demonstrate the camp's emergency alarm system. Any other alarms during the week will be real. If you hear the alarm, walk to the assembly area, join your Troop, and ensure all are accounted for. Further instructions will be presented at the assembly area. Fire is the greatest danger facing the camp and special attention needs to be applied to ensure that the youth understand this threat.

Medical Information

Adults: All adults participating in a long-term camping experience **must** have a current health history supported by a medical evaluation within 36 months (12 months for adults over 40) performed by a physician licensed to practice medicine. Use for 34412-Class 2/3 Medical Form.

Scouts: All Scouts attending Camp Kern are **required** to have an annual health history, attested to by parent or guardian, supported by a medical evaluation completed within the last 36 months performed by a physician licensed to practice medicine. Use for 34414-Class1 Medical Form.

- The approved medical form also contains an authorization form for medical treatment. The parent of all minors must sign this medical form.
- All Scouts and adults will go through medical rechecks and evaluations during check-in.
- Check and store all prescription medications, with the exception of inhalers and EpiPens, with the Health Officer upon arrival in camp. Please appropriately label all medications
- All troops should bring a complete first aid kit with them for minor injuries. Appoint an adult in the troop as the medic, whose primary responsibility is to take care of Scouts with headaches, coughs, scrapes, minor cuts, and bruises, etc.

Each troop is required to carry adequate and proper liability and health insurance. Please prepare to verify that each camper is protected and brings copy of insurance card or numbers in case of an emergency while at camp. Troop and Crews who are not members of the Southern

Our Health Lodge is equipped with supplies to handle most injuries in camp. A licensed first Responder, EMT, or Nurse will usually be on site 24-hours a day to handle such emergencies. For serious injuries, arrangements have been made to receive treatment in Clovis, CA. There are paramedics at Huntington Lake and Shaver Lake to handle emergencies, but Troop and Unit leaders are responsible for transporting Scouts who suffer non-emergency injuries to the hospital in Clovis.

Practitioners of the Christian Science faith must provide the camp with a written letter from the practitioner.

Prescription Medications

The *BSA Guide to Safe Scouting* mandates that all prescription medications be stored a locked room in the camp Health Lodge for the week; with the exception of Epi-Pens and inhalers. This policy will be followed to the letter at Camp Kern. Those troops who come to camp with medical doctors or nurses are welcome to distribute the medications, but must do so from the Health Lodge.

First Aid

The Health Lodge is designed to meet the emergency needs of our campers. All injuries must be reported and properly recorded. We are ready with emergency support and will make necessary contact with the Emergency Medical System in Lakeshore. We will store all medications that require refrigeration and will assist with dispensing if needed. Because of the high cost of medical supplies for common ailments, it is important that all Scoutmasters bring over-the-counter medicines and other supplies for Scouts in their troops who get colds, headaches, sore throats, or coughs. Some of these medicines will be available for sale in the Trading Post to any adult leader but it is best to bring your own. They will not be available in the Health Lodge except in emergency situations. Scouts who have non-emergency medical situations will be sent to their troop medic or health officer for assistance.

Youth Protection

The Boy Scouts of America is a leader in the fight against child abuse. We must do everything in our power to prevent physical, emotional and sexual abuse. To protect youth and adults we must be extremely careful and follow the BSA TWO-DEEP LEADERSHIP policies. We will not tolerate any activity that can, in anyway, be interpreted as abusive. If you are aware of anything questionable please report it at once to the Camp Director. Do not become directly involved as an individual unless there is an immediate physical threat to the camper.

Ecology

1. **Animal Conservation**-Please make certain that all Troop members understand the delicate balance of plant and animal life at Camp Kern and the Sierra National Forest. Everyone should do their best to ensure that no animals are molested or killed. This applies to marine as well as land life. Please walk only on designated trails and roads.
2. **Pets**-No pets of any kind should be brought to camp. Pets are a threat to wildlife and are in danger themselves.
3. **Plant Conservation**-The vegetative life in the forest is very fragile. Please make every effort to stay on the trails, do not pick the flowers or collect specimens. Do not gather firewood or use natural materials for camp construction projects. The trees are our special charge. Please do all you can to prevent name carving, hammock hanging, and other acts that damage the trees.
4. **Fire**-The smallest spark is a deadly threat to wildlife and campers. No fireworks, flame-utilizing lamps, or other equipment can be allowed in camp.

Please help us keep the campers on the roads and designated trails, as this will help protect the animal habitat and plant life!

Fire

Fire is always a danger in the Sierras. For that reason, we ask that Scouts and Leaders pledge to be careful with fire by using the following guidelines.

- Use of battery powered lanterns is required. Liquid fuel, propane lanterns, and stoves may not be used in campsites. Never fuel, ignite, or operate a liquid stove or lantern in tent or cabin.
- Southern Sierra Council and Camp Kern will perform a mandatory Fire Drill during your stay at Camp Kern, so make sure your Scouts and adults are prepared for this.
- Fireworks are not permitted in camp or in the surrounding National Forest.
- Adults wishing to smoke must only do so in specially designated areas away from the Scouts. Never smoke while hiking.
- Fires must always be kept at a reasonable height (approximately 24"), and contained within designated fire rings. Do not build new fire rings at camp.
- Fires must always be treated safely and with respect.
- Campfires must never be left unattended, and must be "dead out" when leaving camp or retiring for the evening.
- All troops must fill out and post the Fire Guard Chart provided by the camp.

Ax Yard and Wood Cutting

Upon arrival at your campsite, designate an area and construct an ax yard. All woodcutting must be done in this area. Please bring your own axes to camp.

Firearms, Ammunition, and Other Weapons

Boy Scouts are permitted to fire .22 caliber, bolt action, single shot rifles, air rifles, shotguns, and other muzzle loading guns under the direction of a certified BSA national Camp School instructor. It is required that no weapons or ammunition be brought to camp. Do not bring sheath knives to camp. Archery equipment must be checked at the Program Office, and supervised by the Archery Director.

Alcohol, Tobacco, and Drugs

Alcohol and drugs are prohibited at Camp Kern. Anyone in possession of these items in camp or out of camp while representing the BSA will be expelled from camp and reported to their Council. Campers under the age of 18 are not allowed to use tobacco products of any kind.

Smoking

Fresno County fire code requires all smoking to be done in designated areas of camp. These areas will be shown to the adult leaders once at camp. In addition, Camp Kern's policy on smoking is the same as the BSA - always to be done with discretion and not in the presence of the Scouts.

