

2018 LEADER'S GUIDE



SAN FRANCISCO BAY AREA COUNCIL
BOY SCOUTS OF AMERICA



The San Francisco Bay Area Council offers a variety of Summer Camp programs for registered members of the Boy Scouts of America and does not discriminate against any youth or Adult with regard to race, religion, color, age, sex, gender, disability, or national origin.

Wente Scout Reservation and Camp Royaneh are accredited by the National Council of the Boy Scouts of America. These Camps maintain top ratings for their facilities, programs, and Staff. Both camps operate under guidelines established by the State of California, and by Mendocino and Sonoma counties, respectively.



YOUTH PROTECTION

Each Unit shall ensure that **every** Adult receives current BSA Youth Protection Training before arrival at Camp. You can contact your Council or District Training Chair for available training dates or complete the training online here: www.Scouting.org/Training/YouthProtection.aspx
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 (unless parent & child).
- ☐ 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.
- ☐ Please see the Camp Administration if you or your unit need assistance or advice in this area.

DEAR UNIT LEADER:

The San Francisco Bay Area Council proudly offers two great Summer Camp experiences for your Unit. Whether you have decided to attend the wonderful Wenté Scout Reservation in the foothills of Mendocino County or the redwood setting of Camp Royaneh, this guide will help you make the most out of your Unit's Summer Camp experience.

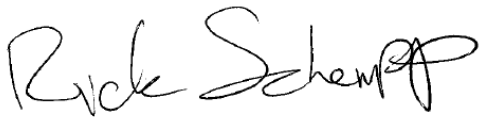
We take pride in the high quality of our Camp programs. At each camp a well-trained and enthusiastic Staff is awaiting the arrival of your Scouts and is eager to assist each Troop in developing its own program. You are still in charge of your Unit, and your Unit's program should reflect the needs and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

Your task as a Unit Leader is to compress many years' worth of adventure into one week of Camp. With unique and unparalleled programs, an experienced, handpicked Staff, and an emphasis on customer service, both 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 Adult Leaders will be important considerations in building your Camp program. The Camp Staff is available to help you make your individualized Camp program work.

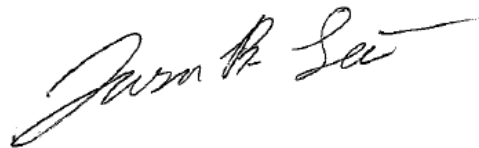
Read this guide *carefully* and use it to plan your week. If you have any questions, please allow us to answer them.

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

Thank you.



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PRE-CAMP PLANNING

Unit Timetable

To be Completed as Soon as Possible:

- ☐ Choose the week you wish to attend Camp and submit a Stake-A-Claim.
- ☐ Be aware of the Camp Fee Payment Schedule and the Council Refund Policy.
- ☐ Schedule a parents' night to promote and explain Summer Camp.
- ☐ Talk with Webelos who will graduate into your Troop about going to Camp.
- ☐ Provide Campership information for Scouts in need.
- ☐ Provide Provisional Camper information for Scouts unable to go to Camp with you.
- ☐ Share the Leaders Guide with all unit leaders *including the SPL*.
- ☐ Attend one of the Camp Leader's Orientation meetings:
 - April 14th @ Wente Scout Reservation at 1:30 pm.
 - April 17th @ 1001 Davis Street, San Leandro at 7 pm.

Two Months Before Departure:

- ☐ Unit Leaders and Troop Committee review this guide together.
- ☐ Unit Leader should begin the program planning process for Camp.
- ☐ Obtain commitments from other Adult Leaders to assist at Camp.
- ☐ Provide each camper with:
 - current BSA Annual Health and Medical Record forms*
 - Individual Equipment Needs List (p. 13)
 - Firearms Permission Slip (youth only)
- ☐ Secure commitments to attend Camp from each Scout and his family.
- ☐ Review Troop equipment needs.
- ☐ Review individual advancement needs.
- ☐ Check which Merit Badge requirements must be completed prior to Camp.
- ☐ Communicate with SFBAC about any changes to your planned Camp attendance.

One Month Before Departure:

- ☐ Submit a Unit roster of youth and Adults attending Camp.
- ☐ Confirmation of fees due or paid through Council Office. Pay balance due.
- ☐ Collect and check to see if all forms have been properly completed and are signed
Health form required to be updated annually
- ☐ Review suggested personal equipment checklist.
- ☐ Counsel Scouts on their personal goals for fun and advancement.
- ☐ Check on final transportation arrangements.

Three Weeks Before Departure:

- ☐ Hold final Troop Leader's Council
- ☐ Unit committee meets to tie up loose ends: transportation, Troop equipment, etc.
- ☐ Provide address, emergency phone number, and travel plans to your Troop.
- ☐ Double check all forms, especially the BSA Annual Health and Medical Record, are complete, current, and signed by parents and doctor.
- ☐ Complete **Final Unit Rosters** and send a copy to the Youth Leadership Training Center.
 - Notify Camp Administration of **Monday** or **Saturday** arrivals.
 - Notify Camp Administration of Special Dietary Needs. e-mail needs to chef@wente.org.

*Old Versions of the BSA Annual Health and Medical Record will NOT be accepted!

COUNCIL REFUND POLICY

A great deal of advanced planning and purchasing takes place for all programs and events of the San Francisco Bay Area Council during the months and weeks prior to an event, such as: facility rentals, supplies, Staff hiring, food contracting, and program material acquisition.

Refunds requested two weeks (14 days) prior to an event/Camp may receive **up to** an 80% refund, less any portion which is non-refundable. Requests made more than one week (7 days) prior to your event/Camp may receive **up to** a 60% refund.

Types of refunds considered: serious illness or injury (doctor's certification required), or death in immediate family. Refunds are not given for no-shows, conflict of schedule (such as sports events), weather conditions, or behavioral issues occurring before or during the event/Camp.

The \$250 Stake-a-Claim deposit is non-refundable. Refund requests made fewer than 7 days from the beginning of the event/Camp are **not considered**.

Refunds will be returned to the person(s) or entity from which the funds were received. Please include: participants' names, Unit number, District, address, contact phone number, name of the event, and date or session of the event.

Send refund request to: San Francisco Bay Area Council
Camping Department
1001 Davis St
San Leandro, CA 94577-1514



CAMPERSHIPS

The San Francisco Bay 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 SFBAC Scouts attending an SFBAC Camp. Campership applications are due June 1st. Applications are available at www.sfbac.org/forms/62765

Scouts who are applying for Camperships still pay the \$150.00 deposit but may wait to pay the remaining balance until the family is notified of the amount of their Campership. If the Campership is **not** approved, you may ask for a full refund. We suggest that Troops set up a savings plan to help Scouts, and that Scouts in need participate in any fundraising opportunities that their Troop offers in order to provide for their Camp fees and necessary supplies.

Council's notification of funding is not received until June. Although this can be inconvenient for Units trying to settle their Camp fees, it is necessary that we wait until this notification is final to approve any Camperships.

CAMP FEES AND PAYMENT SCHEDULE

Youth Camp Fees		\$435 Per SFBAC Scout	\$465 Out-of-Council Per Scout
Stake-A-Claim	At Time of Reservation	\$250 per unit/per site/per week (NON REFUNDABLE)	
Payment	1/11/2018	\$150 deposit per Scout to hold the campsite reservation ** NON REFUNDABLE & NON-TRANSFERRABLE	
Camp Fee Deadline	3/15/2018	Balance of \$435 (additional \$30 fee after that date)	Balance of \$465 (additional \$30 fee after that date)
Final Payment for additional Scouts	5/24/2018	Unpaid Unit Balance Due. Additional charge of \$30 on all unpaid Scout Balances*	
Adult Leader Payment	5/24/2018	Two Adults Free all additional Adults pay \$250	
Refunds	Request Deadline	Refund request forms can be found at: Refunds will be granted per our Council Refund Request Policy	

*New Webelos registering with unit in spring 2018 pay original camp fee until May 24th.

