

Golden Gate Area Council

Summer Camp 2021

Camp Wolfeboro Parents' Guide



Golden Gate Area Council, BSA

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Golden Gate Area Council Mission & Vision

The camps of the Golden Gate Area Council are some of the longest running scout camps in the Western United States. Camp Royaneh opened in 1925, Camp Wolfeboro in 1928, and Wente Scout Reservation in 1959. Each becoming a special place for Scouts of all ages.

The mission of our Camp staff to facilitate an environment where scouts will be engaged in unique, evolving programs, while building character through the aims and methods of scouting in a safe outdoor environment.

The goal of our Camp staff is to promote a profound reverence for the outdoors. We establish, maintain, and provide a traditional camping environment that can be enjoyed by all ages for many years to follow.

The Scout Oath and Scout Law are at the core of our Camps. As your scouts participate in our camp programs, we help your unit utilize the "Patrol Method", so your scouts learn and develop leadership skills. Additionally, we expect your scouts to use the "buddy system" at ALL times.

The best aspect of program at Camp is that it is YOUR program. The staffers of Camp Royaneh, Camp Wolfeboro, and Wente Scout Reservation are here to assist you in providing that program so, BE PREPARED!

On My Honor I will do my best

To do my duty to God and my country and to obey the Scout Law;

To help other people at all times;

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

A Scout is:

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

Cheerful, Thrifty, Brave, Clean, And Reverent.

Youth Protection

The BSA's adult registration requirements mandate that **all adults** accompanying a Scouts BSA Troop to a resident camp or other Scouting activity lasting 72 hours or more **must be registered as an Adult Leader, including completion of a Criminal Background Check (CBC) and Youth Protection Training (YPT) prior to the start of the event.** <https://training.scouting.org/learning-plans/1179>

Requiring registration, background checks, and YPT for adults on Scouts BSA extended activities adds another dimension of protection for our Youth.

- This requirement applies to any adult accompanying a Scouts BSA group on a single Scouting activity where they are present for three or more nights (not necessarily consecutive)
- Adults **must** be registered as leaders, **including the completion of a Criminal Background Check (CBC) and Youth Protection Training (YPT) before the activity** (CBCs cannot be expedited)

Note: under normal circumstances it can take up to 3 weeks for a CBC to be completed – with many new adult registrations across the country at that time, it may take longer - BE PREPARED by registering and completing your YPT and CBC early so as not to be told you cannot attend camp because it did not come back yet.

In accordance with the National Youth Protection Policy, we have instituted the following Council policies:

- Adults must maintain two-deep Leadership in Camp at all times.
- Notify the Camp Administration prior to arrival if you will have difficulties doing so.
- Adults must respect the privacy of Youth members.
- Adults & Youth will not share sleeping facilities at any time and Scouts must be within two years of age to share sleeping facilities.
- All Youth will respect the privacy of others regardless of age, gender, or relationship.
- If private issues between a Youth and an Adult must be dealt with, two-deep Leadership must be maintained during the conference, health check, or other event.
- See the Camp Administration if you or your Unit need assistance or advice in this area.

COVID-19

To the Parents, Leaders, and Scouts:

Welcome to the 2021 Golden Gate Area Council (GGAC) summer camp season. GGAC volunteers and professional staff are diligently preparing an exciting and safe summer camp experience for our young men and women.

In this first edition of the *Golden Gate Area Camp Wolfeboro Parent's Guide*, we want to address your and our primary concern – the COVID-19 pandemic. At the writing of this guide, we are still in the process of developing the COVID-19 mitigation procedures necessary for our summer resident camps to operate. We are enlisting the aid of a great number of key stakeholders including:

- Our Council Professional staff,
- Key Council committee volunteers,
- Each Camp's staff,
- The County and Local Health agencies in all eleven counties that encompass Golden Gate Area Council and its camps,
- The State Health agencies,
- American Camping Association (*Field Guide for Camps*), and
- Boy Scouts of America National staff.

Our program's elements will likely include a mix of testing and/or vaccination verification that will be required prior to your departure for camp. This will be coupled with health checks upon arrival and consistent monitoring of all camp personnel and campers with follow-up tracing after departure.

Since this is still a work-in-progress, we will be releasing updates to this guide when those policies and procedures are more substantive.

Our paramount concern is the health and well-being of all those at camp and their families at home.

Sincerely,

Joe Barton

GGAC Director of Support Services

Dan Walters

GGAC Council President

Paul Shimotake

GGAC Council Commissioner

Camp Directors' Letter

Golden Gate Area Council proudly offers three outstanding Summer Camps for your Unit. Whether you've decided to attend the beautiful redwood setting of Camp Royaneh, the rugged Sierra mountains of Camp Wolfeboro, or the sprawling hills and lake of Wente Scout Reservation, this guide will help you make the most out of your Unit's Summer Camp adventure.

We take pride in the high quality of our Camp programs. At each Camp, a well-trained and enthusiastic Staff is awaiting the arrival of your Scouts and is eager to assist each Troop in developing its own program. You are still in charge of your Unit, and your Unit's program should reflect the needs and desires of your Scouts. After all, no one knows them better than you!

Your task as Unit Leader is to compress many years' worth of adventure into one week of Camp. With unique and unparalleled programs, and an experienced and handpicked Staff with an emphasis on customer service, all Camps offer you the best Scouting environment you could ask for in a Summer Camp. Come to Camp expecting and demanding a great time.

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

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

The Camping Program of the Golden Gate Area Council is proud to be a part of your Troop's effort in serving our youth.

Yours in Scouting,

Matt Lindberg

Camp Director

Camp Royaneh

Andrew Dale

Camp Director

Camp Wolfeboro

Brian Cole

Camp Director

Wente Scout Reservation

Christina Hanson

Program Director

Camp Royaneh

James Mizutani

Program Director

Camp Wolfeboro

Elijah Gonzales

Program Director

Wente Scout Reservation

Joe Barton

Director of Support Services

Golden Gate Area Council

Michael McDowell

Camping Committee Chair

Golden Gate Area Council

Registration & Camp Fees

2021 Camp Fees & Payment Schedule

Who	Where	GGAC Units	Out of Council Units
Youth Camper Fees	Wolfeboro per Scout per Week:	\$515	\$540
	Royaneh or Wente per Scout per Week:	\$525	\$550
Unit Camp Deposit	At time of Reservation	\$500 per Unit per Site per Week (ONLY REFUNDABLE IF CANCELLED BY COUNCIL)	
Item	Deadline	GGAC Units	Out of Council Units
Youth Camper Initial Payment	1/20/2021	\$150 Deposit per Scout (ONLY REFUNDABLE IF CANCELLED BY COUNCIL)	
Youth Camper Fee Deadline	3/31/2021	Balance of CW \$515 CR or WSR \$525	Balance of CW \$540 CR or WSR \$550
Adult Leaders	5/26/2021	First 2 Adults are FREE Remaining Adults \$300 per Adult (Partial week Adults are \$60 per day)	
All bridging Webelos Payment Deadline	Must be paid in full by 5/26/2021	CW \$515 CR or WSR \$525	CW \$540 CR or WSR \$550
Individual Days of Meals	5/31/2021	\$60 per Adult per day (24 hours) does not apply to Youth	
Late Registration Fees & Deadlines			
Youth Campers	After 3/31/2021	CW \$545 CR or WSR \$555	CW \$570 CR or WSR \$580
Webelos	After 5/26/2021	CW \$545 CR or WSR \$555	CW \$570 CR or WSR \$580
Adult Leaders	After 6/1/2021	\$330	\$330

- Your site and week are not guaranteed until your deposit with projected attendance is paid.
- If your initial payment is for a different number of Scouts than you initially indicated, your Troop may be required to move to a smaller campsite or share your site.
- Camperships are only available to GGAC Scouts attending Camp Royaneh, Camp Wolfeboro, or Wente Scout Reservation and may only be applied to one camp per year.
- The deadline for applying for Camperships is May 15, 2021. No late applications can be accepted.
- Webelos Scouts may apply for Camperships until May 31, 2021.

Council Refund Policy

The Golden Gate Area Council has instituted a refund policy to ensure our Scouts receive high quality programs and activities. A great deal of advanced planning and purchasing takes place for programs and events of the Golden Gate Area Council during the months and weeks prior to an event.

The Council will refund up to 100% of the costs for any event it cancels due to COVID-19. In order to maintain the most cost effective and positive program impact activity, camping, and event refunds of 100% cannot be given. Refunds are not given for No-Shows, schedule conflicts, weather conditions, or behavior issues occurring before or during the event. Refunds are considered based upon the following criteria and timeline and are returned to the person or entity and in the manner in which they were received.

Time Until Start of Event	Percentage Refund
Up to 14 days prior	80% refund
Up to 7 days prior	60% refund
7 days or less	No refund*

*Participants who cancel from an event within 7 days will be considered for up to a 60% refund if the refund request is accompanied by a Doctor's note. Requests under these circumstances will not be considered if not received at the Council Service Center less than 14 days after the start of the event.

Camperships

The Golden Gate Area Council believes each Scout should be given every opportunity to attend Camp. At times it can be hard for a family to raise the money, and Camperships can help cover part of the cost of a week of Camp for Golden Gate Area Council members attending one of the Golden Gate Area Council Camps. Campership applications are due by May 15th for continuing Scouts and May 31st for newly bridged Arrow of Light Scouts. (<https://ggacbsa.org/resources/>)

Provisional Camper

No Troop.....No Problem! You don't have to miss out on all the fun just because your troop isn't going to summer camp or because other summer plans mean you won't be able to go to camp with your Troop. You may even want to do an additional week of camp just because you had such a great time.

New Friends.....New Experiences! Provisional Camping is just like camping with your home troop, except you'll have the opportunity to camp with new friends as you join Scouts from all over the council and beyond. You'll meet new people and have the opportunity to develop friendships that can last a lifetime. Provisional Scouts will partner with a selected Golden Gate Area Council Troop with an experienced leader. You'll have a full time Scoutmaster for the week that, just like your Scoutmaster back home, will make sure you have a safe and fun camp experience. Provisional scouts can participate in all of the camp's exciting programs including advancement, competitions, and patrol events. It's a great way to finish additional Merit Badges, or to try a new part of the program that you weren't able to try before.

NOTE:

1. First-year summer campers cannot attend as Provisional. Youth must have attended at least one Summer Camp prior to this year.
2. We will contact you after receipt of your reservation to coordinate registration into specific camp programs, get health forms, emergency contact info, permission slips, etc...
3. Adults attending with provisional Scouts must pay a leader fee.

SO, sign up now if you'd like to attend camp as part of the provisional camping program!

Provisional Camping is the creation of a temporary Troop or an opportunity to work with another unit. Provisional camping allows youth to attend camp without their home unit. Provisional camping is not new; it is used during many different Scouting events including National Jamborees and High Adventure trips.

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

General Camp Information

2021 Camp Dates

Week 1	June 20 – June 26
Week 2	June 27 – July 3
Week 3	July 4 – July 10
Week 4	July 11 – July 17
Week 5	July 18 – July 24
Week 6	July 25 – July 31
Week 7	August 1 – August 7

2022 Camp Dates

Sunday to Saturday	CAMP WOLFEBORO
June 12 – June 18	<input type="checkbox"/> Session A
June 19 - June 25	<input type="checkbox"/> Session B
June 26 - July 2	<input type="checkbox"/> Session C
July 3 – July 9	<input type="checkbox"/> Session D
July 10 – July 16	<input type="checkbox"/> Session E
July 19 – July 23	<input type="checkbox"/> Session F
July 24 – July 30	
July 31 – August 6	

Required Forms

BEFORE departing home please collect and double check the following documents are complete. Have them readily accessible at Camp to speed up the check-in process.