Lightening

Summer storms occasionally strike Camp Kern, bringing lightening with them. During a thunderstorm, head for cover; stay away from tall trees, wires, or plumbing. Aquatics and shooting ranges will be closed during lightening storms.

Water

California is a land where water is often scarce and very precious. Conservation and wise use of water is a top priority at Camp Kern. All of Camp Kern's water is obtained from natural artesian springs. **Strict water conservation will be enforced at all times.**

Bear Country

Camp Kern and its residents are fortunate to share for a few months in this beautiful corner of the Sierra National Forest with a number of local animals and trees. One of the most spectacular and misunderstood of these creatures is the California Black Bear, several of which live near Huntington Lake. It is important for units utilizing Camp Kern to remember that they are visitors in the bears' natural habitat and should act accordingly. That means Scouts and Leaders should avoid keeping food or other smellables in their campsites. All smellable items such as deodorant, toothpaste and **ALL** food products must be kept in the bear box located in each campsite or dining hall each night.

Quiet Hours

We are required to provide all campers with at least eight hours of quiet time. Between 10:00 PM and 6:00 AM each day we ask that you enforce this quiet period. If there is a problem in your campsite or with campers from another troop, please notify one of the commissioners living in the cabins adjacent to the campsites. Please do not take matters into your own hands to solve the problem.

Visitor Policy

Parents are welcome to visit Camp Kern any afternoon and evening on Tuesday and/or Friday during the week. The barge will be leaving the parking area at 1:45 pm on these days; please make sure you park and are ready by 1:30 pm. Meal purchase is \$7.00 per person, payable at the Camp Kern Business Office. Visitors using the camp equipment during their visit must pay \$25.00 for their dinner meal, and must present to the camp Health Officer a current BSA medical form that is signed by a medical practitioner. Return trips are after dinner at approximately 6:30 pm on Tuesday and at 10:00 pm on Friday after the closing campfire. The scout docks are located on the north shore of Huntington Lake just west of the Rancheria Marina. There is an excellent National Forest Service campground adjacent to the docks at Lakeshore. For those planning to spend the night, please make reservations well in advance.

Phone Use and Emergency Messages

There is no public phone available to Camp Kern. If someone needs to make an emergency contact, call the Camp Kern Business Office at (559)893-3387. We will make every effort to see that the emergency message is delivered to your unit immediately. When leaving a message for a camper please include his name and troop number.

Checking out of Camp

During your week at camp, Troop leaders may want to leave camp to visit the town of Lakeshore. Camp Kern requires the following when adults leave camp:

1. Adequate adult leadership remains in the camp to oversee the needs of the Troop. Note: The two-deep leadership policy must always be followed.
2. Adults are to sign out with the Camp Director in the business office. Then in case of an emergency, the adult can be located.
3. No alcoholic beverages are to be ingested by adult leaders while in town nor should alcoholic beverages be purchased and carried back to camp. The Camp Director will expel from camp anyone violating this rule.

CAMP FACILITIES

Trading Post

The Camp Kern trading post, run by our friendly and courteous staff, maintains a great inventory of program supplies required for merit badges. Camp Kern souvenir T-shirts, sweatshirts, hats, Boy Scout socks, belts, and tie slides are available in a variety of sizes. We carry general camping supplies, office and personal hygiene items, as well as an excellent selection of snacks and beverages. Scoutmasters and Scouts may purchase a variety of program patches, pocketknives, and other items. We encourage each Scout to bring an adequate amount of spending money. The trading post is open everyday and the average Scout will spend \$45-\$60. Hours will be posted and announced at camp.

Shower and Restroom Facilities

The facility provides shower and restrooms for all campers. Boys and male adults have separate areas, and another location is available for women campers. These facilities are always available to campers but should be used before quiet time. Maintenance of the facility is the responsibility of all who use it. Report any malfunctions to the Camp Director or Ranger Staff at once. Please help everyone do their part to keep the restrooms and showers clean and safe. In keeping with Youth Protection guidelines, adults should be aware of their troop's behavior and control discipline by providing supervision while the boys are in the shower. If there are any difficulties with other campers, please contact the staff.

Dining Hall

After a great night under the stars, or after a couple of hours swimming, rowing, kayaking, or hiking, campers at Camp Kern can't wait to get into the dining hall for a great meal. We use the "cafeteria style" dining system at camp and everyone in the troop plays an active role in food service and decorum during the week. Scouts take turns as table waiters for their own troop. In order to facilitate Fresno County fire code, and for everyone's protection the camp has been divided into two watches for meals. At each meal time the watch will form on the assembly area for grace and then move into the dining hall two troops at a time. While the troops are moving into the dining hall the remaining troops will be entertained by singing and skits performed by the Camp Kern Staff. Troops will sit at their assigned tables the entire week. Camp Kern staff members will join each troop at meals.

Waiter Duty

Each unit will provide one scout for every table used by their Troop to serve as a waiter for each meal. The waiters will:

1. Report to the Dining Hall fifteen minutes before the troop's watch is assigned mealtime **with hands washed.**
2. Set and wipe down table and clean area around table after the meal.
3. Accept further direction from the dining hall staff.

Please assign one adult per troop per day to supervise the clean up after meals.

Dining Process

We will be feeding about 300 people per meal and the whole process will take about one hour and twenty minutes. Each troop will be assigned to either the Jed Smith or Kit Carson watch. Each watch is to assemble at the assembly area just before each meal. Grace will be offered and then the troops will move inside for their meal. The troop's waiters will have already prepared tables and started some of the serving process. It is very important that each unit sits at the table assigned. If you are sharing a table with another Troop, please work out a waiter rotation schedule with them.

Laundry Facilities

There are no laundry facilities available for campers at Camp Kern. There are however staff laundry facilities onsite. Should there be a camper emergency, please talk with the Camp Director to arrange use of the laundry facilities.

Phones and Phone Use

Outgoing personal calls are not allowed on the camp telephone except in case of an emergency. The cost for long distance service is very high, so we recommend the use of cellular telephones for Leaders only. Please check with your service provider to determine whether you have coverage in this area. In previous years, it has been found that Verizon works best at camp. Cingular also works in some areas of camp.

There is no public phone available. If campers wish to contact their parents they need to use their adult leaders' cell phone. Any leader bringing a cell phone can charge it in the business office on the power strip provided. Do not bring your own power strip. All leaders charging cell phones are responsible for their security. Camp Kern is not responsible for cell phones that are lost or stolen. Please do not have Scouts' bring cell phones to camp. Computer phone line access is not available.