**Units not paying for original youth number will be subjected to smaller campsite or sharing (we will try to take into consideration Webelos crossing over)

San Francisco Bay Area Council Camping Refund Policy applies to all Summer Camps.
Camp Scholarships are available based on 'need' for all SFBAC Scouts ONLY.

PROVISIONAL CAMPING

Provisional Camping is available to Scouts who cannot attend Camp with their own Units, or who would like to spend an extra week at Camp. Scouts will be placed with another Unit in Camp, and the host Unit will provide the necessary leadership for the Scout. Every effort will be made to match Provisional Scouts with their host Troop prior to their arrival in Camp.

Provisional Scouts should contact their host Units and try to visit at least one of their Troop meetings before going to Camp, to familiarize themselves with their host Unit's Scouts and Adult Leaders.

The Scout's family or host Unit is responsible for transportation to and from Camp. Provisional Camper applications can be found at <http://www.sfbac.org/forms> Contact the SFBAC Camping Department for questions or more information.

SPECIAL NEEDS

Campsites are available for use by physically challenged Scouts and Adult Leaders. Please check with the SFBAC's Camping Department for availability and accessibility to facilities. For dietary and other food related needs see *Food Service* on page 27 of this guide. When appropriate, Merit Badge Counselors should be made aware of special needs required by any Scout in order to provide effective instruction and the best possible program for everyone involved.

CAMP STAFF AND CIT'S

Wente Scout Reservation and Camp Royaneh are always seeking qualified applicants for both paid and volunteer Staff positions. Older Scouts and Scouters are encouraged to apply as well.

The minimum age requirement for employment at Summer Camp is 16. A Counselor-in-Training program exists for 14 & 15-year-old Scouts who are interested in applying for Camp Staff when they turn 16.

The application process and interviews for Camp Staff are ongoing. Interested individuals should contact the SFBAC or Camp Administration for more details. Seasonal Camp Staff Applications may be found at: <http://www.sfbac.org/forms>. Scouts at Camp can also sign up to be notified of future Staff openings. See the Camp Administration to be placed on the Staff Interest List.



Wente Staff wants YOU !

CIT Program

The Wente Scout Reservation CIT program is a 3-week commitment of camping, learning and teaching. Each week will focus on specific skills and aspects of Staffing at summer camp. By the end of this program CITs will learn, among other things: team development, presentation skills, class management, and how to showcase camp spirit.

CITs will need to be available for the entirety of one of the sessions below:

Session A: June 10 - June 30th

Session B: June 24 - July 14th

Session C: July 8 - July 28th

Session D: July 22 - August 11th

LEADERSHIP REQUIREMENTS AND RESPONSIBILITIES

The success of your Camp program should not be measured by the number of Merit Badges earned. Success should be measured by the extent to which your Troop has learned - to stand on its own two feet, to use its Scout Leaders, to train its own instructors in Scouting skills, to acquire new interests that stimulate program in the upcoming year, and to strengthen the individual Scout.

The skills that your Troop leadership bring to Camp, combined with those of our skilled Staff, will ensure that the Scouts of your Troop have a top-notch experience. You are encouraged to make full use of these leadership resources for the benefit of your Troop.

One of the most enjoyable experiences at Camp for an Adult Leader is getting to know other Adult Leaders and sharing ideas and experiences with each of them. There will be plenty of opportunity for formal and informal gatherings, including a few friendly competitions among the Adult Leaders in Camp. Your Camp Commissioner will let you know about the scheduled events.

While at Camp, Units are expected to follow the traditional chain of command and organizational structure of a Troop. This section outlines those requirements and responsibilities while at Camp for: Adult Leaders (Scoutmasters, Assistant Scoutmasters, parents, etc.), Senior Patrol Leader and The Buddy System.

Adult Leaders: Scoutmasters, Assistant Scoutmasters, and Parents:

The Scoutmaster and Assistant Scoutmasters are some of the most important people in Camp. You are with your Troop 52 weeks a year and know your Scouts better than anyone else. While many of your formal duties may be logistical, it is also important to remember that you are a role model, coach, counselor, and friend. Scouts will often emulate their Adult Leaders and your behavior often sets the tone for how the Scouts will behave in Camp. Some Scouts do not have strong role models at home, and even though you may not be aware of it, they are looking to you to for how to behave. *What you do, what you say, and who you are in their day-to-day interactions are worth more than a thousand formal lectures and sermons.*

It is extremely important that each Scout has a quality experience and this is more likely to happen when full-time leaders are in Camp. Although it is difficult at times for an Adult to take a full week away to attend Camp, to do otherwise is very hard on your Scouts in attendance. A great deal of time is spent explaining the Camp program and operation when a Unit is rotating leadership. The Scouts suffer when new leaders do not know what to expect.

Adult Leader Requirements:

Each Unit must provide its own registered Two Deep Leadership. The Boy Scouts of America requires:

- *A minimum of two Adult Leaders who are **at least 21** years of age.*
- ***New 2018 - - ALL ADULT LEADERS must be registered members of the Boy Scouts of America and have completed up-to-date Youth Protection Training prior to camp.***
- Adults can register by filling out the BSA Adult Application at:
<http://www.Scouting.org/filestore/pdf/524-501.pdf>
- Contact your Council or District Training Chair for available training dates or complete the training online at: www.Scouting.org/Training/YouthProtection.aspx
- In the case of very small Units, it may be possible for the Council to pair you up with another Unit in order to pool leadership. Contact the SFBAC Camping Department for more information.

Adult Leader Responsibilities

- Three weeks before arrival, inform the Camp in writing of any special needs a Scout or Adult Leader may have with regard to disabilities, medications, or dietary needs due to health or religious beliefs.
- Follow all Camp policies regarding the early release of Camper for any Scout leaving during the week.
- Distribute Unit medications individually.
- Monitor Scout's behavior and enforce Camp rules and policies.
- Adults should know where their boys are at all times and be aware of the activities they are involved in.
 - **Checking the Advancement Board** – the records show the name and Troop number of each Scout as well as their attendance and the progress towards completion. Records are updated each afternoon and evening within an hour of program areas closing.
 - **Enforce the buddy system.** Scouts need to have a buddy in program areas, on hikes, while swimming, and during other activities they are participating.
 - Ensure that Scouts in their Units do not damage Camp facilities and program materials. *Units will be billed for any damage done to Camp property.* This will include the cost for materials, labor, and any other cost in relation to repairs or replacements.

Suggestions for Scoutmasters

- If you want a rule enforced, be immediate, consistent and definite.
- If you have a problem with Scouts from another unit, turn the problem over to their Scoutmaster. Contact your **Camp Commissioner** if you need further assistance.
- Monitor your Scout's advancement.
 - Keep a copy of each Scout's program.
 - Spot-check attendance and progress.
 - Observe the quality of advancement.
 - Guide younger Scouts with their advancement.
- Become acquainted with the Staff. Please direct any suggestions to the Area Director, the Program Director, or the Camp Director.
- Conduct a personal inspection of each Scout's gear within 24 hours of arrival, if not prior to leaving for Camp. Make a mental inventory. **Lock all valuables in your car.**
- Fireworks **MUST** be turned in for disposal.
- Confiscate weapons or potential weapons.