[BSA Annual Health and Medical Record](#) - ALL Campers, Youth and Adult must have a current, completed BSA health form with all three sections (parts A, B, and C) and all appropriate parental & doctor signatures. The Health and Medical Record must be valid for the camper's entire stay. They must be renewed annually. None of the Camps are staffed with personnel capable of completing the physical on-site.

[Firearms Permission Slip](#) (see page 47): Youth campers are required to have an Official Firearms Permission Slip to participate in all Shooting Sports activities at Camp. Four (4) signed copies are required per Youth.

COVID-19 Vaccination or Negative Test Record – ALL Campers must show proof of either a valid vaccination for COVID-19 (both doses of either the Moderna or Pfizer with at least two weeks of elapsed time after the second dose or two weeks of elapsed time after the one-dose Johnson & Johnson vaccine) or a negative COVID-19 test within 72 hours of arrival at camp.

Tenting

Camp Wolfeboro campers (Youth and Adults) must provide their own tents and transport them to and from camp. Each unit is responsible for providing adequate sleeping space for all members in attendance. Camp Wolfeboro does not provide platforms.

The entrance to each tent must be clearly marked with "No Flames in Tent" and have full dirt and water buckets nearby, per BSA regulations. (Camp makes every effort to have ample containers available.)

Medical Checks

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

All prescription medication brought to Camp must have original containers and original instructions for administration. At minimum, one adult leader will be required to work with Scouts to administer and track medications in the Troop medication log provided at Camp.

The camp Health Officer will review all prescribed medications listed on the Annual Health & Medical Record during the Med Check.

Incomplete health forms, **including the physician's signature** for Part C will delay the participation of Scouts in Camp activities until completed forms are faxed to Camp. A failure to supply a valid form will necessitate the Scout being picked up from camp.

Dining Hall

During your unit's Check-In and Camp Tour, your unit will receive a Dining Hall orientation. Please alert the Dining Hall Steward of any food allergies or dietary restrictions. **In 2021, we will be instituting special Covid-19 protocols. All dining will be "take-out" not the usual cafeteria style in the dining hall.**

The first meal served at camp is Sunday dinner, and the last meal served is Saturday breakfast. For 2021, your unit must provide two hosts for every table that would be assigned to the unit. The hosts will come to the dining hall to retrieve each meal. For 2021, the hosts should plan to report to the dining hall 15-20 minutes before each meal.

Camp Wolfeboro Note – Meals in Dining Hall are served using serving-line style. Wednesday meals are provided by the Dining Hall but are prepared by the units in their campsites. **(NOT in 2021)**

Dietary Needs – Please note ANY scout or Adult leader with food allergies or religious dietary restrictions during online registration. For severe allergies or more complex needs than can't be listed

easily, email camping@ggacbsa.org three (3) weeks prior to arrival. Please submit items you can eat as well as those you can't.

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

Camp Administration

At **Camp Wolfeboro** the Program Office (PO) is located above the Trading Post. This is where you will find the Unit Mail Boxes, Lost & Found, a Lending Library, and the History of Wolfeboro.

Trading Post

If you're looking to purchase camping gear, a camp souvenir, or even a snack, the Trading Post is your one stop shop for all camp necessities. Forgot your toothbrush? Don't worry! Our Trading Posts carry toiletry products that you might have left at home. Trading Posts are stocked with Camp T-shirts! Our pocketknife selection is ever-changing, so make sure to bring money and check out the current stock. Don't forget to have proof that you earned your Totin' Chip with you when you get to the register!

The Trading Post, which is open after meals and during program time, is the place for you to pay for Merit Badge session project materials and trail rides! You can also pickup patches, neckerchief slides, and belt buckles, many unique to specific years of camp. The Trading Post staff is happy to accept cash, check, and all major credit cards.

On average, a Scout spends \$80 during their week at camp. This amount will depend upon the Scout's personal needs and whether the Scout's interests require special purchases such as rifle range tickets or handicraft items. We ask that Scouts come with small bills to aid in making change. For \$80, we recommend one \$20, three \$10, four \$5, and ten \$1. Adult Leaders are allowed to run a tab in the trading post on their credit cards. Adults who do not sign off on their tab by 7:00 PM on Friday evening will be charged an additional \$25 fee.

Visitors

Due to COVID restrictions, we are not allowing day visitors except on Council business at any of the Golden Gate Area Camps in 2021, so we can maintain a stable camp population and minimize the spread of COVID-19.

Uniforms

Field uniforms (a.k.a. "Class A") are worn at all flag ceremonies and at morning and evening meals. During the day and evening, Scouts should wear attire appropriate to the program area in which they are participating. Activity uniforms ("Class B's") are highly recommended. There are **NO laundry facilities** available to campers.

Scout appropriate attire is required at all times, swimsuits & sleeping attire are **not** acceptable at meals.

Camp Wolfeboro Communications

Mail

There is NO direct mail service to camp, so mail delivery to camp is infrequent. There is a deposit box for outgoing mail behind the Program Office. Incoming mail is distributed as soon as possible after pick-up from the local Post Office in Bear Valley. **The camp is not responsible for lost or stolen mail.** The Trading Post stocks postcards, writing paper, envelopes, and stamps. Scouts should be encouraged to write to their families about summer camp.

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

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

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

Telephone

Wolfeforo uses a radiotelephone system. **In case of an emergency, contact the Golden Gate Area Council Service Center at (925) 674-6126 to get a message to camp.**

Internet

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

Adult Leaders

Volunteer Opportunities

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

Check-Out

Youth Early Release from Camp Property

For the safety of all Scouts attending Camp, it is the policy of the Golden Gate Area Council to follow these procedures in the event that a Scout must leave earlier than the whole Unit. The following must ALL be in the Camp Office together prior to departure (known at Camp as the Magic 5)

1. The Scout - The Scout must be present and sign out with the Adult Driver's signature.
2. Scout's Annual Health & Medical Record must list the driver as an Authorized Adult to take the Scout to and from events.
3. Adult Driver picking up the Scout must report directly to the Camp Office upon arrival.
4. Adult Driver's valid License will be compared to information on the Annual Health and Medical Record.
5. Adult Leader Remaining in Camp verifies Unit knows when and with whom the Scout left.

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

Health & Safety

Covid-19

There are, no doubt, lots of questions related to measures being taken to ensure everyone's safety while at camp. We want to outline all the measures we plan to take, but please be advised that in this ever-changing environment some of these measures may change, to be less or more stringent depending on the current circumstances. Our goal is as normal of a summer camp experience as possible; therefore, we are not planning to employ the cohort/pod model for camp. We will ask that units stay together for larger gatherings such as opening and closing campfires.

Pre-Camp Procedures

1. Each unit should have completed the BSA SAFE RESTART checklist
2. Each Camper (Youth and Adult) should complete the Personal Health Screening Survey (See the Appendix).
3. Every Camper and Driver must have a temperature below 100.4 °F just prior to departure for camp.
4. All Campers and Drivers must have proof either of COVID Vaccination (copy ok) or a negative COVID test (non-home test) taken within 72 hours of arrival at camp. All Campers and Drivers are highly encouraged to self-quarantine for the 72 hours prior to arrival at camp.
 - a. For the Two-Dose Vaccines (Pfizer and Moderna), the individual must have received both doses of the vaccine at least **two weeks** prior to arrival at camp.
 - b. For the One-Dose Vaccine (Johnson & Johnson), the individual must have received the vaccine at least **two weeks** prior to arrival at camp.
 - c. If the Pfizer vaccine becomes available for youth ages 12-15, proof of a valid vaccination will be accepted for those Scouts. (see 4a for details).
 - d. The CDC does not recommend getting tested again in the three months after a positive viral test if the person does not have symptoms of COVID-19. Campers and staff who have had a positive viral test in the 3 months prior to starting camp and have met the criteria to end isolation should have a letter from their healthcare provider documenting the positive test date and stating the individual is cleared to end isolation.
5. Should a Camper miss camp due to a COVID infection, a full refund will be given.

Procedures at Camp

1. Upon arrival at camp, the driver and all occupants must show proof of either a COVID Vaccination (copy ok) or a negative COVID test taken within 72 hours of arrival at camp or a letter from their healthcare provider documenting the positive test date and stating the individual is cleared to end isolation before the vehicle may be unloaded. Any vehicles that do not present credentials will not be permitted to unload and **NO ONE** will be permitted on the camp property. Parents may drop off Scouts, but they are not permitted to leave the central area of the camp (i.e., they may not go to the Campsite)
 - a. We would request that units avoid chartering a bus to bring their Scouts to camp as each unit needs to have at least one vehicle at camp in the event of an emergency.
2. While at camp each and every camper must wear a face covering over their mouth and nose and practice social distancing as dictated by the County Health Department where the camp is located. In the case of Camp Royaneh, this is Sonoma County. The camp will be providing each camper with one camp-branded face covering. (Additional face coverings may be

purchased at the Camp Trading Post, but we recommend that additional face coverings be sent with the participant.)

3. At each program session, campers and staff will maintain social distancing and high contact areas will be routinely sanitized several times a day. All campers will wash their hands between each program session.
4. At the present time, we are still uncertain about Dining Hall operations. Camp Royaneh and Wente Scout Reservation will have dining hall service at 50% capacity and will offer mixed indoor and outdoor dining. At the present time, units attending Camp Wolfeboro will receive their meals as "To Go" meals from the Dining Hall and they will be eaten outdoors, likely at their campsite.
 - a. No unit will be allowed to cook their meals in the campsite. This includes Dutch Oven cobblers and roasting marshmallows, unfortunately.
 - b. Heating water for coffee or hot cocoa does not constitute cooking, so enjoy your coffee.
5. There will be extra hand sanitizing stations positioned throughout the camp to encourage a high level of personal hygiene.
6. In the event of a potential case of COVID-19 while at camp, the local Health Authority will be notified, and all County and Camp-specific protocols will be followed.
7. While at camp, all campers will sleep no more than two individuals to a tent. If individuals are sharing a tent, they will need to sleep head-to-foot and maintain a maximum amount of ventilation in the tent (i.e. keep the flaps open if possible)
 - a. All Youth Protection guidelines must continue to be followed.
 - b. Youth and Adults may NOT share a tent, even if related
 - c. All youth must be within two years of age (while it is recognized that siblings might be more than two years apart, the optics are poor for those not aware of the relationship).
 - d. Spouses may share a tent.

Post-Camp Procedures

1. As with Arrivals, all Drivers coming to pick up Units will need to meet the criteria of proof either of COVID Vaccination (copy ok) or a negative COVID test taken within 72 hours of arrival at camp or a letter from their healthcare provider documenting the positive test date and stating the individual is cleared to end isolation. All drivers will be required to stay with their vehicles and not go to the Campsites, so units should arrange for someone to meet the Driver in the parking lot.
2. On the Tuesday after Camp, each unit will receive a link to a Survey that will need to be completed within 24 hours regarding the unit's COVID status. If a Unit does not complete the survey on Tuesday, there will be a personal call to primary unit contact on that Wednesday. **A failure to complete the survey will result in the voiding of the Unit's Stake-A-Claim for 2022 and a loss of the deposit.**
3. Should any Camper (Youth or Adult) develop COVID within 10 days following camp, we would ask that you inform us as soon as possible after the diagnosis.(safety@ggacbsa.org)

Health

Health Facilities

Each Camp has a well-equipped Medical Lodge with a Health Officer trained to handle minor accidents and illnesses.