Campsite Procedure

The campsite is your unit home at while at camp. Your Camp Friend and Commissioner are there to assist you if necessary. The Troop's conduct while in the site will be the units' adults' responsibility. Please instruct your Scouts to respect the other Scouts and troop campsites. Do not enter them unless invited. Failure to respect other troop campsites and personal belongings could result in individual or troop expulsion from camp. Control noise, respect quiet hours, and leave other people's personal property alone. Damage to tents and campsite equipment will be charged to the Scout troop.

Damaged Equipment

It is expected that Scouts will properly take care of all equipment they use. Sometimes, however, equipment is damaged, and needs to be repaired or replaced. If members of your unit misuse camp equipment, the cost of repairing or replacing any damaged equipment is expected to be settled before your unit leaves camp. This will include tents. Please see below the base chart of fee charges for major items.

Please report all damages to your Commissioner. In the event damages are discovered after your departure from camp, an invoice will be sent to your unit for payment. When a Scout causes damage, whether it is intentional or not, it will be charged to the Scout or troop. Please see the infraction and cost grid below of some of the most commonly damaged items at camp.

If you find something that needs repair in your campsite, please notify your camp friend or Commissioner and they will notify the Ranger staff. Our Ranger staff pride themselves on meeting your needs in a timely fashion.

DAMAGED ITEM	ITEMS UNIT COST AND FEES
TOILET	\$300.00 (Toilet is \$125.00 plus \$175.00 installation)
BATHROOM DOOR (METAL)	\$250.00 (\$125.00 metal door plus \$125.00 installation)
TENT DAMAGE	\$300.00-\$600.00 (to repair or replace tent)
CABIN DAMAGE	UP TO \$5000.00 (depending on damage caused)
CAMP EQUIPMENT OR LOSS OF	Cost of item plus a \$75.00 fee

These are just examples of the typical types of damage found at camp. Any damaged items not listed here will be dealt with on an individual basis. The Camp Director will determine all repair and replacement fees.

CAMP KERN PROGRAM OPPORTUNITIES

Along with the great location and staff at Camp Kern, camp programs are the best anywhere! Scouts and leaders will be challenged to fit merit badge courses, free-time elective activities, and special programs into a busy week of camp. Pre-planning is essential! Check out our great programs.

Troop Service Project

If desired, we provide opportunities for your unit to do service projects while in camp. This is an important part of the camp experience. The camp will tailor projects to your troop's age and skill. Every Tuesday evening is "Camp Friend Night" and Scouts will have a chance to work on a service project then.

Adult Service Opportunities

There are many facility improvements that are on-going at Camp Kern. We are always looking for people who would like to help make Camp Kern become a better facility. Anyone interested in joining our support team when they are at camp for the week, please notify the Camp Director once at camp. All aspects of support can be used and are greatly appreciated. Please bring the tools that you will need to make facility improvements while at camp.

The emphasis this year will be cleaning up the camp by clearing the natural brush and fallen trees and fixing up facilities. If you would like to participate in cutting wood during the week, please bring your chainsaw and equipment needed to maintain it. We are also involved in finishing the cabins that have been started at the camp. If you have skills and tools that would help improve this area of camp, please bring the appropriate tools.

Leadership Training

Throughout the week, our senior staff will conduct round tables, which are open to all adult leaders. We require at least one adult from each troop to attend the round tables daily, except for Wednesday, so that they can pass camp information onto the troop or unit.

Those adult leaders needing to certify or re-certify in BSA Youth Protection, Safe Swim Defense, and/or Safety Afloat can do so upon request. Please contact the Camp Director or Program Director for this information.

Brotherhood of the Mountain Man

New to Camp Kern is an in-camp honor society. Scouts who meet the requirements are advanced in the Brotherhood of the Mountain Man and are given an arc, which symbolizes their standing in the brotherhood. Adult leaders can advance in the brotherhood as they complete requirements at camp. Adults may attend the ceremony held on Monday night and Friday evening if they wish. The Brotherhood of the Mountain Man round patch can be purchased in the trading post at \$3.00 per patch. The SPL, along with shadow leadership from the Scoutmaster, is responsible for keeping track of the completed requirements within the Troop. As Scouts and Leaders come to Camp Kern year after year, and participate and fulfill all of the requirements for rank advancement they will advance as follows:

- 1st year- Woodsrunner
- 2nd year-Pathfinder
- 3rd year -Trapper
- 4th year- Chief Trader
- 5th year- Frontiersman

- 6th year- Booshway
- 7th year- Mountain Man

Honor Ribbons

Each troop will have the opportunity to earn the Camp Kern Honor Award as they participate and progress through the program during the week. This award honors those troops or units who take an active role in promoting the values of Scouting through their service to the camp. This is not a competition between troops, but against the standard of the tradition and excellence of the Camp. Scoutmaster's, Adult Leaders Commissioners, Senior Patrol Leaders, and Camp Friends will work together to ensure success. Ribbons will be presented to each troop or unit at the Closing Campfire to designate the level of excellence they have obtained.

Camper Totem

Each Scout will be given a leather totem bearing the logo of the California Black Bear, the camp mascot. Throughout the week, each camper will be recognized for participation in Camp Kern programs by being presented with appropriate beads for each activity group.

Camp Kern asks that each Scout and adult camper have them on at all times, as this is their camp identification. This allows the camp staff and campers to identify those people who might not be part of the regular camp.

Campfires

The Camp supports three campfires during the week. The camp staff will perform an opening and closing campfire for the campers. The Wednesday night Commissioner Campfire allows each Troop to participate along with the staff. Please come to camp ready to perform a run-on, skit, song, and cheer as a troop. The Commissioner will need to review and approve all skits and songs.

Hike Day

Camp Kern and Huntington Lake border the Kaiser National Wilderness. Created in 1975, this 22,700-acre wilderness area gives Scouts and adult leaders' opportunities to hike, backpack, take photographs, and fish at elevations between 7,000 and 10,320 feet. There many natural, high mountain lakes, beautiful meadows, and impressive rock formations that will create a spectacular hiking experience for all ages and levels.