Senior Patrol Leader

The Senior Patrol Leader (SPL) runs the Troop and is the key Junior Leader of your Unit. He should be well trained to carry out his Camp responsibilities and will be invited to serve on the Camp SPL Council.

The Buddy System

Scouts should pair up with a "buddy" while participating in program activities. The Camp Staff will make announcements during the week reminding Scouts to use the Buddy System. Adult leaders are encouraged to do the same. Scoutmasters should devise a check-in plan so that you can account for your Scouts at all times.

Buddy Responsibilities

The Buddy System should be enforced during all activities at Camp, including, swimming, boating, while on the trails, as well as during Merit Badge classes.

PLANNING YOUR CAMP ADVENTURE

It is never too soon to plan the week of adventure your Troop will have at Camp. Keep in mind that a great part of any adventure is the anticipation brought by planning. Here are some tips for planning your week at Camp:

- **What are your Scouts interested in?** Share a list of Camp activities with the Scouts. Get them excited about going to Camp. Find out what the Scouts would like to do together as a Unit, as a patrol, with a friend, or on their own.
- **Determine advancement needs** - Update your Unit's individual advancement records and have each Scout set a personal advancement goal for his week at Camp. Different badges and activities are appropriate for different Scouts.
- **Set your Unit objectives for Camp** - List the accomplishments that you hope to achieve with the Unit at Camp. Your plan should lead you toward achieving your goals.
- **Meet with the Unit Committee** - Sketch out a program for the Troop's week at Camp. Discuss your objectives and design your week to accomplish those goals. Get the support of the committee behind you. Have the committee help you draft a list of activities for the program, and then use that list to give the Scouts a voice in the planning process.
- **Attend the Unit Leader Orientation Meeting** - Key Camp Staff will be on hand to help prepare your Unit for a super Summer Camp experience.
- **Plan for Camp routine** - Camp program also includes and allows time for Camp housekeeping, set up, clean up, and inspections. Learning to live and work together can be a very important part of Scouting's purpose.
- **Plan for Unit programs** - Be sure to leave time for the activities your Unit would like to do together including open swims, hikes, trail rides and Troop shoots.
- **Hold ceremonies for recognition** - This should be an important part of your program. A Friday evening Camp court of honor, or a daily recognition at Unit meetings give an instant but important recognition.
- **Do not be afraid to let the Scouts make mistakes** - After all, mistakes are the seeds that germinate learning and success. *Always keep safety in mind!*
- **Have patrols already organized before coming to Camp.** Work on ideas as patrols and have the patrol leaders represent the group at Camp. Come with some of your activities planned.
- **Make your Campsite the heart of the Camp.** Your Campsite is your home for the week, so work at making it more comfortable. Try using banners and flags to dress it up.
- **Be spirited.** Top Troops show spirit. The Troop that comes to Camp with spirit, challenges the rest of the Camp to come alive. Bring your Troop cheer to Camp and show everyone that you are number one!
- **For first-year Campers**, generally speaking, the Eagle Trail program at Wente Scout Reservation is a great way to start a Camp experience. In addition to this program, some easier Merit Badges are suggested.
- **If a Scout has too many of one activity planned**, Scoutmasters should suggest the Scout try something new this year in order to get a well-rounded experience.

Five Levels of Programming

The Boy Scout Summer Camp program offers fun and adventure with a specific goal. Camps provide a program for Troop leaders to use in helping their Scouts grow and learn. This program is developed to provide activities for the individual Scout, for buddies, for patrols, and for the Troop as a whole, culminating in a great total Camp experience. All programs in Camp have been designed with the following five concepts in mind:

1. **Scout** - Merit Badge programs and advancement opportunities are designed to help the Scout meet his own personal advancement goals.
2. **Buddy** - Scouts should always travel in at least a group of two, so certain activities have been planned during the week which will encourage buddy pairs to work and have fun together.
3. **Patrol** - Baden-Powell once said that the patrol was the secret for the success of Scouting. One job of the Summer Camp is to strengthen patrols, and events are planned throughout the week to do just that.
4. **Unit** - Units will also have the opportunity to compete and work with each other in demonstrating their Unit pride and Troop skills.
5. **Total Camp Experience** - There's a chance to work with other Troops and to make a contribution to the total Camp experience through activities such as Camp-wide games, inter-Troop Campfires, Scout Vespers, outpost and much more.

A Good Plan for Camp is:

- **Scout Planned** – The Troop's Summer Camp program can be part of the growth process of Scouting if the Scouts themselves are involved in the planning through the Troop Leader's Council. The TLC, with guidance from the Scoutmaster, should see that the Troop program reflects the individual goals of the various Troop members as well as the collective aims of the Troop.
- **Balanced** - Experience has shown that the best program at Camp is the one that offers a healthy balance between recreation and advancement, free time and structured activity, group events and individual pursuits. Each Scout should be allowed to enjoy his surroundings, pursue his interests and build friendships.
- **Individualized** - A successful Camp program reflects the different ages, ranks and skill levels of the Troop. While it is good for the Troop to conduct some activities during your session at Camp, you should also allow sufficient time in your program for eating, sleeping, and clean-up of your campsite.
- **Flexible** - Remember that there are at least a dozen other Troops planning a program that involves the Staff and facilities at the same time your Troop will be using them. Most of the time the Camp's capacity is great enough to meet the demand, but sometimes it is necessary for one or more Troops to rearrange a part of their program to enable Staff to serve them properly. Please be prepared for this possibility and have enough flexibility built into your program so that you may accommodate changes.



Over-Programming

There are more activities at Camp than anyone can accomplish in a single week, which is why we suggests Scouts and Adult Leaders select a small number of activities to enjoy rather than trying to cram too many experiences into the week.

Scouts and Adult Leaders are not obligated to take part in every activity. Young Scouts in particular seem to enjoy spending their week fishing, catching frogs, and riding horses, rather than being rushed from activity to activity. It is important to remember that Scouts grow and learn just as much from these leisurely pursuits as they do from earning Merit Badges and picking up Camping skills. One of the goals of the Boy Scouts is to foster an appreciation of the outdoors, and sometimes that is best accomplished simply by being outdoors in the natural setting of Camp. Some tips to avoid over-programming:

- **Summer Camp is not a Merit Badge mill** where you pay a fee and get badges automatically. Instead, Camp offers Merit Badges as one portion of the overall program.
- **Be aware of which badges require the most skill**, endurance, or written work, since those will require more time during the week. Examples of these are: Environmental Science, Lifesaving, Horsemanship, Archery, Rifle Shooting, Shotgun Shooting and Pottery.
- **Merit badge work at Camp can be made easier** if the Scout does some preparation at in advance. Camp is not an ideal place for Scouts to complete written work and Scouts can prepare by completing their written work before arrival. Obtaining the Merit Badge pamphlet and at least knowing the requirements is a great place to start.
- **Communicate.** Let the Camp Staff know how they are doing, what you need, and how they can help meet your needs. Camp Staff is always ready and willing to assist you in any way they can.
- **Don't forget to schedule rest time.** That's right, rest. Too often Scouts don't take the time to sit back and enjoy the beauty Mother Nature has to offer. This goes for Scoutmasters as well.

UNIFORMING

All Scouts and Adult Leaders are strongly encouraged to be in full field uniform for the evening flag assemblies, dinner, and any chapel services.