For each camp arrangements for treatment of more serious cases have been made with medical clinics and hospitals in the surrounding communities. If such treatment is required, attempts will be made to notify the camper's parents. Their desires concerning further treatment will be accommodated wherever possible.

1. It is the responsibility of the unit leadership to provide transportation for unit member(s) requiring services from a doctor or hospital. The camp will provide transportation only when a unit has inadequate transportation, or if an injury requires medical personnel with emergency transportation.
2. One adult leader from the unit must accompany the unit member(s) requiring services to the doctor or hospital. The adult leader must obtain the Scout's health record and any insurance forms from the Camp Health Officer before going to the doctor or hospital. Also, two deep leadership still applies.
3. Since parent(s) or guardian(s) will be notified of any serious illness or injury, they should provide information about where they can be located if they will not be at home during the week of camp.
4. The Camp Health Officer must clear all cases requiring outside medical care. This is an agreement with the local health services facility and usually required by insurance companies for claim procedures.
5. Those leaving camp **for any medical reasons** should check out with the Camp Health Officer. Upon returning to camp, they must check back in with the Camp Health Officer and show documentation of release and any medical restrictions and care.

If not returning to camp, someone from the Unit must contact the Golden Gate Area Council at (925) 674-6126 and leave a message with contact info.

Health Personnel

A qualified Health Officer is on duty at all times during your stay. The Health Officer is located in the Health Office in the Camp Administration Building. The Camps have arrangements with a local clinic nearby and have access to an ambulance service and hospital in the event of an emergency.

Medical Emergencies

In the unlikely event of a medical emergency while at **Camp Wolfboro**, the patient will most likely be transported to Mark Twain Medical Center in San Andreas, CA. Urgent Care cases will be sent to Urgent Care clinics in Arnold or Angels Camp.

Medications

The Boy Scouts of America National policy states:

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

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

Access to the lockers will be open 24/7 while Camp is in session to allow access to your Unit locker. Non-prescription medications must be kept under the supervision of the Adult Leaders.

Dietary Needs

See Dining Hall on Page 11.

Special Needs

Unit leaders should understand the limitations and strengths of the Scouts in their charge. In some cases, leaders may need additional guidance regarding the extent of appropriate physical activity from the Scout's health-care provider, physical therapist, or teacher, in addition to the parents or guardians. Where a Scout is known to have special needs, it is essential that their Annual Health & Medical Record accurately reflect that condition. Likewise, the camp experience should not be an opportunity for a "medication vacation" – the Scout should maintain the normal prescribed medication while at camp to ensure a positive experience for the Scout and others at camp.

Many Scouts with disabilities can accomplish the basic skills of Scouting, but they may require extra time to learn them. Working with these Scouts can require patience and understanding on the part of unit leaders and other Scouts. A clear and open understanding should exist between the unit leadership and the parents or guardians of a Scout with a disability.

Scouts with special needs will be given opportunities to camp, hike, and take part in other unit activities based on their capabilities and safety. Using accessible facilities is an invitation for Scouts with special needs to feel welcome and able to fully participate. Camp operations may be able to work with the unit leadership to design a program for Scouts with special needs if given adequate advance notice. Please provide the camp staff of your destination camp with as much advance notice as possible, so we can work together to provide the best possible experience for your Scouts. You can connect with them through our Camping Department Coordinator (Melissa.Yarns@scouting.org).

Insurance

The BSA's Annual Health and Medical Record form requests personal health & accident insurance carrier and policy number. This information is needed in the event someone has a life-threatening condition and is taken to the hospital and the emergency contact person cannot be reached. Doing so meets requirements set by the BSA's insurance provider.

Drugs, Alcohol, & Tobacco

Prescription drugs must be checked in to the Camp Medic. Non-prescription medications (aspirin, cough syrup, etc.) may be used only with the approval of the Camp Medic. Local authorities will deal with those using illegal substances at camp. Alcoholic beverages are not allowed in camp! Anyone in possession of, or under the influence of, alcohol will be escorted from camp immediately.

Smoking/Vaping Policy—All buildings and facilities are designated as nonsmoking facilities. Smoking or vaping is not permitted anywhere in camp. All activities will be conducted in a smoke-free environment.

If any Adult must use tobacco, they may do so ONLY in the designated smoking area.

Safety

Emergency Procedures

In the event of an emergency, notify a member of Camp Staff immediately. Do **NOT** attempt to deal with the emergency yourself, regardless of the situation. If the situation seems at all dangerous, as in

the event of wildfire, the priority is to evacuate all Scouts and Leaders from the immediate area. For all emergency assembly purposes, a siren will sound, fire bell rung, and ALL Campers should report immediately to the Camp Assembly Area to await further instructions. When your Troop arrives at the Assembly Area, take roll using your Final Troop Roster. A key member of the Staff will ask for a Troop Roll Call. If anyone is missing, Camp Staff or appropriate Emergency Personnel will initiate a search. More information on emergency procedures will be available on your first day in Camp.

Emergency drills are held during each session of Camp. When the alarm sounds, all Scouts and Adult Leaders are to report immediately to the designated assembly area.

Fire Safety

National Camp Standards require that each Unit post a completed Unit Fireguard Chart in their Campsite. These forms will be posted on your Campsite's bulletin board prior to your arrival.

Each Campsite has buckets, a shovel, and a rake. Do not remove these tools from your Campsite. Proper means of extinguishing fires should be on hand at all times. In case of extreme fire danger, the California Department of Forestry may temporarily suspend our Campfire permit.

Liquid or propane fueled stoves or lanterns are to be operated only under direct Adult supervision. Any large quantity of fuel must be stored with the Camp Ranger.

Extreme caution must be taken whenever an open flame is involved. Camp can be a very hot and dry tinderbox during the summer. Be sure that all lanterns used are of approved status.

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

Campfires

In 2021, due to the ongoing California drought, all campfires including charcoal fires are prohibited per CalFire and local Fire Departments.

Fuels

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

Program Safety

Aquatics

All Scouts and Adult Leaders are required to take the BSA Swimmers Test before participating in any aquatic activity, no exceptions. Waterfront is off-limits when no Staff is present. No swimming is allowed anywhere other than the official Waterfront.

Shooting Sports

Permission from a parent or guardian is required for Scouts to shoot at any of our Camp ranges. Four (4) copies of the Firearms Permission Slip are required. The blank form can be found in the Appendix.

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

Red Flags are used to designate a Shooting Range

- If the flag is **DOWN**, the range is closed - - **DO NOT ENTER!**

- If the flag is UP, staff is present, and the range is Open
- Yellow rope or caution tape designates a restricted area - - **DO NOT CROSS!**

Scouts may bring their own eye and ear protection for use at the shooting ranges.

Personal Safety

- Closed toe shoes are required throughout all Camps. The ONLY exception is inside the pool or Waterfront areas.
- Travel only on designated trails.
- Report safety issues to the Camp Office immediately.
- All Camps operate on the buddy system. Scouts need to have a buddy in program areas, on hikes, and in any other activity they are participating.
- Initiations and/or hazing are strictly forbidden by BSA National Council Policy.
- Non-prescription drugs and alcohol have no place in Camp and are prohibited at all times.
- No flames of any kind are allowed in tents or outside a designated fire ring at any time.
- Fireworks are prohibited by County and State law at all of our Camps.
- Pets of any kind are not permitted at any Camp.

Personal Projectile Throwers

Please leave all personal bows, firearms and ammunition at home! [For the safety of Camp participants and to be in line with Camp Standards, our Shooting Sports Director must secure ALL designated Firearms on property.](#)

If personal bows, firearms, or ammunition find their way to camp, they must be checked in with the Shooting Sports Director who will safely store them on the Range until checkout.

Knives

Knives may be necessary in the successful completion of an activity. For these activities, Totin' Chip training is available. All Scouts who carry knives or use other wood-cutting tools must carry their completed Totin' Chip card with them. NONE of the programs offered at camp require the use of a knife with a blade longer than four inches.

Under NO CIRCUMSTANCES are SHEATH KNIVES NEEDED or ALLOWED for participation in the camp programs. Knives of that type will be confiscated for the duration of the week.

Plants and Animals

While most of the animals we have at Camp are harmless, there are some to be very cautious around. **Rattlesnakes** and **cougars** occasionally make their way into Camp. **Yellow jackets, scorpions, ticks, and spiders** can be found lurking just about anywhere; all of them bite or sting and are, in general, very annoying. Instructions on how to deal with each of these will be given at Camp.

Camp Wolfeboro has a real possibility of **bears**. Each Campsite is supplied with a heavy-duty bear locker. Full "smellable" precautions should be taken at all times as bears do make their way into camp from time to time. Each evening, all trash should be removed from Campsites and deposited in the

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

Valuables

None of the Golden Gate Area Council Camps are responsible for the safety of campers' valuables. Leave unnecessary valuables at home; this includes items of sentimental value, such as a compass that has been handed down from father to son. Scouts should not take certain items (jewelry, money, etc.) to the aquatics or high adventure program areas. Some troops bring a "lock box" to store valuables for scouts at camp, but they need to be secured.

Lost & Found

Prior to coming to Camp, Scouts are strongly encouraged to clearly mark all personal items with their name and Troop number for easy identification. Should a Scout inadvertently bring a valuable item, it can be locked inside the Camp Office. Each Camp has a Lost and Found located in the Administrative or Program Office. Describe your lost valuables to the Camp Administration to retrieve them. The Golden Gate Area Council, BSA is not responsible for lost or stolen items at Camp.

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

Damaged Equipment

Each unit is responsible for taking care of camp equipment that has been issued for their use. If this equipment is damaged, the individual or unit is responsible for cost of repairs or replacement at the discretion of the Camp Director.

General Merit Badge Information

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

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

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

Blue Cards

The Camp staff will utilize Black Pug for all merit badge tracking and your online access will allow you to print or re-print your own blue cards at home. Each camp will issue the blue card for each newly started merit badge. The unit leader can pick up signed cards on Friday for review, and corrections will be made Saturday morning during checkout.

Partials

There are many badges that have requirements that cannot be completed at Camp. Some of these are due to time requirements, and others simply cannot be done in a summer Camp setting. It is the policy of the National Council of the Boy Scouts of America that there is no time limit (other than the Scout's 18th birthday) on a Scout completing a Merit Badge after receiving a partial. All Golden Gate Area

Council Camps will honor partials regardless of date or location that requirements were completed. Counselors will ask Scouts to review requirements already signed off to ensure that they are able to properly complete the Merit Badge. It is necessary for Scouts to bring the Merit Badge blue card partial to Camp.

Prerequisites

In some cases, there are requirements cannot be completed at Camp, such as the time-bound requirements for certain merit badges. Many of these requirements can be completed before a Scout arrives at Camp. A Scout should contact a Merit Badge counselor for that badge, go over the work they have done, and bring a partial to Camp with them. To sign-off prerequisites, Camp counselors will need a partial from a Merit Badge counselor or a note from the Unit leader.