- Kaiser Loop Trail-This is a strenuous hike that combines a climb to an outstanding panoramic view of the High Sierra's with a tour through the forest and meadows of the lower portions of the Kaiser Wilderness. This 21-mile hike is difficult and one that is recommended for older Scouts and those who have hiking experience.
- Nellie Lake-This moderate to difficult 10-mile round trip hike begins at the Kaiser Loop Trail and ends at beautiful Nellie Lake. After eating lunch and doing some fishing at the lake return home the way you came.
- Mary's Meadow- This 8-mile easy to moderate hike that begins at the Kaiser Loop Trail trailhead at Upper Billy Creek and continues to Mary's Meadow before returning to Bear Cove via the Kaiser Loop Trail.
- Rancheria Falls-An easy 6-mile round trip hike that goes to a spectacular falls that are 150 high by 50 feet wide and runs year round. After doing some swimming in Rancheria Creek, fishing, and eating lunch return to camp.

- George Lake- A moderate to difficult 15-mile round trip hike that passes the Twin Lakes of the Kaiser National Wilderness climbing the steep slopes of Kaiser Peak at George Lake.

Swimming

Camp Kern's swimming area, while very cold from the continuous mountain run-off, has one of the best swim areas in the Sierra Nevada's. Camp Kern is operated in strict accordance with the BSA policies and is used for general swims during free time, merit badge classes and rank advancement instruction. It is highly recommended that each camper bring a wet suit if they plan to spend a great deal of time playing in the water or participating in ACE water activities.

Boating

Camp Kern provides sailboats, catamarans, sailboards, paddle boards, canoes, rowboats, and kayaks. These are available for use during all free time sessions. Camp also offers a sailing opportunity on the sailboats or catamarans each afternoon. Come on down and enjoy! This is a great opportunity for Scouts and leaders to practice their boating skills or just have fun. Certified swimmers may use the canoes and kayaks. Everyone must use a PFD. An orientation and demonstration of ability is required to use equipment. It is highly recommended that each camper bring a wet-suit if they plan on spending a great deal of time using the boats or other water vessels.

Bikes in Camp

Bikes are allowed in camp, but there is a limited amount available through the camp and the Forest Service requires a riding permit in Kaiser National Wilderness. We ask that if you want to spend time bike riding during the week that you bring your own bike to camp. You must know and follow all of the BSA and Forest Service bicycle rules, which includes wearing a helmet and staying on the trails while riding. Bike riding in camp is prohibited due to lack of space. Please walk your bikes in camp.

Nature Area and Trail

Camp Kern offers many opportunities to discover and learn about the environment and the high Sierra's unique plant and animal life. We offer a nature trail, which is set up to be staff-led or self-guided, as well as a variety of hikes to waterfalls and high mountain lakes. Take in the diverse terrain and abundance of animals in their natural habitat.

Rifle, Shotgun, and Archery Ranges

Rifle, shotgun, and archery ranges are available for use by all campers who have signed parental release forms. All participants must receive a safety orientation and skill training from the camp instructors. Ammunition and arrows are provided at the range. There is no ammunition charge at Camp Kern; however, those Scouts taking archery must purchase an arrow kit in the Camp Store.

Fishing Program

Camp Kern is a great place to fish the clear waters of the Huntington Lake and the high mountain lakes of the Kaiser National Wilderness. We encourage the catch-and-release method of fishing and hope Scouts do so also. We also request the use of barb-less hooks for easy release of the fish that are caught. Bait and artificial tackle will be sold in the trading post. Camp Kern is not set up to clean or cook fish caught in Huntington Lake or nearby lakes, so please do not bring fish caught to the camp kitchen for cooking. Please come to camp prepared to fish using own equipment. The camp will have a few poles and basic equipment that can be used, but encourage Scouts and leaders to bring their own.

Anyone 16 years of age and older must have a current fishing license to take any kind of fish, mollusk, invertebrate, amphibian or crustacean in California. The Camp Kern Trading Post will have these for sale if campers come without one. Please bring valid identification to purchase a

California State Fishing license. When fishing at Camp Kern it is the campers' responsibility to know the California State fishing guidelines. Please be aware of and know that Camp Kern will enforce all California State fishing regulations especially the following:

Possession and Display of License Section 700. (Title 4, California Code of Regulations). (a) Display of Sport Fishing License: Every person, while engaged in taking any fish, amphibian or reptile, shall display their valid sport fishing license by attaching it to their outer clothing at or above the waistline so that it is plainly visible, except when diving as provided in Section 745 of the Fish and Game Code. Regulations provide that a person may purchase a hunting or sport fishing license, tags, or stamps for another person, as long as the application contains the licensee's true name and address. Regulations require that prior to using any license or license stamps; the licensee shall complete the application so that it contains the licensee's true name, residence address, date of birth, height, color

2008 LICENSE FEES

Resident sport fishing license.....	\$38.85
Nonresident sport fishing license.....	\$104.20
Ten-day nonresident sport fishing license*	\$38.85
Two-day sport fishing license**	\$19.45
One-day sport fishing license (resident or nonresident)	\$12.60

Mile Swim

This is an individual activity for all campers both Scouts and adult leaders. Participants will need another Troop member to supervise and count laps, and will need to work with the Waterfront Director for times, locations, and equipment to be utilized.

BSA Lifeguard

This program is for older Scouts (14 and up) and adults. It will take about 40 hours to complete during the week and will require the person to miss most of the free time activities and merit badge opportunities. The candidates will participate with our trained Waterfront Staff throughout the week and learn all aspects of life guarding skills and waterfront operation. If interested, please contact the Waterfront Director Monday morning at swim checks.

It is highly encouraged that at least one adult member of each troop certify. This will allow troops and units to participate in all water activities throughout the year while being covered by the rules and regulations outlined in the *BSA Guide to Safe Scouting*.

Trail to First Class

The Trail to First Class program is for all Scouts needing to pass off rank advancement requirements for Tenderfoot, Second Class and First Class. This program is a one period class that is offered every hour during the merit badge class time and anytime during the free time. It is suggested that any new Scout take this class, as they will meet everyday to work on the requirements. For Scouts who have only a few requirements to pass off, it is suggested that they do not sign up for the class, but work on their requirements during the free time.

Please note that this is a "trail" not a "destination." Scouts who come to camp as Tenderfoots will not be First Class by the end of the week, but if they attend class everyday and work hard during the free time, they will complete many of the requirements needed to advance.

Included in this guide is the form that the counselor will use to mark what the Scout has passed off during the week. This will be returned to the Troop upon check out on Saturday morning and once home the Scoutmaster can sign the Scouts handbook off according to what has been signed off on the sheet. Below are the requirements that will be covered during the specific days of the week at Camp Kern.