The activity uniform consisting of Scout shorts, uniform socks, and a Scout, Troop, or Camp T-shirt is appropriate attire for morning flag assemblies and throughout the day. Troops are encouraged to set a uniform policy that their Troop can adhere to before Camp begins. Many Units display their pride with Unit shirts or hats.

Scout appropriate attire is required at all times.

Swimsuits and sleeping attire are **NOT** acceptable at meals.



EQUIPMENT LIST

Be sure all personal items are clearly marked with full name and Unit number. Adult volunteers, the Camp, Camp Staff, and the San Francisco Bay Area Council are NOT responsible for lost or stolen items.

Clothing

Scout Uniform (see below)
Jacket, sweater, or sweatshirt
Rain Poncho/Raingear
T-shirts (at least 1/day) *
Pants or jeans
Underwear (at least 1/day)
Hiking Boots/sneakers
Socks (at least 1/day) *
Swimwear and towel
Pajamas or sweat pants
Hat or Visor*
Handkerchief

Camping Gear

Sleeping Bag
Ground cloth, sleeping pad, or
mattress (camp does not
provide cots) *
Pillow
Backpack/Day pack*
Canteen, water bottle, etc.*
Flashlight* with fresh batteries
First aid kit*
Pocket knife (need Totin' Chip) *

For the Patrol and/or Troop

Troop Flags and Poles
Patrol Boxes
Bulletin Board Push Pins
Clothesline and Pins
Lanterns

Toilet Kit

Toothbrush* and toothpaste*
Comb/Brush*
Soap*
Wash cloth and towel*
Kleenex*
Insect Repellent*
Sunscreen*
Chap Stick/Lip Balm*
Shampoo*
Deodorant*

Other Items

Sunglasses*
Compass*
Watch*
Money for Special Activities &
Trading Post

Merit Badge Items

Scout Handbook*
Pen/Pencil
Notebook and paper*
Unfinished Partials
Merit Badge Pamphlets

Paperwork

BSA Annual Health & Medical
Record Form (parts A,B & C),
signed, dated & *completely*
filled out**
Firearms Permission Slip
Dietary Needs Form
Final Unit Roster
Troop Advancement Records

Optional Items

Camera (Photo/Video)*
Musical instrument
Fishing gear*
Personal Eye and Ear
Protection for Shooting Sports
Mountain Biking Helmet
Card/Board Games

Items to Leave at Home:

Do NOT bring these to Camp:

Electronics (radios, MP3 players,
iPods, DS or PSP, etc.)
Sheath Knives
Knives with blades longer than 3"
Weapons of any kind
Expensive jewelry
Hatchets
Fireworks
Ammunition, firearms
Alcohol and Drugs
Archery equipment
Un-Scout-like attitudes
Tobacco (for youth)

* When available, these items
are also sold in the Trading Post.
** Old Versions NOT Accepted

ARRIVAL AND CHECK-IN

Arrival Day

Troops should plan to arrive at Camp as a unit on Sunday between 12:00 pm and 1:30 pm. Check-in beginning at 12:00 pm. **Inform Camp and the Council Office if you will *not* be arriving during this time.**

Your Troop will be met by a member of Camp Staff on the dam bridge. The Scoutmaster Proceed straight to the Peninsula across from the parking lot to check-in Business Manager and your Troop Guide. Your Troop Guide will take you to your Campsite and onward on your tour. Having all forms and medications easily accessible will make your check-in go much smoother.

If your Troop arrives before noon, please remain in the parking lot until check-in begins. If your scouts ***need*** to use the restroom they may walk to the Dining Hall restrooms in buddy pairs.

Saturday Arrivals

Saturday arrival *may be permitted* with prior approval from the Council Office (extra fees apply). Please contact the Camping Department to make these arrangements. Units arriving on Saturday are responsible for their own meals until Sunday dinner. Camp will not provide any program until check-in begins on Sunday and all program areas will be closed and off limits. This includes the swimming area and boats at the Waterfront.

Monday Arrivals

Units who are arriving on Monday morning need to arrive by 6:30 AM so that medical checks and Campsite check-in can be completed before breakfast. Please contact the Camping Department to make these arrangements and email the Camp Office (sfbac.wente@gmail.com) by the Monday prior to your expected arrival.

Driving and Parking

The speed limit at Camp is 10 mph and 5 mph once you round the corner to shotgun.

To protect the health and safety of the Campers and conserve Camp property, Council policy states that personal vehicles are not to be used on the in-Camp service roads. A parking lot is provided near the main area of the Camp for leaders and visitors to park their vehicles. Scoutmasters should stop in this lot and Scouts should pack in all personal gear from this point. Parking in Campsites is not permitted.



Do not forget to back your vehicle in when parking for evacuation purposes.

Please remember that our Camp properties are fragile environments and keep your vehicle on Camp roads at all times.

All vehicles should remain in the Camp's central parking lot throughout the week unless you are departing or entering Camp via the main road. Any Adults wishing to leave Camp during the week **must** check-out at the Camp Admin. Office and **should** make sure the other Troop leaders in their Troop know where they are going and when they will return. For emergency purposes, the Camp Administration must be able to ascertain the whereabouts of each and every Scout and Adult Leader at all times.

Scouts should hike their personal gear to their Campsite. One car per Unit at a time will be allowed to drive **Unit gear** closer to the Campsite.



FORMS REQUIRED FOR CAMP CHECK-IN

Please collect the following documents and have them readily accessible to speed up the check-in process.

Unit Forms - Forms are available online: <http://www.sfbac.org/forms/62765>

- **Final Camp Roster** - This will be requested at check in on Sunday and useful to have several extra copies throughout the week.
- **Dietary Needs Form** – To be given to the Dining Hall Steward during your camp tour.
- **BSA Routine Drug Administration Record (Med. Log)** – If you do not have this ahead one will be provided to your troop by the Health Officer upon arrival. This must be filled out prior to administering any prescription medication at camp.

Individual Forms

- **Firearms Permission Slip:** Official firearms permission slips are required for all Youth in order to participate in all shooting sports activities at Camp. Four (4) signed copies are needed per person.
- **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.
 - **REQUIRED FOR EVERY PARTICIPANT, YOUTH AND ADULT**

If you do not have a current BSA Annual Health and Medical Record, you will not be allowed to remain on Camp premises or participate in activities, no exceptions. Adults who will be on site for less than 72 hours and are only coming to eat, sleep and pickup/drop off Scouts only need parts A and B of their BSA Medical form. **Old versions will NOT be accepted.**

CHECK-IN TIPS:

- Assign a leader to be in charge of all forms.
- Read and complete all forms carefully.
- Double check ALL Camper's forms to make sure:
 - They are current, completed, and have **signatures**.
 - All medications listed on medical form are present and in original containers
- Bring this Camp Leader's Guide with you for reference during the week.
- Hold a personal equipment inspection of each Scout's gear and belongings prior to departure.
- Bring any receipts for fees paid prior to Camp, and any approved Camperships along with a check to pay the balance of Camp fees due.
- Bring a second check to secure your Camp reservation for next year with a Stake-a-Claim.

ORIENTATION TOUR

Your Troop Guide - or TG - will take you on a tour of Camp that will last about 2 to 3 hours (perhaps more or less depending on the size of your Unit, among other factors).