Camp Wolfeboro Program

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

Your program should be based on the needs and desires of the individuals in your unit. To ensure your unit's needs are met, we suggest that your unit have each youth decide, in advance, all the merit badges and other advancement and activities they want to do. Merit badge sign-ups will be accessed through <https://scoutingevent.com/023-CW2021>. The list of merit badges offered with prerequisites and the tentative schedule are located on Pages 27-28 and Pages 29, respectively.

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

Eagle's End

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

Merit Badges

American Heritage (ODD)

Architecture

Citizenship in the Community, Nation, and World

Communication

Crime Prevention

Inventing

Personal Management

Public Speaking

Scouting Heritage (EVEN)

Ecology & Conservation

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

Drop by the Nature Lodge to view their displays or ask any questions you have about the natural world. All youth are encouraged to work on or take part in camp conservation projects. There might even be some on-going projects that will be tackled by more than one unit throughout the summer. Night hikes are a way to experience the outdoors—can you navigate by the stars or stalk owls?

Merit Badges

Archaeology

Astronomy

Bird Study

Environmental Science

Fish & Wildlife

Management

Forestry

Geology

Insect Study

Mammal Study

Nature

Nuclear Science

Oceanography

Plant Science

Reptile & Amphibian Study

Soil & Water Conservation

Weather

Handicraft

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

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

Merit Badges

Art

Basketry

Chess

Indian Lore

Leatherwork

Music

Photography

Textile

Theater

Wood Carving

Scoutcraft

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

Merit Badges

Camping

Emergency Preparedness

First Aid

Fishing

Geocaching

Orienteering

Pioneering

Signs, Signals, and Codes

Wilderness Survival

Shooting Sports

Every Scout wants the chance to do some shooting and show off his skill with a .22 rifle, shotgun, or the bow and arrow. Shooting sports will discipline the mind and the body, so just relax and have a great time. Tickets for shotgun and .22 rifle targets must be purchased at the trading post.

Camp Wolfeboro has excellent instructors who are more than willing to go the extra mile to help campers be successful. As with all program areas, the main aspect of the shooting ranges is **safety**. The rules may seem strict at times, but they ensure a fun, safe area that everyone can enjoy.

All Youth who wish to enter any of the Shooting Ranges **MUST have a signed Firearms Use Permission Slip** (See Page 47).

Merit Badges

Archery

Rifle Shooting

Shotgun Shooting

Special Programs

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

Also, visit the Archery range and try tomahawk and knife throwing!

Summit

One of the highlights of Camp Wolfeboro is our expansive rock-climbing program. Our location in a granite valley allows us to have three separate natural outdoor rock walls that we are able to safely use.

Merit Badges

Climbing

(A parent's signature on the standard release section of the Health form gives permission for rock climbing.)

Special Programs

3-Day Wilderness Trek—This exciting program is geared for older Scouts. They will leave Tuesday morning and return to camp on Thursday morning. All troops wanting to participate in this program must bring at least one adult leader from their unit. Units will determine their itinerary and our staff will provide your guide and food for the trip.

We recommend you bring items for the type of Trek you desire. **Wolfeboro Wilderness Trek Registration is now online with your Unit Registration and must be completed with Merit Badge sign ups at least two (2) weeks prior to attending camp.** Since participants are on the trail, they won't be able to participate in some in-camp activities.

Sourdough Hike—The 49ers called prospectors who traveled from camp to camp "Sourdoughs". At least twice a week, the staff leads Scouts on this 2.5-mile hike, designed to teach basic backpacking and camping skills to your first-year campers. Please pre-enroll with your Unit Merit Badge Registration online prior to camp.

The Scouts will hike out of camp up the Highland Creek trail to Greenwater. Here they will prepare a meal on backpack stoves, try out some Scoutcraft skills, take a swim, and have a rousing campfire topped off by a Dutch oven dessert prepared by the staff guides. Any unit that sends Scouts must also send at least one adult. We recommend you bring the following items:

Backpack	Sleeping Bag	Ground Cloth	The Ten Essentials Water (2-L min)
Mess Kit	Appropriate footwear and clothing		

Trailhead

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

Your Scouts should plan to spend a minimum of two hours per day at **Trailhead** depending upon the advancement needs. Those Scouts who need just a few requirements to First Class should make arrangements with Trailhead Staff.

When each Scout enters Trailhead, the staff will guide them through requirements for rank advancement. The Scout will be taught the skill and then tested. If the scout is successful, he or she will be signed off on a requirement card that he or she submits to the troop leadership. We highly recommend that troop leadership then test him before officially signing off on a requirement in his handbook.

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

Session Information

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

Waterfront

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

Merit Badge Programs

Canoeing

Lifesaving (Not offered in 2021)

Rowing

Swimming

Special Programs

Mile Swim BSA—Scouts and Scouters need to be in good physical shape to complete the rigorous requirements of this award. Before swimming the mile, all participants must attend 4 training sessions. Each swimmer must bring a rower and an accompanying spotter. The mile swim will generally take place on Friday morning. Please see the Aquatic Director to arrange for conditioning times.

Also Available

Beginner Swim

Polar Bear Swim

Safe Swim Defense

Safety Afloat

Snorkeling, BSA

Swimming and Water Rescue (an

intermediate course between Safe Swim Defense and BSA Lifeguard)

Camp Wolfeboro Merit Badges

2021 Merit Badge Offerings

Merit Badge	Diff.	Fee	Limit	Age	Prerequisites	Information	Prog. Area
American Heritage	Hard		20		Highly recommend Req. 5b	Offered ODD years only.	Eagle's End
Archaeology	Hard		30			Requires extensive work outside session.	EcoCon
Archery	Hard	\$20	8		MUST be able to pull a 25 lb. bow. (Sunday)	Fee covers kits for req. 2 & 3. May require extensive practice outside of Merit Badge. Older Scout priority.	Shooting Sp.
Architecture	Med.		30				Eagle's End
Art	Easy	\$20	20			Fee covers projects for Reqs. 4 & 5.	Handicraft
Astronomy	Hard		25			Requires observations outside session.	EcoCon
Basketry	Easy	\$20	25			Fee covers projects for Req. 3. Requires extensive time outside of Merit Badge.	Handicraft
Bird Study	Hard		30			Requires observations outside session.	EcoCon
Camping*	Med.		30		Req. 4b, 5e, 7b, 8d, 9a&b not covered.		Scoutcraft
Canoeing	Med.		20		Pass BSA Swim Test before start of badge.	MUST be able to launch, carry & store boat with partner!	Waterfront
Chess	Med.		30			Requires time outside session for tournament.	Handicraft
Citizenship in the Community*	Med.		20	14+	Req. 3, 4, & 7		Eagle's End
Citizenship in the Nation*	Med.		20	14+	Req. 2		Eagle's End
Citizenship in the World*	Hard		20	14+	Req. 7		Eagle's End
Climbing	Hard		12			3-hr session.	Summit
Communication*	Hard		20		Req. 5 & 7	Requires extensive work outside session	Eagle's End
Crime Prevention	Med.		20			Participation in Loss Prevention Program	Eagle's End
Emergency Preparedness*	Med.	None	20		Reqs. 1, 2b&c, 8b	Must have First Aid to complete badge.	Scoutcraft
Environmental Science**	Hard		30			Requires observation time & extensive writing outside of Merit Badge.	Mtn Man
First Aid*	Med.		20		Req. 5a & 7a		Scoutcraft
Fish & Wildlife Management	Easy		35				EcoCon
Fishing	Med.		15		MUST bring own gear (\$25 T-Post)	Need patience to catch fish, may need to walk with buddy to remote locations.	Scoutcraft
Forestry	Med.		30			Requires hike outside session.	EcoCon
Geocaching	Med.		20		Req. 7 & 9. MUST bring own GPS.		Scoutcraft
Geology	Med.		30			Requires collection & observations outside session	EcoCon
Indian Lore	Med.	\$20	25			Fee covers all project materials.	Handicraft
Insect Study	Med.		30		Req. 9		EcoCon
Inventing	Easy				Req. 8	Req. 7 finish at home.	Eagle's End
Leatherwork	Easy	\$25	25			Fee covers project kits for Req. 3 & 5c.	Handicraft

Merit Badge	Diff.	Fee	Limit	Age	Prerequisites	Information	Prog. Area
Mammal Study	Easy		30				EcoCon
Music	Med.		25				Handicraft
Nature	Med.		30		Req. 4e - Bring own fishing gear.	Requires collection & observation time outside of Merit Badge.	EcoCon
Nuclear Science	Hard		20	14+	Basic Chemistry knowledge		EcoCon
Oceanography	Med.		30			Requires observation time outside session.	EcoCon
Orienteering	Med.		20			May require extensive time outside of Merit Badge.	Scoutcraft
Personal Management	Hard		20		Req. 1, 2 & 8		Eagle's End
Photography	Med.		20		Req. 1a (must have current Cyberchip), 6	MUST bring own digital camera for use all week. May not share with others.	Handicraft
Pioneering	Med.		20		Working knowledge of Scout to First Class knots & lashings	Requires knot & lashing practice outside of Merit Badge.	Scoutcraft
Plant Science	Med.		30				EcoCon
Public Speaking	Med.		10			Requires speech writing & practice outside of Merit Badge.	Eagle's End
Reptile & Amphibian Study	Med.		30		Req. 8	Requires observation time outside session.	EcoCon
Rifle Shooting	Med.	\$40	8		Firearm Use Permission Slip	May require extensive practice shooting outside of Merit Badge.	Shooting Sp.
Rowing	Med.		12		Pass BSA Swim Test before start of badge.		Waterfront
Salesmanship	Med.		25			Requires time outside of Merit Badge. Offered ODD years only.	Trading Post
Shotgun Shooting	Hard	\$50	8		Firearm Use Permission Slip	May require extensive practice shooting outside of Merit Badge.	Shooting Sp.
Signs, Signals & Codes	Easy		20				Scoutcraft
Soil & Water Conservation	Easy		30				EcoCon
Swimming**	Med.		15		Pass BSA Swim Test before start of badge.	Water is brisk and refreshing.	Waterfront
Textile	Easy		20				Handicraft
Theater	Med.		25		Req. 1		Handicraft
Weather	Med.		30		Req. 9a on Sunday	Requires observation outside Merit Badge.	EcoCon
Wilderness Survival	Med.		30			Requires building your own shelter & spending night in it at Overnight Outpost	Scoutcraft
Woodcarving	Med.	\$20	15		Totin' Chip (Sunday session if needed)	Fee covers project kits for req. 6 & 7.	Handicraft