Trail to First Class Weekly Schedule

Monday – “Tracker”

- Pass off most requirements dealing with compass use. Knots will also be started. Also rules of safe hiking will be covered.

Tuesday – “Plainsman”

- Knot tying requirements will be completed. Scouts will learn proper care and handling of a knife, ax, and saw. Scouts will also go over requirements dealing with cooking fires and stoves.

Thursday - “Fire Starter”

- On this day scouts will go over all Tenderfoot, 2nd Class and 1st Class requirements dealing with First Aid. Scouts will learn fundamentals in CPR and emergency situations.

Friday – “Trapper”

- Scouts will learn basic principles of water safety. Safe swim defense and water rescues will be taught and passed off.

Free Time

- Scouts can come to the Trail to First Class area anytime during the free-time to pass off any requirements that are taught during the classes. Special activities will also be offered such as the mile long orienteering course, Tote’n Chip, Firem’n Chit, and you will use your knot tying skills to lash and make camp gadgets. We encourage all Scouts to come during free time to pass of Tenderfoot, 2nd Class and 1st Class requirements.

Special Opportunities

The following are special opportunities for boys to improve their skills and serve others. To have a chance to earn special recognition in these fields you must meet the requirements written next to the award. Those who participate and complete the requirements will be recognized at the end of camp and be eligible to purchase the patch or carry the card from the BSA.

- **Firem’n Chit**-Taught in the Handiland or Trail to First Class area during the free-time and is available to all adults and boys.
- **Boardsailing BSA**- Taught by the ACE program and is available to all adults or boys 14 years or older. See NOTE ON E-MAIL
- **BSA Lifeguard**- See BSA Lifeguard requirements above.
- **Snorkeling BSA**- Taught by the ACE program and is available to all adults or boys 14 years or older.

- **Mile Swim BSA-** Available to all Scouts. See Mile Swim requirements above.
- **Totin' Chip-** Taught in the Handiland or Trail to First Class area during the free-time and is available to all adults and boys. Scouts must have this certification before they can handle knives at camp.
- **Kayaking BSA-** Taught by the ACE program and is available to all adults or boys 14 years or older.

Advanced Camper Experience (ACE)

Camp Kern offers a fantastic in camp high adventure program for all campers over the age of 14 years old. This program is designed for older boys and adults who want more high adventure at scout camp. Participation in this program can be done in conjunction with merit badge classes, which will be taken in the morning, or it can stand alone and be the only thing a Scout participates in. Scoutmasters and adult leaders need to determine before camp, which Scouts within their troop will participate in this activity full-time during the week. A Scout can take merit badge classes and participate in ACE at the same time. Those who participate will be hiking, sailing, canoeing, snorkeling, shooting, rock climbing, horseback riding, biking, and mountain boarding throughout the week. Below is a schedule of ACE activities that will take place at Camp Kern during the week.

Please note that anybody participating in ACE must do the following:

1. If they want to participate in the two-hour horse riding activity in the High Sierras, they must bring an extra \$40.00 with them to camp payable to D & F Pack Station on the Tuesday at camp.
2. Anyone participating in the mountain bike ride must bring their own bike to camp along with supplies to fix basic repairs.

ACE Week at a Glance

Monday	Tuesday	Wednesday	Thursday	Friday
Swim Checks assigned as troops	Horseback Riding	Breakfast: 6:00 AM	Mountain Biking	Rancheria Waterfall Hike
Rock Climbing	Black Powder & Shotgun Shooting Windsurfing Catamaran Sailing	Kaiser Loop Trail Hike	Catamaran Sailing/ Windsurfing/ Black Powder & Shotgun Shooting (Tues. & Thurs. only)	

ADVANCEMENT AT CAMP KERN

The primary responsibility for rank advancement is that of the unit leaders and the unit committee. Camp Kern assists unit leadership by providing the finest in instruction and counseling. Although staff instructors and counselors will provide accurate records for information covered and skill accomplished, it is the responsibility of each unit leader to mark rank advancements in each boy's individual record (usually in his handbook). Camp counselors will also sign merit badge cards, but the Unit is responsible to ensure proper recording in each boy's permanent record.

Advancement Policies

1. All advancement will be in accordance with BSA National Standards.
2. Merit badge counselors must be 18 years of age or older.
3. No substitutions for any requirements are allowed.
4. Blue card for completed merit badges are provided by Camp Kern.
5. Those not completing all requirements for a specific merit badge will be given partial completion slips.
6. Boards of Review may be conducted in camp if adequate adult leadership is available. Appropriate adult representation on the board, however, is the responsibility of each Unit.
7. The Scoutmaster, Coach, or Skipper, is responsible to prepare, to monitor and verify completion of the Scout's advancement.
8. Preparing for each merit badge by the Scout is highly encouraged and work done before camp is acceptable.
9. Any Scout receiving a merit badge from Camp Kern will know the subject matter, and will have learned the practical skills associated with the merit badge.

NOTE: Unit leaders are given an opportunity to review all advancement records before leaving camp and are encouraged to review them at home and give the cards to the Unit Advancement Chairman.

Merit Badge Classes

The teaching of merit badges at Camp Kern is an important part of the program. Ensuring that campers receive the highest quality instruction is vital to the integrity of the Scouting program. While at camp, Scouts must complete all of the requirements **NO MORE NO LESS** in order to receive the completed blue card. Scouts who do not complete the merit badge will receive a partial and have one year to finish the badge.

Some of the merit badges offered at Camp Kern require outside requirements that cannot be completed while at camp. Merit badges such as environmental science (solitary observation), astronomy (night observations), weather (out-of-class observations), first aid (teaching others), to name a few, will require extra effort on behalf of the scout. It is suggested that the Scoutmaster look through the merit badge requirements that each Scout is taking and plan on fulfilling those aspects before camp begins. This will ensure that the Scout will receive the completed merit badge while at camp. Many of these requirements can be fulfilled at camp with the assistance of the Scoutmaster during the boy's own time. Some merit badges require time commitments that cannot be completed in camp. Scouts should read requirements before coming to camp and begin any such requirements before coming, if they wish to complete the badges at camp.