Setting up Your Site: On arrival to your Campsite, designate one Adult to inspect the Campsite with your Troop Guide to ensure that the Campsite is in proper condition. If you are sharing the site with another Troop, each Troop will be pre-assigned its tents. It is suggested that Adults bring their own tents if they wish to have separate accommodations from other Adults in their site. This is a good time to drop off your gear and change into swimsuits to prepare for swim checks.

* * Make sure to bring your all forms **AND** medications with you. * *

Medical Check: All campers will go through a brief medical re-check with Camp Staff upon arrival. All prescription medications brought to Camp must have original containers and instructions for distribution. Having this information is a requirement by the BSA National Council and will help us process the medical re-check on Sunday more efficiently. Not having completed health forms, **including a medical doctor's signature** for Part C, will delay the participation of Scouts in Camp activities until completed forms are faxed up to Camp.

Swim Checks: All Youth and Adults interested in activities at the waterfront must take a BSA Swim Test prior to participating in such activities as Waterfront merit badges, Open Swim & Boating, Lunch Across the Lake, the Wentathalon, Camp-Wide Games or water based Adult leader trainings.

Camp Tour/Program Visits: Meet the Director from each program area in centrally located sites around Camp to learn about each program area.

Dining Hall: Turn in Dietary Needs Form - Receive meal shift, seating assignments and orientation. Please go over your Dietary Needs Form and alert the Dining Hall steward of any severe food allergies.

Campsite: After checking in at the peninsula, head to your Campsite with your Troop Guide. It is highly recommended that you change into swimsuits at this time.

Sunday Schedule:

- ☐ Noon Check in and Camp orientation
- ☐ 5:15 pm First Dinner (Staff provides Set-up & Clean-up on Sunday)
- ☐ 6:00 pm Flags
- ☐ 6:15 pm Second Dinner (Staff provides Set-up & Clean-up on Sunday)
- ☐ 7:00 pm Scoutmaster/SPL meeting & Special Activity Sign-ups
- ☐ 8:30 pm Opening Campfire

Leaders Meeting: This meeting, located in the Skunk's Den above the Admin Building, is to allow you to meet the Camp Director, Program Director, your Commissioners, as well as other Unit leaders (Youth and Adults). We will discuss an overview of some Camp policies and programs. It is highly recommended that you attend this meeting.

Program/Merit Badge Signups and Fee Payments: Sunday night after 7 PM, near the Trading Post, any Scouts and Adults will have the opportunity to pay for any program and activity fees they would like to participate.

WHILE AT CAMP



The Scout Law

The 12 points of the Scout Law guide our Camps. We ask that all Camper and Staff behavior follow the guidelines and principles set forth in the Scout Law. Negative and inappropriate conduct will not be tolerated. We ask for your cooperation and understanding in helping us maintain a high standard of personal behavior.

A SCOUT IS....

- ❑ **Trustworthy:** A Scout tells the truth. He is honest, and he keeps his promises. People can depend on him.
- ❑ **Loyal:** A Scout is true to his family, friends, Scout leaders, school, and nation.
- ❑ **Helpful:** A Scout cares about other people. He willingly volunteers to help others without expecting payment or reward.
- ❑ **Friendly:** A Scout is a friend to all. He is a brother to other Scouts. He offers his friendship to people of all races and nations; and respects them even if their beliefs and customs are different from his own.
- ❑ **Courteous:** A Scout is polite to everyone regardless of age or position. He knows that using good manners makes it easier for people to get along.
- ❑ **Kind:** A Scout knows there is strength in being gentle. He treats others as he wants to be treated. Without good reason, he does not harm or kill any living thing.
- ❑ **Obedient:** A Scout follows the rules of his family, school, and Troop. He obeys the laws of his community and country. If he thinks these rules and laws are unfair, he tries to have them changed in an orderly manner rather than disobeying them.
- ❑ **Cheerful:** A Scout looks for the bright side of life. He cheerfully does tasks that come his way. He tries to make others happy.
- ❑ **Thrifty:** A Scout works to pay his own way and to help others. He saves for the future. He protects and conserves natural resources. He carefully uses time and property.
- ❑ **Brave:** A Scout can face danger although he is afraid. He has the courage to stand for what he thinks is right even if others laugh at him or threaten him.
- ❑ **Clean:** A Scout keeps his body and mind fit and clean. He chooses the company of those who live by high standards. He helps keep his home and community clean.
- ❑ **Reverent:** A Scout is reverent toward God. He is faithful in his religious duties. He respects the beliefs of others.

Mature leadership is vital to the success of a Unit's stay in Camp. If your Unit's leaders lack the necessary maturity to safely lead a Troop, your Unit may be asked to replace the leaders in question or as a last resort leave Camp.

NOTES FROM THE RANGER AND MAINTENANCE STAFF

Wente's Resident Camp Ranger and his Maintenance Staff help make sure our facilities and grounds are in safe, working condition. If you notice anything broken in your campsite or around Camp, they ask that you fill out a "**Maintenance Request**" form, available in the Camp Office, with as much information as you can provide so that they can deal with the request more efficiently.

Camp Service Projects. A list of projects will be in your mailbox at the beginning of the week so that your Troop can pick a project that will work for the boys! To sign up for a Camp Service Project you need to fill out a "Service Project Request" form at least 24-hr prior to when you want to help, available in the Camp Office, and deposit it into the Ranger's box. The Ranger will then use your mailbox to inform you if the project is accepted or if there are any changes that need to be made.

Propane - If your Troop is bringing any of the large 5-7 lbs. or greater propane tanks, you are **REQUIRED** to come to Camp with a 5-lb. fire extinguisher, one per Troop. If you do not have a fire extinguisher, you will not be allowed to use your propane tank.

Electricity is not available in any of our campsites, and you may not run an extension cord from any of our building such as Shower Houses. You must bring a battery if you need power in your campsite for any devices, medical or otherwise. No generators are allowed in campsites except for use by the Maintenance Staff. If you have any batteries, they may be charged at the Admin Building or the Dining Hall.

Vehicles - are NOT allowed to drive into our Campsites. When your Troop arrives, you will be allowed to drive one vehicle or one vehicle with a trailer close to your campsite depending on its location.

CAMP COMMISSIONERS

The Commissioner Staff is your Troop's first source to check for answers. Your Camp Commissioner will meet with you daily to see how things are going, follow up on any problems, and help whenever possible. Each Troop will have a Commissioner assigned to them for support throughout the week. Your Commissioner will be your primary program and communications link to Camp personnel.

The Commissioner Staff can:

- ☐ Help you understand the Camp's program and how to take advantage of its features and solve problems.
- ☐ Help you secure Campsite equipment.
- ☐ Assist your Troop in Scout skill instruction.
- ☐ Develop the leadership skills of your Patrol Leader and Senior Patrol Leader.
- ☐ Help arrange inter-Troop activities such as Campfires, games, etc.
- ☐ Work with Adult Leaders to resolve any problems that may arise during the week.
- ☐ Help and encourage Troop and patrol spirit through development of flags, yells, and songs.

CAMP POLICIES

Alcohol and Drugs

Controlled substances are prohibited from Boy Scout activities and properties during Summer Camp. Personal medications are to be kept locked at the Health Office. The Boy Scouts of America and the SFBAC prohibit the use or possession of alcoholic beverages and controlled substances at encampments or activities on property owned and/or operated by the Boy Scouts of America, or at any activity involving participation of youth members. The BSA National Council prohibits the use of alcoholic beverages and controlled substances at encampments or activities on property owned and/or operated by the BSA or at any activity involving the participation of youth members.