2021 Camp Wolfeboro Merit Badge & Activities Schedule

PROGRAM AREA	MORNING PROGRAM			AFTERNOON PROGRAM		
	9:00 AM	10:00 AM	11:00 AM	2:00 PM	3:00 PM	4:00 PM
Aquatics	Canoeing	Beginner Swim	Canoeing	Beginner Swim	Open Swim & Boating	
	Swimming	Rowing	Swimming	Rowing		
Eagle's End	Cit. in the Nation	Cit. in the Nation	American Heritage	Cit. in the Community	Cit. in the Community	Inventing
	Cit. in the World	Personal Management	Crime Prevention	Cit. in the Nation	Cit. in the Nation	Personal Management
	Communication	Communication	Public Speaking	Communication	Communication	Architecture
	Archeology	Astronomy	Archeology	Fish & Wildlife Mgmt.	Geology	Geology
Ecology & Conservation	Astronomy	Bird Study	Environmental Science	Mammal Study	Oceanography	Insect Study
	Bird Study	Environmental Science	Forestry	Plant Science	Mammal Study	Weather
	Chess	Basketry	Art	Basketry	Indian Lore	Art
	Indian Lore	Leatherwork	Photography	Leatherwork	Leatherwork	Chess
Handicraft	Woodcarving	Textiles	Woodcarving	Theater	Woodcarving	Music
		Salesmanship (at T-Post)		Salesmanship (at T-Post)		
				Emergency Prep.	First Aid	
				Pioneering	Camping	Emergency Prep.
Miscellaneous	Signs Signals & Codes	Wilderness Survival	Fishing	Wilderness Survival	Fishing	Geocaching
	Archery	Archery	Archery	Archery Open Shoot		
	Rifle Shooting	Rifle Shooting	Rifle Shooting	Rifle Open Shoot		
	Shotgun Shooting	Shotgun Shooting	Shotgun Shooting	Shotgun Open Shoot		
Scoutcraft	Camping	First Aid		Emergency Prep.	NOVA Awards	
	Pioneering	Orienteering	Emergency Prep.	Pioneering	Camping	Emergency Prep.
Shooting Sports	Archery	Wilderness Survival	Fishing	Wilderness Survival	Fishing	Geocaching
	Archery	Archery	Archery	Archery Open Shoot		
	Rifle Shooting	Rifle Shooting	Rifle Shooting	Rifle Open Shoot		
	Shotgun Shooting	Shotgun Shooting	Shotgun Shooting	Shotgun Open Shoot		
STEM	NOVA Awards			NOVA Awards		
	Climbing (3-hour session)			Climbing (3-hour session)		
Summit						
				First Class	First Class	Second Class
				Tenderfoot	Second Class	Tenderfoot
Trailhead	Tenderfoot	Second Class	First Class	First Class	Second Class	Second Class
	Second Class	First Class	Tenderfoot	Tenderfoot	Second Class	Tenderfoot

D I N N E R

D I N N E R

D I N N E R

L U N C H

L U N C H

L U N C H

Camp-wide Game

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

Theme Games

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

Special Programs at Camp Wolfeboro

Camp Wolfeboro offers special programs throughout the week. Your unit's camp experience would not be complete without participating in several of these. The times and events are listed on the Camp Weekly Schedule.

ACE Program

Adventures Connection Experiences **(NOT Offered in 2021)**

ACE is an escape from the traditional merit badge summer camp program that allows Scouts to have a variety of outdoor camp experiences. There are three main components to the ACE program: Adventures, Connections, and Experiences.

Scouts will be able to participate in the programs that are most sought after at summer camp. The ACE program should appeal to Scouts for several reasons. They will enjoy different high adventure activities that can last the entire day or half the day. Connecting with new friends through this program is another plus. Throughout the week, scouts will embark on adventures and create unforgettable experiences. They can also choose to come to camp with their troop or as a Provisional Scout and join one of our provisional troops, similar to a jamboree troop.

Be Prepared to have **FUN!**

ACE Schedule

	Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
Morning	Camp Closed	Climbing Adventure	Trek Leaves	Trek	Trek Returns	Out of camp Special Activity (TBD)	Leave for Home
Afternoon	Arrive top of the hill Noon - 2pm	Shooting Sports Area(s)	Trek	Trek	Camp Wide Theme Games	Out of camp Special Activity (TBD)	Camp Closed

ACE Program Requirements:

- Minimum Age of 14 years old by June 1st
- Must be First Class Scout or above
- Must have a completed BSA Medical Form AND all required camp forms and permission forms signed by a parent or guardian.
- Must bring backpack, sleeping bag and other gear needed for Trek.

Duration of the Program: Each session begins on arrival at camp between noon and 4 pm. All gear is brought down to the camp and campers hike in. Camp ends Saturday before 10 am.

Weekly Scout fees for the ACE Program

The ACE program utilizes many out of camp resources and has an additional cost of \$100 per camper which can be paid when they sign up through our online system at <https://scoutingevent.com/023-wolfeboro2021>

STEM Program

An opportunity to earn up to four Scouts BSA STEM Nova Awards (Shoot!, Start Your Engines!, Whoosh!, and Splash!).

Participation is limited to eight (8) Scouts per session. There will be a \$25 fee to cover the cost of supplies.

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S.T.E.M.-Nova Award Prerequisites

Shoot!

- 1) Watch and/or Read about three hours science-related shows or documentaries that involve projectiles, aviation, weather, astronomy, or space technology and prepare two questions from what you read or watched then be ready to discuss them with your Counselor.
- 2) Earn or have earned one of the following merit badges—Archery, Astronomy, Athletics, Aviation, Game Design, Rifle Shooting, Robotics, Shotgun Shooting, Space Exploration, Sustainability, or Weather. Be ready to discuss how your merit badge used science. (The merit badge used for each Nova Award must be different.)
- 3) Visit an observatory or flight, aviation, or space museum, talk to a docent about the science at the museum then be prepared to discuss your visit with your Counselor

Start Your Engines!

- 1) Watch and/or Read about three hours science-related shows or documentaries about transportation or transportation technology and prepare two questions from what you read or watched then be ready to discuss them with your Counselor.
- 2) Earn or have earned one of the following merit badges—Automotive Maintenance, Aviation, Canoeing, Cycling, Drafting, Electricity, Energy, Farm Mechanics, Kayaking, Motorboating, Nuclear Science, Programming, Railroad, Small-Boat Sailing, Space Exploration, or Truck Transportation. Be ready to discuss how your merit badge used technology. (The merit badge used for each Nova Award must be different.)

Whoosh!

- 1) Watch and/or Read about three hours of engineering-related materials that involved motion or motion-inspired technology and prepare two questions from what you read or watched then be ready to discuss them with your Counselor.

- 2) Earn or have earned one of the following merit badges—Archery, Aviation, Composite Materials, Drafting, Electronics, Engineering, Inventing, Mining in Society, Model Design and Building, Railroading, Rifle Shooting, Robotics, or Shotgun Shooting. Be ready to discuss how your merit badge used engineering. (The merit badge used for each Nova Award must be different.)

Splash!

- 1) Watch, Research, and/or Read about three hours of science-related materials that discuss water as it relates to the hydrologic cycle, primary sources, primary users, health, sources of pollution, waste treatment, and related sciences and technologies and prepare five questions from what you read or watched then be ready to discuss two of them with your Counselor.
- 2) Earn or have earned one of the following merit badges—Chemistry, Energy, Engineering, Environmental Science, Fish & Wildlife Management, Fishing, Fly-Fishing, Forestry, Geology, Nature, Oceanography, Public Health, Soil & Water Conservation, Sustainability, or Weather. Be ready to discuss how your merit badge pertains to water. (The merit badge used for each Nova Award must be different.)

For Scouts that are ready to move beyond the Nova Awards and are interested in working towards the Supernova medals, they should speak with the STEM area Director, who can help guide the Scout in these further STEM explorations.

Wolfeboro Rockers & Requirements

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

Ascension (Summit)

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

Bard (Commissioners)

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

Conservationist (Eco-Con)

1. Organize and lead a conservation project of at least 2 hours. It must not only help the environment, but also serve to educate your fellow Scouts and Scouters.
2. Keep a journal of at least 500 words, detailing the history of the conservation movement in the United States, including contributions made by the Boy Scouts of America.
3. Keep a journal of at least five endangered species present in the Sierra Nevada range, as well as at Camp Wolfeforo.
4. Explain to your troop why conservation is important, both at Camp Wolfeforo and at home. Explain at least ten different ways for your troop to conserve resources at home and at Camp Wolfeforo.
5. Do the following:
 - a. Write a meaningful haiku (5-7-5) about conservation
 - b. Paint your haiku on to a suitable piece of wood, as well as your name
 - c. Place it in the nature lodge

Craftsman (Handicraft)

1. Successfully complete 3 of these master projects:

Art: Create a portfolio containing

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

Leatherworking: lace, stamp, and dye a leatherworking project

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

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

Basketry: finish either a camp stool, or two baskets

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

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

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

Grizzly (Scoutcraft)

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

Iceman (Waterfront)

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

John Muir (Eco-Con)

1. Do the following: (Upon completion, please get a staff member's signature).

<ol style="list-style-type: none"> a. Indian Lore Campfire (Handicraft) b. Polar Bear Swim (Waterfront) c. Cooking Demonstration (Scoutcraft) d. Orienteering Course (Scoutcraft) 	<ol style="list-style-type: none"> e. Environmental Science Hike (Eco-Con) f. Forestry Hike (Eco-Con) g. Astronomy Hike (Eco-Con) h. Bird Study Hike (Eco-Con)
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2. Keep a journal, detailing the following. It should exude your best effort.
 - a. The natural history of the Sierra Nevada, including the effects of glaciations and erosion.
 - b. The limiting factors and general ecosystem of the Sierras.
 - c. Wilderness survival in the Sierra Nevada, including edible indigenous plants, building materials, and navigation.
 - d. Natural dangers, including heat stroke, hypothermia, snake bites, and fractures.
 - e. Possible futures for humanity including population growth, pollution, technological advances, and resource depletion.
 - f. Your spiritual relationship with nature.
3. Build a wilderness survival shelter and so do the following on the night of the overnight (please speak no words to any other person during your overnight, except in the event of an emergency).
 - a. Stay in the shelter, or near it, from sun-down to sun-up.
 - b. In your Troop's designated campfire ring, brew tea, including English tea and a native tea of your choice.
 - c. Sleep in your shelter without a sleeping bag.
 - d. Take a loaf of bread with you (you are not required to eat the loaf of bread).
 - e. Write a poem during your stay.
6. Find a suitable tree, climb it, hug it, and sway with the wind.
7. Organize and lead a service project of at least one hour. It must not only help the environment, but also serve to educate your fellow Scouts and Scouters.

Marksman (Shooting Sports)

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

Naturalist (Eco-Con)

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

a. Bird Study	d. Geology
b. Mammal Study	e. Forestry
c. Reptile and Amphibian Study	f. Weather

Olympian Rocker (Commissioners)

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

Patriot (Eagle's End)

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

Trek Rocker (Summit)

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

Campfires***Monday and Friday Night***

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

13 Golden Crosses

Join our staff in the rediscovery of the lost gold mine of Sandy McPherson, through the retelling of "The Mine of the 13 Gold Crosses." A staff member will lead the expedition each week to locate and follow the mysterious crosses that mark the rocks around Wolfeboro in search of the mine.

Indian Lore

This is a recommended activity for your unit. Individuals participate in games, stories and other Native American activities. The Indian Lore Campfire is conducted on Thursday nights, at the Handicraft area.

Camp Buddy Campfire

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

Ad hoc Unit Activities

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

Run to the Top!