Summer camp is not a merit badge mill, where one pays a fee and gets merit badges automatically. Instead, camp offers merit badges as only one part of the overall camp experience. It is suggested that leaders limit their Scouts to three merit badges to work on while at camp. This will allow the boy to participate in other areas of camp that create a well rounded camp experience. We do not want to see a boy come to camp and spend the entire week sitting in classes. The more difficult merit badges are Rifle Shooting, shotgun Shooting, Small Boat

Sailing, and Archery. It is **suggested** that only boys 14 years and older sign up for these classes.

When a Scout signs up for Handicraft merit badges he will be taught art, basketry, woodcarving, and leatherwork. He will need to spend some free-time working on completing some of the requirements as there will not be enough time to teach all during the class periods. This is a very hands on class that allow Scouts to go at their own pace Some will not complete all four or even need all four, but the opportunity will be presented to them while they are in class. On the sign up sheet included in this guide this will count as one merit badge class, so please sign the Scout up for two more merit badge classes.

The sailing opportunity at Camp Kern is fantastic! We encourage all who wish to sign up for Small Boat Sailing do so. We will have instructors who will work with the scouts to fulfill the requirements outlined by the BSA. There **is** an age limit of 13 years old for taking the Small Boat Sailing class. This class is very challenging and requires a good amount of strength and maturity; therefore, it is recommended that only boys who are physically and mentally able to participate do so.

The sailing merit badge will take up two merit badge class times and significant amount of free-time, so plan accordingly. Remember, when signing a Scout up for this class only sign him up for one more merit badge class.

At Camp Kern we work hard to see that every scout gets into merit badge classes that he would like to participate in. We will add additional staff to accommodate the needs of the merit badge classes as needed. It is wise to look for merit badges that are not normally offered in your hometown and try for those while at camp. Try new things and look for variety. Proper planning between the Scout and their adult leader and parents will be a big help.

Those taking the Rifle and/or Shotgun Shooting merit badge classes will need to pay an additional \$10.00 fee per class to offset the increased costs of ammunition in recent years. This will be collected in the Business Office once at camp. There will not be an extra fee for those shooting on the ranges during the free-time; this service will be made available to all who have permission at no extra cost.

Camp Kern Merit Badge Classes

ARCHAEOLOGY*	MAMMAL STUDY*
ARCHERY***(\$\$)	MOTORBOATING ***(\$\$)
ART*/** (\$\$)	
ASTRONOMY*/**	ORIENTEERING*
BASKETRY*(\$\$)	PERSONAL FITNESS*/**
BIRD STUDY *(\$\$)	PIONEERING* (\$\$)
CANOEING***	RIFLE SHOOTING***(\$\$)
EMERGENCY PREPARDNESS*/**	ROWING***
ENVIRONMENTAL SCIENCE*	SHOTGUN SHOOTING***(\$\$)
FIRST AID***	SMALL BOAT SAILING***(2 MB Periods)
FISHING*/**	SOIL AND WATER CONSERVATION*/**
FORESTRY*	SPORTS*/**
GEOLOGY*	SWIMMING***
INDIAN LORE* (\$\$)	WEATHER*
LEATHERWORK* (\$\$)	WILDERNESS SURVIVAL*
LIFESAVING***	WOODCARVING* (\$\$)

*Merit Badge offered at class-time and free-time.

****Merit badge cannot be completed in camp without pre-requisites being completed.**

*****Merit badge classes only offered during class-time and not offered during free-time.**

In order for Scoutmasters to follow the progress of their Scouts throughout the week it is required that they come to camp with worksheet packets for the merit badge classes they are taking, with the exception of waterfront merit badges. In all of the Nature and Outdoor Skills Classes the instructors will be requiring Scouts to show knowledge and advancement by having them fill out their workbooks. In the traditional classes that follow more of a classroom approach these workbooks are great for note taking and placing the learning squarely on the shoulders of the Scout. They can be used for review by the Scoutmaster and allow for greater retention of knowledge. Just in case scouts do not come to camp with workbooks for the classes they are taking they will be sold in the trading post for \$3.00 a workbook.

DON'T FORGET TO PRINT OUT YOUR MERIT BADGE WORKBOOK TO HELP SCOUTS KEEP THEIR WORK IN ORDER AND TO HELP YOU TRACK THEIR MERIT BADGE PROGRESS WHILE AT CAMP KERN. VISIT THE WEBSITE AT www.meritbadge.org, TO OBTAIN THESE WORKBOOKS.

Merit Badge Prerequisites

The following merit badges require the Scout to do some work prior to coming to camp if they want to complete the merit badge while at camp. If they have completed the requirement prior to camp on the first day of class they must show their work or have their Scoutmaster discuss what they have accomplished with their counselor.

- **Art-** (4) With your parent's permission and your counselor's approval, visit a museum, art exhibit, art gallery, artists' co-op, or artist's workshop. Find out about the art displayed or created there. Discuss what you learn with your counselor.
- **Astronomy-** (6) At approximately weekly intervals, sketch the position of Venus, Mars or Jupiter in relation to the stars. Do this for at least four weeks and at the same time of night. On your sketch, record the date and time next to the planet's position. Use your sketch to explain how planets move.
- **Bird Study-** Scouts taking the class must bring a sketch pad or plan on buying one once they get to camp. This sketch pad will be used everyday in the class. Scouts taking the class need to bring a good reliable pair of binoculars to camp for the week.
- **Emergency Preparation-** (1) Earn the First Aid merit badge (this merit badge may be taken in conjunction with Emergency Preparation while at camp) (2c) Meet with and teach your family how to recognize, prevent, and react to the situations on the chart you created for requirement 2b. Then meet with your counselor and report on your family meeting, discussing their responses. (The chart will be made at camp during the class time. After camp the scout can present the information learned to his family and then report back to his Scoutmaster for passing off the merit badge. (6c) Find out who is your community's disaster/emergency response coordinator and learn what this person does to recognize, prevent, and respond to emergency situations in your community. Bring this information to camp to discuss with your counselor and apply what you discover to the chart you created for requirement 2b (8a) If your troop as a written emergency plan for mobilizing please bring a copy of it to camp with you (8b) Take part in at least one troop mobilization. Before the exercise, describe your part to your counselor. Afterward, conduct an "after-action" lesson, discussing what you learned during the exercise that requires changes or adjustments to the plan. (8c) Prepare a personal emergency service pack for a mobilization call. Prepare a family kit for use by your family in case an emergency evacuation is needed. Come to camp ready to discuss this with your

counselor. (9b) Scout needs to come to camp with a floor plan of their dwelling so that they can create and discuss a plan of escape with the counselor.