Smoking

To promote Scouting's aim of physical fitness among its participants as well as to insure the protection and safe use of Council properties, the San Francisco Bay Area Council requires all Adult leaders who smoke cigarettes, pipes, vaporizers or electronic cigarettes to do so only in designated smoking areas and are required to set the proper example by refraining from smoking in the presence of Scout youth. Please see the Camp Office or Camp Ranger to learn where the designated smoking areas are.

Male and Female Sleeping Facilities

Male and female campers must have separate sleeping facilities. Married couples may share the same quarters if appropriate facilities are available, such as private tents.

Lost Property

Prior to coming to Camp, Scouts should be 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 should be locked inside one of your unit's vehicles.* Wentze Scout Reservation has a Lost and Found located in the Trading Post. Describe your lost valuables to the Trading Post Staff to retrieve them. The San Francisco Bay Area Council is not responsible for lost or stolen items at Camp.

Camp Courtesy

In the Dining Hall please seat one leader at each table to ensure order. Waiters should wait for instructions from the Dining Hall Steward before setting or

Troop yells and songs are **encouraged** at *lunch, dinner and before flags*, but may be disruptive during program time. Please refrain from Troop yells during breakfast. A Scout is courteous. If no one is present then you should NOT enter.

Please remind your Scouts that other Troops' campsites are off limits unless they are invited in. Scouts should walk around other Troops' campsites, not through them. Please ask permission to enter or pass through another unit's campsite.

Quiet Hours are observed between **10:00 PM and 6:00 AM Youth**, including two-deep leadership, should be in their campsite from 10:00 PM until 6:00 AM with the exception of certain Camp activities.

Electronics - If your Troop allows radios, MP3 players, video games, cell phones, and other electronics, during travel please confine them to the tent/shelter area or your campsite or lock them in a troop vehicle. These are **not** allowed for youth around camp except for use with Camp program.

Camp Property - Leave all pipes, valves and other Camp infrastructure alone. Report maintenance issues to the Camp Ranger. This can be done in the Camp office using a "Maintenance Request."

COMMUNICATION AND INTERNET

The Camp phone is available for Camp business and emergencies only. Please let the families of your Scouts know these lines are **only for emergency purposes**, not to check up on their child.

Telephone: (707) 459-2110

Fax: (707) 459-1527

We ask that any correspondence from home be sent via regular mail services and not over our fax line or e-mail. Verizon cell phones get reception fairly well, AT&T and Sprint work in select locations (particularly near the dam bridge).

There is a Wi-Fi hotspot at the Administration building. The password will be given to Adult leaders at the leader's meeting Sunday evening. This is to be kept confidential and **NOT** to be shared with any youth! Our internet is very limited and intended for quick emails and such for business purposes. It is not to be used for uploading videos of camp or streaming movies.

Each Unit will be provided with a mailbox in the Camp office. Incoming mail, messages, and some general Camp information will be placed in them daily. Please make certain all mail has a return address in case it arrives after the Unit has departed. All mail should be addressed as follows:

For **USPS**:

Scout's name and Unit #
Wente Scout Reservation
PO Box 453
Willits, CA 95490

For all other Carriers:

Scout's name and Unit #
Wente Scout Reservation
5401 Canyon Rd
Willits, CA 95490

DAILY SCHEDULE INFORMATION

The weekly program schedule will have all the information for the daily schedule. Each morning and evening at flags, announcements for all programs will be made. The schedule and more information can also be found on the Information Board by the Trading Post.

Merit badges generally meet for an hour Monday through Thursday, with a makeup session on Friday. Scouts learn in an interactive teaching environment with the same group of Scouts and counselors throughout the week. We encourage Scout leaders to drop in on any of the Merit Badge sessions and lend a hand. Please remember that it is best to give any feedback or suggestions to the counselor in private after the session has ended.

RELIGIOUS SERVICES

A Scout is Reverent – The 12th point of the Scout Law. All Scouts and leaders are welcome and encouraged to use the Camp Chapel by the lake. Troops requiring specific denominational services may invite their religious leader to Camp to aid them in this.



TROOP MEETINGS AND CAMPFIRES

During the week your Troop is encouraged to hold meetings to convey announcements, check Merit Badge progress, and take care of Troop business. Don't forget that your SPL should lead these meetings. Many Troops will assemble before meals or Camp-wide events and then walk over as a Unit.

Troops are encouraged to have a Campfire in your campsite. Feel free to invite Staff members or other Troops to encourage scouting fellowship and Troop interaction.

CAMP SAFETY

Aquatics Safety

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

Emergency Procedures

In the event of an emergency, notify a member of the Camp Staff immediately. Please 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 be sounded, the fire bell will be rung, and Scouts and leaders should report immediately to the Camp assembly area to await further instructions.

When your Troop arrives at the assembly area, take a headcount. 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

A fire drill will take place within your first 24 hours at 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 Parade Grounds, our designated assembly area and take roll using your Final Camp Roster.



Fire Safety

- ❑ Fires are permitted only in the Campfire ring in each Campsite and should never be left unattended. Fires should also always be under the supervision of an **Adult** unit leader.
- ❑ National Council policy requires 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 is furnished with a bucket, a shovel and a rake. We ask that you 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. Please be sure that all lanterns used are of approved status and that Campfires are not left unattended.
- ❑ **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.

Personal Safety

- Closed toed shoes are required throughout Camp. The only exception is the Waterfront where sandals may be worn.
- Travel only on designated trails.
- Report safety issues to the Camp Director 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.
- No flames of any kind are allowed in a tent or outside a designated fire ring at any time.
- Fireworks are prohibited by county laws in both of our Camps.
- Pets of any kind are not permitted at Camp.
- Scouts and Adults are encouraged to use the Buddy System throughout the week.



Poison oak

Plants and Animals to Avoid

While most of the animals we have at Camp are harmless, there are some to be very cautious around. **Rattlesnakes, bears, and cougars** occasionally make their way around 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's climate is just perfect for growing **poison oak**, and we do have some nasty patches of the stuff around. This can usually be avoided by staying on clearly marked paths. Make sure your Scouts and leaders know what it looks like and to how avoid it. If you need any help just ask a Staff member to point some out.

Shooting Sports Safety

- Permission from a parent or guardian is required for Scouts to shoot at any of our ranges. This permission slip can be found at the end of this guide or online at <http://www.sfbac.org/forms/>.
- ALL personal firearms, ammunition, and archery equipment are prohibited in Camp.
- **Red flags** are used to designate a firing range
 - If the flag is **DOWN** the range is closed - - **DO NOT ENTER**
 - If the flag is UP the range is open and staff is present
- Yellow rope or caution tape designates restricted area.
- Scouts may bring their own eye and ear protection for use at the shooting ranges.



ADMINISTRATION BUILDING

The Administration Building is home to the Camp Office, Skunk's Den (page 44), Trading Post, Health Lodge (page 26), and Mail boxes (page 20).

The Trading Post serves as a general store providing a variety of refreshments, as well as general Camping equipment, t-shirts, and Wente Scout Reservation souvenirs. Scoutmasters may want to provide leadership to Scouts to assure that purchases are reasonable. The Trading Post is available after meals and during program time. The Trading Post accepts cash, checks, as well as Visa/ MasterCard.

We also have the Camping equipment and materials you'll need to complete those Merit Badges you're working on. If you forgot your coffee mug, you can pick up a new mug from our friendly staff. Merit Badge books can be purchased here too! The Lost & Found is located in the Trading Post. Please make sure that all of your Scouts' gear is marked with their name and Unit number in case it is turned in.