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

Special Awards

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

Gold Cross Award & Super Gold Cross Award

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

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

Unit Expeditions

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

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

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

Camp Wolfeboro Weekly Schedule

Time	Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
5:30	Have ready at arrival: ▪ Annual Health & Medical Record with all Medications in original containers ▪ COVID Forms * Firearms Permission Slips		Bird Study Hike				
6:15			Pajama Party	Polar Bear Swim		Polar Bear Swim	
7:15		Breakfast A	Breakfast A	Breakfast Pickup	Breakfast A	Breakfast A	Breakfast A
8:00		Flags	Flags	Flags Sourdoughs Return	Flags Sourdoughs Return	Flags Sourdoughs Return	Flags
8:15		Breakfast B	Breakfast B	Breakfast in Campsites	Breakfast B	Breakfast B	Breakfast B
9:00		Morning Program	Morning Program	Morning Program	Morning Program	Morning Program	Morning Program
9:15		SPL Meeting	SM Meeting	SPL Meeting	SM Meeting	SM / SPL Meeting	
10:00		Trek Planning Meeting	Sourdoughs meet	Sourdoughs meet	Sourdoughs meet		Troops Check-Out
11:00	Staff Meeting	Backpacking Clinic	Sourdoughs depart	Sourdoughs depart/ Knot Tying Contest	Sourdoughs depart		Staff Departs
12:00	Troop Check-Ins Noon-2pm	Morning Program Ends	Morning Program Ends	Morning Prog Ends Lunch Pickup	Morning Program Ends	Morning Program Ends	Travel Home Safely! See You next Summer!
12:15		Lunch A Forestry Hike	Lunch A Envi Sci Hike	Lunch in Campsites	Lunch A	Lunch A	
12:45	* Camp Tours		SM Luncheon	Directors Meeting		Adult Pioneer Elections	
1:15	* Medical Check	Lunch B Forestry Hike	Lunch B Envi Sci Hike		Lunch B	Lunch B	
2:00	* Swim Checks	Afternoon Program Open Shoot	Afternoon Program Open Shoot	Afternoon Program Open Shoot	Adult Leader Shoot Adult Leader Climb	Afternoon Program Open Shoot (2-4)	
3:00	* Set-up of Campsite	Open Swim & Boat	Open Swim & Boat	Open Swim & Boat	Camp-wide Games (3 - 5pm)	Open Swim & Boat	
4:00		Trek Food Prep		Beach Party		Tea Party	
4:30	SPL / SM Mtg					Scoutcraft Baseball	
5:00	Camp Tours End	Afternoon Program Ends	Afternoon Program Ends	Afternoon Prog Ends		Afternoon Program Ends	Come visit Camp in the off-season for: * Family Camp * Good Turn Weekend * Work Parties Remember to submit your Stake-A-Claim for 2022!
5:15	Dinner A	Dinner A	Dinner A	Dinner Pickup	Dinner A		
6:00	Flags	Flags	Flags	Flags @ 5:30	Flags	Flags	
6:15	Dinner B	Dinner B	Dinner B	Dinner in Campsites	Dinner B	Pizza Party Old Goats Dinner	
7:00		Sourdough Prep Meeting	Run to Top			Sourdough Post Meeting Branding	
7:30		Pioneer Meeting	Pioneer Work Party with Cracker Barrel afterwards	Camp-wide Game Climb on Safely	Pioneer Elections		
8:15					Indian Lore Campfire		
8:30	Troop Campfire	Monday Night Campfire	13 Golden Crosses Campfire Flag Etiquette Jungle Cruise	Art Jam Scouts Own Cooking Demo Eagle's End Movie	Eagle's End Debate	Friday Night Campfire	
9:30			Astro Hike	Astro Overnight	Astro Testing Ghost Hike		
10:00	ALL QUIET -- All Scouts in Campsite with Two-Deep Leadership -- LIGHTS OUT						

Camp Wolfeboro Traditions

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

Wolfeboro Pioneers

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

To be eligible to join the Wolfeboro Pioneers, a Scout must have camped at Camp Wolfeboro for 12 days with at least six (6) in a previous camping season, be a First-Class Scout, held a Leadership position within their home unit for six months, participated in the Wolfeboro Work Party (Tuesday evening), and be voted in by their peers within the unit. Adults are also eligible for selection to the Wolfeboro Pioneers. For an adult to be selected, they must have camped at Camp Wolfeboro for 12 days with at least six (6) days in a previous camping season, participated in a Wolfeboro Work Party (Tuesday evening), then nominated by a Pioneer, and voted in by the Pioneer members in camp.

Appendices

Packing List

Personal Health Screening Form

Merit Badge Glossary

Parental Firearm Permission Form

Campership Information & Application

Camp Wolfeboro Map

Driving Directions to the Camp Wolfeboro

Packing List

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

VERY Important Paperwork

- ___ BSA Annual Health & Medical Record, *complete with Parent & Doctor Signatures!*
- ___ **signed Permission Slips (especially Firearms Use Permission Slip, see Page 47)**
- ___ partial Blue Cards for Merit Badges already started

Clothing

- ___ Full Scout UNIFORM
- ___ Jacket, sweater, or sweatshirt
- ___ T-shirts (at least 1/day)*
- ___ Long Pants or jeans
- ___ Underwear (at least 1/day)
- ___ Socks (at least 1/day)*
- ___ Hiking Boots
- ___ Shoes, lightweight
- ___ Pajamas or sweatpants
- ___ Shorts (*Hiking Shorts*)
- ___ Swimsuit or cutoffs
- ___ Hat or Visor*
- ___ Raincoat / Poncho / /Raingear
- ___ Gloves

Hygiene Kit

- ___ Toothbrush*
- ___ Toothpaste*
- ___ Comb/Brush*
- ___ Soap*
- ___ Wash cloth and towel*
- ___ Feminine Hygiene Items (girls)
- ___ Sunscreen*
- ___ Chapstick or Lip Balm*
- ___ Shampoo*
- ___ Deodorant*

Camping Gear

- ___ Pack
- ___ Sleeping Bag
- ___ Sleeping Pad
- ___ Pillow
- ___ Day pack / Backpack*
- ___ Canteen, water bottle, etc.*
- ___ Flashlight* with fresh batteries
- ___ Personal First Aid kit*
- ___ collapsible Camping Chair
- ___ Pocket knife (Totin' Chip)*
- ___ Matches (Firem'n Chit)*
- ___ Coffee / Cocoa Mug
- ___ Tent (*Wolfeboro*)
- ___ Mess Kit with Utensils

Merit Badge / Rank Adv. Items

- ___ Scout Handbook*
- ___ Pens/Pencils*
- ___ Notebook and paper*
- ___ *Merit Badge Pamphlets*
- ___ pre-Stamped Envelopes*

Optional Items

- ___ Camera (Photo/Video)
- ___ Insect Repellent*
- ___ Musical instrument
- ___ Fishing gear*
- ___ Sewing Kit
- ___ Twine or light Rope
- ___ Card or Board Games
- ___ Whetstone (sharpening stone)
- ___ OA Sash
- ___ Personal Eye & Ear Protection
for Shooting Sports

Items to LEAVE at Home!

Electronic games
Music Devices (including radios)
Keepsakes that can't be replaced
Expensive Items

Sheath Knives and Hatchets
Alcohol and Drugs
Tobacco (for Youth)
Pets

Ammunition, firearms
Archery equipment
Fireworks

* When available, these items are also sold in the Trading Post.

Model COVID-19 Pre-Event Medical Screening Checklist

Use this checklist to assist in identifying potential COVID-19 cases before event participation.

Review with each youth and adult participant their current health status, both before departure and upon arrival at the event. **Anyone entering a camp or event – including visitors, vendors, etc. – must be screened.**

Councils should customize with input from their council health supervisor and local health department.

- Yes No Have you or has anyone in your household been in [close contact*](#) in the past 14 days with anyone known or suspected to have COVID-19 or is otherwise sick?
- Yes No Have you or has anyone in your household been in [close contact*](#) with anyone who has been tested for COVID-19 and is waiting for results?
- Yes No Have you or has anyone in your household been sick in the past 14 days, or have you or they been tested for any illness and are waiting for results?
- Yes No Has anyone in your household been exposed to an individual known or suspected to have COVID-19 in the past 14 days?
- Yes No Have you or has anyone you have been in [close contact*](#) with traveled on a cruise ship or internationally or to an area with a known communicable disease outbreak in the past 14 days?

***According to the Centers for Disease Control and Prevention (CDC), "close contact" means:**

- You were within 6 feet of someone who has COVID-19 for a cumulative total of 15 minutes or more over a 24-hour period
- You had direct physical contact with an infected person (hugged or kissed them)
- You shared eating or drinking utensils
- An infected person sneezed, coughed, or otherwise got respiratory droplets on you

If the answer is YES to any one of the five questions above, the participant must stay home.

If all answers above are NO, proceed to the symptoms list below.

Symptoms of COVID-19

*If anyone in your household has **any one** of the following new or worsening signs or symptoms of possible COVID-19, the entire household must stay home.*

- Shortness of breath**
- Cough**
- Fever of 100.0° or greater**
- Flu-like symptoms**
- Repeated shaking with chills**
- Fatigue**
- Muscle or body aches**
- Headache**
- Sore throat**
- Loss of taste or smell**
- Diarrhea**
- Nausea or vomiting**

****Potential Higher-Risk Individuals****

- Yes No Are you in a higher-risk category as defined by the [CDC guidelines](#), including older adults, people with medical conditions, and those with other individual circumstances?

If the answer is "yes," we recommend that you stay home.

Should you choose to participate, you must have approval from your health care provider.

Merit Badge Glossary

American Heritage—For scouts who want to learn more about American History and Culture. Can be completed at camp, and friendly to scouts of all ages.

American Labor—Learn about all aspects of the American Labor movement, from concerns about work conditions, to the role of Labor Unions, to the history of working in America.

Animal Science—Learn more about the science behind horses and other livestock while enjoying more time down at the barn! **(NOT offered in 2021)**

Archaeology—Learn about the ancient cultures that roamed the streams and mountains around our camps. Written work is required.

Archery—Shooting experience is highly recommended and time is needed to qualify.

Architecture—Learn about the art and science of spaces we inhabit.

Art—Teaches different painting and drawing techniques, as well as artistic style.

Astronomy—Scouts will observe the beautiful night sky over Wolfeboro. Career opportunities in astronomy will be discussed. Track star movement—remember to bring an alarm clock to make that middle of the night drawing!

Backpacking—Do you love to camp and hike? Why not do both and backpack. Learn the ins-and-outs of getting into the backcountry and seeing things you can't see from the road.

Basketry—This is a fun activity, good for all Scouts. This badge may not take all week to complete.

Bird Study—Learn about the feathered wildlife of our camps. Scouts should be prepared to spend some time making observations of birds at camp.

Camping—This badge is required for Eagle. It requires an overnight camping trip. Scouts should bring appropriate camping equipment (backpack, sleeping bag, etc.)

Canoeing—Good physical strength and stamina are required for this merit badge. Must be a swimmer to start this badge.

Chemistry—Come and learn about the everyday chemistry of the world right in front of you. Explore topics like pressure, pollution, and fertilizers.

Chess—Expand your knowledge of chess beyond the simple moves. Learn about openings and the tactics of this classic game of skill and planning.

Citizenship in the Community, Nation, and World—Scouts can earn their Citizenship Badges at camp if they complete the prerequisites. Citizenship in the World covers international government and foreign relations. Citizenship in the Nation covers the United States and Federal affairs. Citizenship in the Community covers local government.

Climbing—Throughout the week scouts learn about the preparation, safety, and equipment needed to climb and repel. For this exciting activity, Scouts must be at least 14+ years old. Session limit: 8 scouts.