- **Fishing-** (9) Catch two different kinds of fish and identify them. Release at least one of them unharmed. Clean and cook another fish. ****If a Scout catches a fish they will not be able to clean and cook it at camp unless he does it in his campsite under the direction of an Adult Leader****
- **Personal Fitness-** (1) Have a dental examination and get a statement saying that your teeth have been checked and cared for. Tell how to care for your teeth. (7) Outline a comprehensive 12-week physical fitness program using the results of your fitness tests. Be sure your program incorporates the endurance, intensity, and warm-up guidelines discussed in the *Personal Fitness* merit badge pamphlet. Before beginning your exercises, have the program approved by your counselor and parents. (8) Complete the physical fitness program you outlined in requirement 7. Keep a log of your fitness program activity (how long you exercised; how far you ran, swam, or biked; how many exercise repetitions you completed; your exercise heart rate; etc.). Repeat the aerobic fitness, muscular strength, and flexibility tests every two weeks and record your results. After the 12th week, repeat all four tests, record your results, and show improvement in each one. Compare and analyze your preprogram and post program body composition measurements. Discuss the meaning and benefit of your experience, and describe your long-term plans regarding your personal fitness.
- **Soil & Water Conservation-**(7) Do two of the following: (a) Make a trip to TWO of the following places. Write a report of more than 500 words about soil & water and energy conservation practices you saw. 1. An agricultural experiment 2. A managed forest or woodlot, range or pasture 3. A wildlife refuge or a fish or game management area 4. A conservation-managed farm or ranch 5. A managed watershed 6. A waste-treatment plant 7. A public drinking water treatment plant 8. An industry water use installation 9. A desalinization plant. (b) Plant 100 trees, bushes, and/or vines for a good purpose. (c) Seed an area of at least 1/5 acre for some worthwhile conservation purpose, using suitable grasses or legumes alone or in a mixture. (d) Study a soil survey report. Describe the things in it. On tracing paper over any of the soil maps, outline an area with three or more different kinds of soil. List each kind of soil by full name and map symbol. (e) Make a list of places in your neighborhood, camps, school ground, or park that have erosion, sedimentation, or pollution problems. Describe how these could be corrected through individual or group action. (f) Carry out any other soil and water conservation project approved by your merit badge counselor.
- **Sports-** (4) Take part for one season (or four months) as a competitive individual or as a member of an organized team in TWO of the following sports: baseball, basketball, bowling, cross-country, field hockey, football, ice hockey, lacrosse, soccer, softball, table tennis, tennis, volleyball, water polo. Your counselor may approve in advance other recognized sports, but not any sport that is restricted and not authorized by the Boy Scouts of America.

Free-time Merit Badge Classes

- Merit badges, with the exception of ALL waterfront merit badges, rifle, shotgun, archery, and first aid, will be available during the free time.
- Environmental Science and Astronomy merit badge classes taken during the free-time must be started by 2:00pm on Tuesday. Those who do not sign up for the class on this day and time will not be able to take it during the free time.
- All Scouts who sign up for a merit badge during the class time can work on skills that fulfill requirements for that badge during the free-time.

Camp Kern Troop Roster

TROOP NUMBER _____ WEEK AT CAMP KERN _____

CAMPSITE _____ DATES: FROM: _____ TO: _____

	NAME OF SCOUT	CONTACT PHONE NUMBER	AGE
1.			
2.			
3.			
4.			
5.			
6.			
7.			
8.			
9.			
10.			
11.			
12.			
13.			
14.			
15.			
16.			
17.			
18.			
19.			
20.			
21.			
22.			
23.			
24.			
25.			
26.			
	NAME OF ADULT LEADERS	PHONE NUMBER	POSITION AT CAMP
1.			
2.			
3.			
4.			
5.			
6.			

Trial to First Class Sign Off Sheet

Name: _____

Troop #: _____

TRACKER:

TENDERFOOT

- 4a. whipping and fusing rope _____
- 4b. tying two-half hitch and taut-line hitch _____
- 5. rules of safe hiking _____
- 9. explain buddy system _____

2ND CLASS

1ST CLASS

- 1a. how a compass works _____
- 1. directions day and night _____
- 7a. when to use lashings _____
- 7b. tying timber/clove hitch in lashings _____
- 7c. camp gadget _____
- 8a. bowline and uses _____

PLAINS MAN:

2ND CLASS

- 2c. proper care of sharp objects _____
- 2d. preparation of tinder _____
- 2e. appropriate uses of stoves _____

1ST CLASS

- 4a. plan menu _____
- 4c. utensils needed for menu in 4a _____
- 4d. safe handling of food _____

FIRE STARTER:

TENDERFOOT

- 12a. Heimlich maneuver and use _____
- 12b. 1st Aid _____

2ND CLASS

- 6a. what to do for hurry cases/bleeding _____
- 6b. prepare 1st Aid kit (Prerequisite) _____
- 6c. 1st Aid _____

1ST CLASS

- 8b. 1st Aid/ bandages _____
- 8c. transport victims _____
- 8d. heart attack signs/ CPR _____

TRAPPER:

2ND CLASS-

- 7a. precautions for safe swim _____
- 7b. jump feet first into water and swim _____
- 7c. demonstrate water rescues _____

1ST CLASS-

- 9a. precautions for safe trip afloat _____
- 9b. BSA swim test _____
- 9c. line rescue _____

FREE TIME:

2ND CLASS

- 1b. 5 mile compass course _____

1ST CLASS-

- 2. mile hike and measuring _____

FIREM'N CHIT _____

TOTE'N CHIP _____

SUNDAY	MONDAY	TUESDAY	WEDNESDAY	THURSDAY	FRIDAY	SATURDAY
	7:00 AM Jed Smith Watch Breakfast & Kit Carson Watch Inspection	7:00 AM Jed Smith Watch Breakfast & Kit Carson Watch Inspection	7:00 AM Jed Smith Watch Flag Ceremony & Breakfast	7:00 AM Jed Smith Watch Breakfast & Kit Carson Watch Inspection	7:00 AM Jed Smith Watch Breakfast & Kit Carson Watch Inspection	7:00AM Jed Smith Watch Breakfast & Kit Carson Watch Final Inspection
	7:40 AM Kit Carson Watch Breakfast & Jed Smith Watch Inspection	7:40 AM Kit Carson Watch Breakfast & Jed Smith Watch Inspection	7:40 AM Kit Carson Watch Breakfast	7:40 AM Kit Carson Watch Breakfast & Jed Smith Watch Inspection	7:40 AM Kit Carson Watch Breakfast & Jed Smith Watch Inspection	7:40 AM Kit Carson Watch Breakfast & Jed Smith Watch Final Inspection
	8:45 AM Flag Ceremony	8:45 AM Flag Ceremony	High Adventure Day	8:45 AM Flag Ceremony	8:45 AM Flag Ceremony	8:30 AM Closing Flag Ceremony
	9:15 AM Free-Time & Swim Checks	9:25 AM 1st Merit Badge Session		9:25 AM 1st Merit Badge Session	9:25 AM 1st Merit Badge Session	9:00 AM Depart Camp
		10:15 AM Scoutmaster Roundtable		10:15 AM Scoutmaster Roundtable	10:15 AM Scoutmaster Roundtable	
		10:25 AM 2nd Merit Badge Session		10:25 AM 2nd Merit Badge Session	10:25 AM 2nd Merit Badge Session	
		11:25 AM 3rd Merit Badge Session		11:25 AM 3rd Merit Badge Session	11:25 AM 3rd Merit Badge Session	
	12:20 PM Jed Smith Watch Lunch	12:20 PM Jed Watch Lunch	Lunch on the trail	12:20 PM Jed Smith Watch Lunch	12:20 PM Jed Smith Watch Lunch	
2:00 PM Barge Departs for Camp Kern	1:00 PM Kit Carson Watch Lunch	1:00 PM Kit Carson Watch Lunch		1:00 PM Kit Carson Watch Lunch	1:00 PM Kit Carson Watch Lunch	
	2:00 PM 1st Merit Badge Session	2:00 - 5:00 PM Free time All program areas open		2:00 - 5:00 PM Free time All program areas open	2:00 - 5:00 PM Free time All program areas open	
3:00 PM Arrive & Orientation	3:00 PM 2nd Merit Badge Session					
	3:00 PM Scoutmaster Roundtable					
	4:00 PM 3rd Merit Badge Session					
5:15 PM Jed Smith Watch Dinner	5:15 PM Jed Smith Watch Dinner	5:15 PM Jed Smith Watch Dinner	5:15 PM Jed Smith Watch Dinner	5:15 PM Jed Smith Watch Dinner	5:15 PM Jed Smith Watch Dinner	
6:05 PM Kit Carson Watch Dinner	5:55 PM Kit Carson Watch Dinner	5:55 PM Kit Carson Watch Flag Ceremony & Dinner	5:55 PM Kit Carson Watch Dinner	5:55 PM Kit Carson Watch Dinner	5:55 PM Kit Carson Watch Dinner	
7:00 PM Leaders Meeting @ Assembly Grounds	7:00 PM Commissioner Skill Building Events	6:45 PM Brotherhood of the Mountain Man Intra-Troop Activity Night	7:30 PM Flag Ceremony & Commissioner Campfires	7:00 PM Flag Ceremony & Mountain Man Rendezvous Games	6:45 PM Brotherhood of the Mountain Man Ceremony for Woods Runners	
8:00 PM Scouts Own @ Chapel Area				8:00 PM Honor Trail	7:30 PM Flag Ceremony & Closing Campfire	
8:30 PM Flag Ceremony & Opening Campfire	8:30 PM Brotherhood SPL Ceremony					



SOUTHERN SIERRA COUNCIL
BOY SCOUTS OF AMERICA

At Camp Kern, the children will have the opportunity to participate in the activities listed below. However, to participate, they must have the consent of their parent or guardian. Please indicate with a check mark, those activities which apply to your child, and sign and date the form and send it to camp with your child.

I give consent for _____ Troop # _____, who is my son/daughter or ward, to use the following equipment offered at Camp Kern:

- Archery
- BB Guns
- .22 Rifles (Boy Scouts/Adults only)
- Shotguns (Boy Scouts/Adults only)
- Black Powder (Boy Scouts 14 yrs. and older/Adults only)
- Horseback riding
- Climbing/Rappelling
- Watercraft (catamaran, sailboats, windsurf boards)

Parent/Guardian Signature _____

_____ Date

Photo Release

I hereby give permission for the Southern Sierra Council and CampWorks, Inc. to use pictures taken of me and/or my son for the promotion of the Scouting program in the Southern Sierra Council and throughout the United States.

Full Name of Participant: _____ Address: _____

Signature of Participant: _____ Date: _____

Or

Father/Guardian Signature: _____ Date: _____

Mother/Guardian Signature: _____ Date: _____

CAMP KERN TOTEM

BEAD COLOR

REQUIRED ACTIVITY

RED

OPENING CAMPFIRE

- Commissioner Campfire

YELLOW

SCOUTS OWN

WHITE

SERVICE PROJECT

- Ranger Approved Service Project

ORANGE

TROOP FRIEND NIGHT

- Patrol shoot-out at the rifle range
- Cobbler

BLACK

HIKE DAY

DARK GREEN

COMMISSIONER GAMES

ROYAL BLUE

HONOR TRAIL

CLEAR SPARKLE

FLAG CEREMONY

LIGHT BLUE

KITCHEN DUTY

BROWN

KYBO

GOLD

PRAYER

MAGENTA

NATURE TRAIL

GRAY

BLACK POWDER

TAN

DIME CLUB w/ SCOPE

CAMP KERN - MERIT BADGE SIGN-UP SHEET

WEEK# _____ TROOP# _____ NAME _____	ARCHERY \$	ART	BASKETRY \$	EMERGENCY PREP	FIRST AID	LEATHERWORK \$	ORIENTEERING	PERSONAL FITNESS	PIONEERING	RIFLE SHOOTING \$\$	SHOTGUN SHOOTING \$\$	SPORTS	TRAIL TO FIRST CLASS	WILDERNESS SURVIVAL	WOODCARVING	BSA LIFE GUARD	CANOEING	LIFESAVING	MOTOR BOATING \$\$	ROWING	SM BOAT SAILING (2 pds)	SWIMMING	ARCHAEOLOGY	ASTRONOMY	BIRD STUDIES	ENVIRONMENTAL SCIENCE	FISHING	FORESTRY	GEOLOGY	INDIAN LORE	MAMMALS	SOIL & H2O CONSER VE	WEATHER	
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NOTE: Please only sign up for 3 classes per boy. Other badges can be taken during free time or when arranged with class instructors.