Located in the Handicraft building is the Trading Post annex, known as the Handi-Post. Here you can buy similar products that we have in the main trading post, including a smaller selection of soda, water, candy and other Camping supplies.

YOUR CAMPSITE AT WENTE

Your Campsite will be your home for the week at Wente Scout Reservation. Each Campsite has tent platforms with two-man canvas tents. Your Campsite will also have the following:

- A central fire ring and fire tools
- A bulletin board
- A flag pole
- A nearby washstand and "KYBO".

Remember, "A Scout is clean". Your Campsite should be a reflection of that principal. Please respect the privacy of the Camp Staff and stay out of Staff living areas and respect the Campsites of other Units by staying out unless invited.

Campsite Maintenance

Regular day-to-day cleaning and maintenance of the Troop Campsite is the responsibility of the Troop. The Campsite should be kept free of litter and other garbage, and the "KYBO" should be cleaned daily.

Cleaning supplies, garbage bags, and toilet paper are available from the Camp Office or in the supply box near the "KYBO". If repairs to the Campsite are needed, please submit a Maintenance request to the Camp Ranger (Request forms located in the Camp office) who will work with you to take care of any problems.

Trash Removal

Troops must empty all Campsite trash cans each night to prevent attracting wildlife. Place all garbage in the dumpster behind the Dining Hall. Recycle bins are located throughout Camp; please use them. Do not leave candy, food, or anything smelly in tents or Campsites, since this may attract wildlife.

Shower Facilities

Wente has three shower houses available in Camp.

- The Palfreyman Shower House, located past the Archery Range, near Climbing & Mountain Biking
- The Wishbone Shower House, located above the Wishbone campsite
- The Madrone Shower House, located next to the Handicraft building

Shower houses are designed to meet Youth Protection Guidelines. All shower facilities have private shower stalls that can be used by Adults and Scouts alike. Senior Patrol Leaders are responsible for signing up during the Sunday night SPL meeting, or with the Program Director, for a cleaning rotation of each shower house and the Dining Hall bathrooms.

TENT REPAIR/ACCOUNTABILITY PROGRAM

Tents throughout Camp are the primary shelter for Scouts and visitors to our Camp. It is extremely important that we respect and maintain the canvas tents in our Camp. Due to accidents in the past, it is necessary to hold Troops accountable for damage to tents while in use during your stay. The prime examples of damage to tents are Scouts practicing woodcarving, using their pocketknives in their tent and cutting the walls of the tents, all of these types of accidents are irresponsible of the Scout and disrespectful of the equipment and Camp Property.

On arrival to your Campsite, you and your Scouts will inspect canvas tents with your Troop guide and note any previous damage in the tents. During checkout, if any new damage is found, Troops will be responsible for a charge of \$12 per inch of damage. Normal wear and tear due to environmental elements is understandable.

Questions should be brought up to your Camp Commissioner. However, the Camp Director has the final say on damage. After your site is checked, bring the check-out form to the office for final check-out, or if there is damage bring the form to the Trading Post first to pay for the damage.



SERVICE AT CAMP

Troops, Patrols and Scouts are highly encouraged to participate in a service project sometime during the week. There are many service opportunities available at Wente all year-round. Scouts and leaders can find more information about Finney Valley Lumber Company and other service opportunities on page 46 of this guide or visit the Wente Scout Reservation Camp Office Staff.

Wente Work Weekends

Another way to improve Camp is to attend the Wente work weekends. Participants help provide much needed Camp clean up and assist with Camp improvement projects.

Work weekends happen once every month except for June, July, August, and December. Depending on the work weekend, some meals are provided and Scouts can Camp free in return for participating in the work weekend. Scouts should bring work clothes, water bottles and food for other meals.



For more information or to RSVP, contact Ranger Mike Hannah at ranger@wentscoutreservation.org

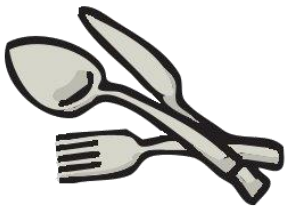
VISITORS AT CAMP

Visitors are welcome at Camp, however there are a few things to keep in mind before inviting visitors. Camp does not have separate visitor accommodations, and it's important for parents to remember that Scouts will probably be busy with Camp activities. Due to liability considerations, friends and siblings of registered participants are not to attend Camp and cannot participate in Camp programs. Wenté Scout Reservation operates Family Vacation Camps before and after Summer, so everyone can have the opportunity to experience Camp. Please contact the Camping Department for more information.

Guidelines for visitors at Camp

The best time to visit is the last full day of the session. All visitors must check in at the Camp Office immediately upon arrival at Camp. Visitors must park in the designated parking lot and walk to the office.

Meals are available for the following fees: Breakfast \$13; Lunch \$13; Dinner \$15; or all three for \$35. There is also a nightly camping fee of \$42 per person per night. Please notify the Camp Office at least 48 hours in advance if you wish to purchase guest meals.



FOOD SERVICE

Wenté Scout Reservation offers two outstanding food plans for your Unit to choose from: Dining Hall service or Jamboree style cooking. Both plans provide tasty, well-balanced, and nutritious meals.

Dining Hall style service provides three fully prepared meals a day. Dining hall meal service will be done in two shifts per meal. Your unit will be assigned a shift during your orientation tour of Camp. Each Unit eating in the Dining Hall will need to provide one waiter per table for each meal. Waiter duties will be explained during the orientation tour of Camp. Waiter call is 15 minutes before each meal.

Tables in the dining hall seat eight. Due to the final numbers within your Troop, the dining hall steward may require you to share a table with other Troops. Only one waiter is needed for the shared table and the Senior Patrol Leaders for both Troops should work together to ensure the table service is not carried by only one Troop.

Seating provided to each Troop is determined by the number of full-week individuals. Visitors should pay for meals in the Trading Post (see *Visitors in Camp*) and join their Troop in the dining hall within the space allotted without encroaching on the space of neighboring Troops.

Jamboree style allows your Unit to prepare meals in your Campsite. Jamboree style cooking is not the preferred food plan at Wenté. If you wish to choose this option, please contact the SFBAC Council Office and email chef@wente.org (email monitored beginning in the 2nd week of June) to facilitate your jamboree style cooking needs.

SPECIAL DIETARY NEEDS

We will do our very best to accommodate special dietary needs. Such needs must be communicated clearly, in writing, at least three weeks in advance of your arrival. Please submit items you can eat as well as those you cannot. You can email your needs to chef@wente.org or mail your info directly to Camp. If you need to speak directly to the Camp Cook, please call the Camp Office.

HEALTH AT CAMP

Medical Forms

The Boy Scouts of America policy requires that all youth and Adult members have an annual medical evaluation, signed by a certified and licensed healthcare provider. All Scouts and Adults attending resident Camp at least one night are required to have a current and complete BSA Annual Health and Medical Record.

If you do not have a current version of the BSA Annual Health and Medical Record, or if your form is out-of-date, you may not attend Camp, no exceptions.

It is recommended that you bring photocopies of these forms to Camp and that the Unit keeps the originals. These forms are found at <http://www.Scouting.org/Scoutsource/HealthandSafety/ahmr.aspx>.

In instances where medical evaluation or immunizations are against religious beliefs, the requirement for medical examination forms can be waived with a written statement from the Camper's parent/guardian and church officials that a medical examination is a violation of religious belief. Those forms can be found at <http://www.Scouting.org/Scoutsource/HealthandSafety/Forms.aspx>.