Communication—This merit badge is a good place to start for scouts who want to earn their Eagle-required merit badges. Along with the daily sessions, scouts will be expected to participate in activities at their campsite in order to complete this merit badge.

Composite Materials—Learn about how two materials are used to make a third, even better material that has the best aspects of both. What could be more concrete than that?

Cooking—Classes are at 7:00 AM to the end of Breakfast, 11:30 AM to the end of Lunch and 4:00 PM to the end of Dinner. Scouts will NOT be eating in the dining hall starting Monday for their appropriate meal. Scouts may sign up for one session and will earn a partial. **(NOT offered in 2021)**

Crime Prevention—Covers our legal system and crime prevention methods. Scouts will be able to participate in a loss prevention program at the Trading Post. It is a fun and educational session for those who complete it at camp.

Cycling—Come explore the amazing mountain biking trails around Wente Scout Reservation and learn how to take care of these machines of fun.

Dog Care—Learn proper care, feeding and training techniques for your family's best friend.

Emergency Preparedness—This badge can be used as an Eagle-required merit badge. It covers a great deal of written material, and there are skills to master. Familiarity with knots is extremely important. Older Scouts are recommended for this badge. First Aid merit badge is a pre-requisite.

Energy—Learn where energy comes from, what forms it takes, and how we use it everyday life.

Entrepreneurship—What is Entrepreneurship? Come find out what it takes to bring an idea from the drawing board to a product you can purchase in the store.

Environmental Science—This badge can be used as an Eagle-required merit badge. It requires day hikes, field notes, and experiments. There is a great deal of written material and a great setting to earn this badge. This program is recommended for mature Scouts.

Exploration—The age of exploration hasn't passed you by. You will learn what it takes to embark on expeditions large and small then you will make that expedition.

Fingerprinting—The original forensic science-fingerprinting. Come learn about those ridges and whorls on the tips of your fingers.

Fire Safety—Fire has the power to give warmth and comfort, but it also has the power to destroy. Come learn about the science and safety of fire.

First Aid—Scouts will learn safety and how to provide aid for all types of injuries and situations.

Fish & Wildlife Management—There is some written material for this badge. A conservation project is also required. Field trips are scheduled.

Fishing—This is an excellent merit badge for younger Scouts. It requires some written work and fishing trips. Scouts need to bring their own gear or purchase in the Trading Post for \$25. A California State sport fishing license is required for all adults and youth over the age of 16. The Trading Post does NOT sell licenses, so these must be purchased prior to your arrival in camp.

Fly-Fishing—Come join our special guests as they teach you how to fish with a fly rod and tie a fly then try your luck in the lake at Wente Scout Reservation. A California State sport fishing license is required for all adults and youth over the age of 16. The Trading Post does NOT sell licenses, so these must be purchased prior to your arrival in camp.

Forestry—Our camps have excellent opportunities to learn about this topic. Scouts will learn about current issues in forestry, do a conservation project, and learn tree identification.

Game Design—Single-player. Multi-player. Board games. Video games. Ball games. It's all there in game design. Harness your gamer instincts and make a new game and challenge your Troop mates.

Gardening—Learn about growing food and flowers while defending your crops from pests and disease.

Geocaching—Learn more about GPS units and the fun of geocaching as a way to explore the world.

Geology—This badge requires a personal rock collection. Scouts will learn to identify rocks and minerals and how they are formed and used.

Hiking—Get out and see the world with your feet.

Horsemanship—The riding instruction Scouts receive is only a small part of this unique badge. Care, feeding, grooming, and especially, safety are an integral part of the badge. Class size will be limited and varies with the number of horses in the herd. Scouts must be at least 13 years old and a minimum of 5 feet tall (due to equipment restrictions). A weight requirement is dependent on livestock. Cost: \$25

Indian Lore—This is good for Scouts of all ages. Learn about the fascinating history and culture of various Native American nations.

Insect Study—Scouts explore the miniature life of insects at our camps. Scouts will gather specimens for an insect collection and take hikes to discover unusual creepy-crawlies all over the camp.

Inventing—Necessity is the mother of invention. With this badge, scouts will learn what it takes to invent a solution to a problem. This is all about harnessing your creativity.

Kayaking—Learn how to kayak on flat water. Good physical strength and stamina are required for this merit badge. Must be a swimmer to start this badge.

Leatherwork—A great Merit Badge for any Scout. This badge introduces many of the aspects of leather and leatherworking.

Lifesaving—This merit badge can be used as an Eagle-required merit badge. It is a challenging merit badge that requires physical strength and stamina. Must have Swimming merit badge and be able to swim 400 yards. **(NOT offered in 2021)**

Mammal Study—This badge is good for younger Scouts. Requires some written work, a small report, and a conservation project.

Metalwork—A challenging badge where scouts learn about the metals industry and the tools used in metalworking. Scouts will make several metal projects.

Mining in Society—Learn about the importance of mining to our society and the economy.

Moviemaking—Learn about the mechanics of movies then create your very own short feature film. Scout must bring their own digital device with charging cables to camp.

Music—Scouts will have the opportunity to sing, develop skits, and teach skits to others. Prerequisites should be completed prior to coming to camp.

Nature—Take a deeper dive into the natural world and chose five areas of nature to explore.

Nuclear Science—Come explore the atom and the power it contains. Learn about the promises and perils of the power in that nucleus.

Oceanography—The wonders of the deep will come to light in this program. Scouts are required to do some field studies to complete this badge (yes, at camp).

Orienteering—Map and Compass is the name of the game. Scouts will complete four orienteering courses across camp. This badge is recommended for older Scouts.

Personal Management—Money! Now that we have your attention. Come learn about money and budgeting with this Eagle-required merit badge.

Photography—A fun badge for those Scouts who are looking to learn more about photography and its growing influence in digital media. Scout must bring a digital camera with charging cables to camp. Scouts must earn cyber chip outside of camp.

Pioneering—Scouts will put their knots and lashings skills to the test by building gadgets, towers, and structures with rope and poles. Lots of practice will be needed to complete this badge.

Plant Science—Learn what it takes to grow plants for food with agronomy, horticulture, or the botanical world around us.

Pottery—Learn how to form clay into functional items and create a work of art.

Public Speaking—Scouts will learn how to address groups and give speeches if they take this course. Those taking this session should expect a lot of speeches in order to complete this course.

Pulp & Paper—Learn about what it takes to turn trees into paper

Railroading—Learn about trains and railroads and how they help the country grow and thrive.

Reptile & Amphibian Study—This badge requires drawings and night observations. Scouts will be able to handle live animals in this session.

Rifle Shooting—Shooting experience is highly recommended. Scouts should have strength to handle a rifle. Scouts will need time to qualify. **Must have a signed Firearms Use Permission Slip (page 47)**

Rowing—This session requires physical strength and stamina. Must be a swimmer to start this badge.

Salesmanship—Learn the important job of a salesperson to our economy then try your hand at selling.

Scouting Heritage—Learn the history and heritage of the Scouting movement from Baden-Powell to present, from its beginnings in England to your own unit.

Sculpture—Learn how to turn clay into art.

Search & Rescue—Learn about the various aspects of Search and Rescue (SAR) then go out and put those ideas and skills into practice.

Shotgun Shooting—This program teaches Scouts the basics of handling and shooting a shotgun and safety precautions for firearms. Scouts may need time outside of the merit badge sessions to qualify. **Must have a signed Firearms Use Permission Slip (page 47).**

Signs, Signals, and Codes—Learn how to communicate with others using methods other than speaking or traditional writing.

Small-Boat Sailing—Learn about sailing and the power of the wind. This merit badge requires physical strength and stamina. Must be a swimmer to start this badge.

Soil & Water Conservation—This badge requires drawings and a conservation project. It covers a lot of material and is recommended for mature Scouts.

Space Exploration—Come learn about how we are exploring that final frontier, space.

Surveying—Learn about the science and skills needed for measuring plots of land and create maps.

Sustainability—Learn about what it means to live sustainably with food, Community, Energy, & waste.

Swimming—This merit badge can be used as an Eagle-required merit badge, and it is a prerequisite for the Lifesaving merit badge.

Textile—Learn how we turn fibers into cloth then make some textile yourself.

Theater—All the world's a stage. Learn about the theater and acting in this merit badge.

Veterinary Medicine—Learn about what it takes to be a veterinarian and the important role veterinarians play in our society. **(NOT offered in 2021)**

Weather—Scouts will build a weather instrument and use it to track weather during the week. This badge covers a lot of material and requires observations.

Wilderness Survival—This badge requires an overnight camping trip where Scouts must build a shelter and sleep in it.

Woodcarving— Scouts will create wooden sculptures with just a knife. Knives are available for Scouts to use or Scouts can bring their personal knives. Personal knives should be sharp. Knives are also available for sale at the Trading Post. Remember to bring your Totin' Chip card or earn it at the Scoutcraft area! This is a more intensive badge for older Scouts looking to learn how to use a variety of woodworking tools.

Parental Firearm Permission Form

Consent for Minor to Use Firearms & Live Ammunition

Golden Gate Area Council

4 Copies are required at Camp

CALIFORNIA RIFLE, SHOTGUN AND ARCHERY PARENTAL/LEGAL GUARDIAN PERMISSION FORM FOR OLDER SCOUTS (BOYS SCOUTS, ETC.)

I, _____, parent or legal guardian of _____
(Print Name of Parent or Legal Guardian) (Print Name of Child)

hereby give my child express permission and consent to be lent and possess firearms (handguns and long guns) and ammunition to engage in lawful, recreational sport, including target practice, and/or a course of instruction in the safe and lawful use of a handgun. (Cal. Penal Code ** 27945, 29610, 29615, 29650 29655; 18 U.S.C * 922(x)). As used in this form, "firearms" includes any handguns, long guns, or shotguns that may lawfully be loaned to and possessed by a minor under state and federal law. I also give my child express permission and consent to possess, and for a person to loan to my child, a "BB device" as defined in Cal. Penal Code * 16250. (Cal. Penal Code * 19915), bows, arrows, and tomahawks.

(Please mark each applicable category of permission granted, and initial each entry)

- Archery (bow and arrow, knife, and tomahawk throwing) (Cub Scouts, Webelos, Boy Scouts, Venturers, Explorers) _____ (initials)
- BB Devices (BB gun) (Cub Scouts, Webelos, Boy Scouts, Venturers, Explorers) _____ (initials)
- Air Rifles (pellet gun) (Webelos, Boy Scouts, Venturers, Explorers only) _____ (initials)
- Long Guns (rifle, shotgun) (Boy Scouts, Venturers, Explorers only) _____ (initials)
- Handguns (Venturers, Explorers only) _____ (initials)

This consent is valid, absent my express revocation thereof, for the calendar year of _____ (Calendar Year)
A photocopy or facsimile of this written consent will serve as an original.

I represent that I am (1) the parent or legal guardian of the minor named above and (2) not prohibited by Federal, state, or local law from possessing a firearm. I agree to indemnify and hold harmless the Boy Scouts of America, and any local Council and all officers, members, employees, and volunteers thereof, from all losses, damages, causes of action, cost and expenses, arising from any false statements or representations made by me herein.

Please bring four (4) copies of this form to camp with your child. At least one copy must remain in your child's possession at all times while he or she possesses any firearms or ammunition.

Signature of Parent or Legal Guardian Date _____

Unit type & #: _____
Last Name: _____

First Name: _____

Campership Information & Application

CAMPERSHIP APPLICATION INFORMATION

Camperships will only be awarded to Scouts registered with the Golden Gate Area Council.

Each year the Golden Gate Area Council grants a limited number of camperships. They are awarded upon proper application and certification to worthy Scouts, who for financial reasons are unable to enjoy a summer camp experience. Camperships are available for Golden Gate Area Council Camps and Scouts only. Camperships are designed to assist Scouting units and families by ensuring that no Scout is deprived of the camp experience because the scout's family lacks necessary funds. Camperships are awarded on a "matching funds" basis; the Scout, parents or guardian, and Unit (troop, ship, crew or pack) contributes supplementary dollars. Please note that the amount of the campership to be awarded is subject to review each year.

Campership applications **MUST** be received at the Council Service Center prior to the **early discount day** of the year you will attend camp. Please provide all required information. **Incomplete applications will be discarded.**

To apply for a Campership, the following steps must be completed. All information will be held confidential.

1. The Scout's Family completes the Campership Application.
2. The Unit Leader meets with the Parents or Guardian and determines the Family Contribution amount.
3. On advice of the unit leader, in consultation with the Chartered Organization, the Unit Committee determines the extent to which the Unit/Chartered Organization can support the camp fee. Opportunities for money-earning projects to offset the difference should not be overlooked. **The Scout must have participated in unit, district and council fund raising opportunities within the past year.**
4. The Cubmaster/Scoutmaster/Advisor endorses the application and a letter explaining the unit position with any other information helpful in making a decision and mails/delivers both to the Golden Gate Area Council Service Center, 800 Ellinwood Way, Pleasant Hill, CA 94523.
5. After a committee reviews the application, the Scout's family or the unit will be notified of the amount of financial assistance the council will provide. This notification will act as the official confirmation of the amount of the campership. **You must present this verification when making final camp fee payments.**
6. Camperships are good only in the Golden Gate Area Council camps.
7. **USE ONLY ONE FORM PER YOUTH.** More forms can be obtained at the Council Service Center, you can photocopy this one, and forms are also available on the council web site at www.ggacbsa.org
Please note that camperships are non-transferrable.
8. You must answer every question on the form and the youth, the parent/guardian, and Cubmaster/Scoutmaster/Advisor must sign the form.
9. Campership applications are **NOT** registration forms for camp; they are applications for financial aid: For Cub Day Camp, Cub Scout Family Camp, Camp Wolfboro. You must sign up for camp through your pack, troop, ship or crew.
10. You must include the camp and date the Scout is attending. If you do not know, ask you Unit Leader.
11. A thank you letter from the youth who have benefited from these funds is appropriate. Thank you letters may be addressed to the Golden Gate Area Council, 800 Ellinwood Way, Pleasant Hill, CA 94523.

INCOMPLETE APPLICATIONS WILL BE DISCARDED. ALL BLANKS MUST BE COMPLETED AND PROPER SIGNATURES OBTAINED.

RULES FOR ACCEPTANCE AND PARTICIPATION IN THE CAMPING PROGRAM ARE THE SAME FOR EVERYONE WITHOUT REGARD TO RACE, COLOR, OR NATIONAL ORIGIN.

CAMPERSHIP APPLICATION FORM

Camperships will only be awarded to Scouts registered with the Golden Gate Area Council.

Applications with missing information will be **NOT** be considered! Please read instructions carefully before proceeding. Must be returned to the Council Service Center before final payment is made for the camp you are applying for. **(Please fill out digitally or print clearly)**

EVENT INFORMATION

Event Attending _____ Event Dates _____ Event Fee _____

APPLICANT INFORMATION

() Pack () Troop () Crew () Ship Unit # _____

Scout's Name: Last _____ First _____ Middle Initial _____

Address _____ City _____ Zip _____

Current Rank _____ Gender _____ Date of Birth ____/____/____

Is this Scout a Foster Child? Y N Is this Scout a First-Year Camper? Y N

Optional: Primary language spoken at home _____ Scout's Ethnicity _____

Parent / Guardian's Name: Last _____ First _____

Tele # (____) _____ email _____

INCOME INFORMATION

Gross Monthly Income \$ _____ OR Assistance Program Eligibility (national school lunch program, Foster Child, TANF, AFDC, etc.)

Note: Camperships are awarded a maximum of 50% of the GGAC early Camper fee.

Our Family will contribute \$ _____

Our Unit will contribute \$ _____

Others will contribute \$ _____

Number of persons in your household? _____

Scout has participated in the following money-earning projects:

A few words describing the Scout and his/her background?

By completing this application, I hereby request financial assistance from the Golden Gate Area Council, BSA Campership Fund. I certify that this information is true and correct to the best of my knowledge.

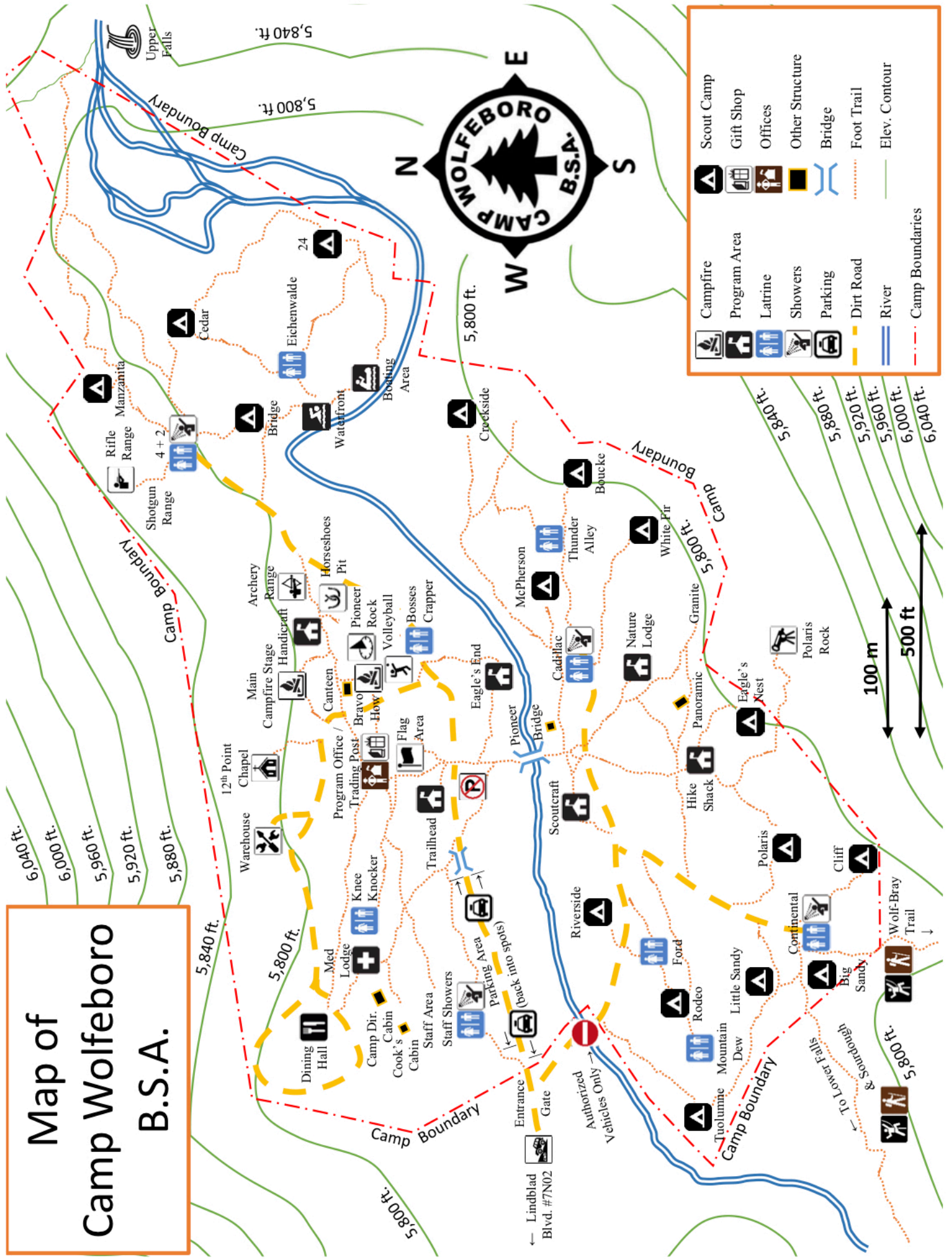
Parent/Guardian *Signature*

Unit Leader *Signature*

Parent/Guardian PRINT

Unit Leader PRINT

Map of Camp Wolfeboro B.S.A.



Camp Wolfeboro is on:

Forest Service Road 7N02

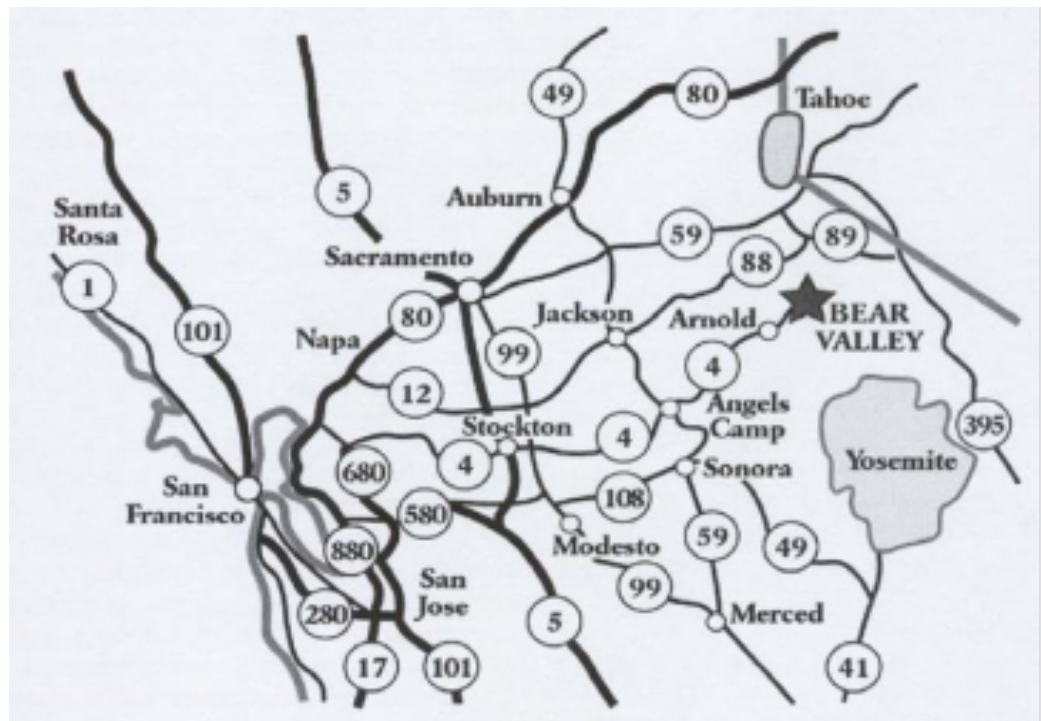
off Highway 4

about 0.2 miles EAST of

Big Meadows Campground

and

2 miles WEST of Tamarack.



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

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

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

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

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

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