The BSA Annual Health and Medical Record authorizes:

- ☐ The Camp to provide medical treatment.
- ☐ Participation in Camp activities such as waterfront, COPE, and climbing.
- ☐ The San Francisco Bay Area Council, BSA and the National Council, BSA to use photographs taken at Camp for promotional purposes.
- ☐ Authorizes the drivers each youth is allowed to leave with.

Insurance

Each Unit attending Camp must be covered by some type of accident and insurance plan. SFBAC Units are covered under BSA Campers' Accident and Sickness plan. Some Councils provide this insurance for their Units or offer the insurance for a small fee. Other Units are covered by their chartered organization. If your Council does not provide insurance, you will need to get a Unit application at your Council service center and apply for the insurance yourself. All out-of-Council Units MUST bring a claim form AND proof of insurance (if not covered by their Council) to Camp. This form is not necessary to go to the hospital but will provide helpful information in processing the claim.

Health Lodge

Our Camp has a well-equipped Health Lodge operated by a qualified Health Officer. All accidents, injuries, and illnesses must be immediately reported to the Health Officer. The Health Officer can handle most minor injuries and illnesses. Minor cuts not reported become difficult to treat later. Serious injuries or illnesses will be taken to a local medical facility where we have made arrangements for treatment.

Transportation to the medical facilities is the responsibility of the Unit, unless emergency medical treatment is necessary. Night calls after 10 PM should be restricted to urgent situation. Youth **MUST** be accompanied by an Adult Leader and follow the buddy system.

Health Officer

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 made arrangements with a local clinic nearby and have access to an ambulance service and the hospital in the event of an emergency.

Medications

Boy Scout National policy states:

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

All medications taken at Camp should be listed on the Annual Health and Medical Record, in the medication log and need to be presented 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. All Medications must be recorded in the provided log. This log must be left in the locker at the end of the week. The locker area will be open 24/7 while Camp is in session to allow access to your Unit locker.

Adult Unit Leadership will be responsible for seeing that the Scouts in their Unit needing medication take the necessary medications at appropriate times in correct doses. Non-prescription medications must be kept under the supervision of the Adult Leaders.

Special Dietary Needs

See: Food Service (page 25)

Preventing Homesickness

One of the biggest challenges facing Scouts at Camp is homesickness. This can be especially true for new or younger Scouts who have never been away from home. A great way to prevent homesickness before arrival at Camp is for families and Unit leaders to stress all the fun the Scout will have at Camp with the many new experiences that are in store. It is good advice for family members to refrain from comments about how much they will miss the Scout or how much the Scout will miss everything at home.

At Camp, the Staff will help to fight homesickness by keeping the Scouts busy with fun and challenging activities. Unit leaders need to keep a sharp lookout for homesick boys, and ought to tell their commissioner, who can help brainstorm activities to keep the Scout busy.

A big cause of homesickness is a phone call home. If a boy is not homesick, there's a good chance he will be after he calls home. Scouts are discouraged from bringing cell phones to Camp. Parents should be discouraged from having their Scouts call home, except in an emergency. No Scout may call home without a Leader's permission, and a Leader must be present when placing a phone call.

Rest

Adequate sleep can be the key to a great week at Camp. Each person needs a certain number of hours of sleep each night. Unit leaders need to see that the Campsite is quiet at 10:00 PM to permit those who wish the chance to get at least eight hours of sleep.

Some people need more time to rest during the day. Leaders need to be sensitive to this and provide opportunities for rest time. Too often Campers do not take the time to sit and enjoy the beauty of the Camp surrounding them.

MERIT BADGE INFORMATION

Merit Badge Philosophy

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 program areas. Furthermore, the program was designed to get Scouts out to meet new people in their community and gain a basic knowledge of a given topic.

To earn a Merit Badge at Camp, a Scout must complete the requirements of that badge. We will give him every opportunity to satisfy the requirements he needs. Completing a Merit Badge certifies the Scout's knowledge. For example, signing off the application for First Aid Merit Badge implies a Scout knows how to splint a broken bone and can confidently do so in any situation.

We recommend that the average Scout sign-up for **2 to 4 Merit Badges**, depending on the individual. This should give him plenty of opportunities to earn the Merit Badge and take part in the other program offerings of the Camp.

Camp will provide and fill out ALL Blue Cards for Merit Badges *started* at Camp.

You should NOT fill out or bring your own Blue Cards for these Badges. If the Scout does not complete the requirements, the Scout will not receive the Merit Badge (see Partial Policy). The responsibility for completing those requirements lies solely with the Scout.

Partial Policy

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. Both 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.** In cases where Merit Badges are not completed at Camp, a partial indicating the requirements that have been done will be issued and given to the Unit leader. Many of these requirements can be completed before a Scout arrives at Camp. A Scout can contact a Merit Badge counselor for that badge, go over the work he has done, and bring a partial to Camp with him. In some cases Camp counselors will require a partial from a Merit Badge counselor, (indicated later in this guide.)

Merit Badge Limitations

We strive to give all Scouts a fair chance to participate in those Badges which must be limited because of facilities or safety. For this reason, Merit Badge counselors reserve the right to limit Merit Badge class sizes. Please remember to sign up for classes prior to arriving at Camp to have the best chance of getting into the classes you want to take.

Scheduling

Most of Wente's Merit Badges run on a four-day schedule with Friday open for make-ups. Merit Badge sign-ups will happen online prior to Camp. Registration instructions and more information can be found online at www.sfbac.org or by calling the SFBAC Camping Department at 510-577-9218. Scouts may show up to Merit Badges on Monday to add a Merit Badge class but priority will be given to pre-registered Scouts. Merit Badge counselors will limit their class size as mentioned on the previous page in Merit Badge Limitations section. Below are also listed the limits for all of our Merit Badges.

QUICK REFERENCE MERIT BADGE CHART

Merit Badge	Diff	Fees	Class Size Limit	Age Limit	Information
American Labor	4		35	14+	Offered during even years only, Must have achieved Star rank.
American Heritage	4		35	14+	Offered during odd years only, Must have achieved Star rank.
Animal Science	3		25		2 hour session.
Animation	2		20		Offered during odd years only
Archery	5	\$17	16		2 hour session. May require extensive practice outside of Merit Badge; must be able to pull back a 25 lb. bow; fee covers arrow and bowstring kits for Reqs. 2 & 3.
Art	2	\$17	35		Fee covers projects for Reqs. 4 & 5.
Astronomy	4		25		Will require observation time outside of Merit Badge.
Backpacking	4		30		Offered during even numbered years only. Reqs. 6b, 8c, 9d, 10 and 11a-c not covered in Camp.
Basketry	2	\$23	25		Attend 1 session; requires extensive outside time; Fee covers projects for Req. 3
Bird Study	5		30		Offered during even numbered years only. Will require observation time outside of Merit Badge.
Camping	2		30		Reqs. 4b, 5e, 7b, 8d, 9a, and 9b not covered at Camp.
Canoeing	3		24		Must pass BSA Swimmers test before starting badge
Chess	3		32		
Citizenship in the Community	4		35	14+	3 day badge; Req. 1, 2 and 6 covered during session; All other req. not covered at Camp*; Must have achieved Star rank.
Citizenship in the Nation	4		35	14+	Req. 2 not covered at Camp. Must have achieved Star rank.
Citizenship in the World	4		35	14+	3 day badge; Req. 7 handled individually with counselor; Must have achieved Star rank.
Climbing	4		12	14+	2 hour session
Communications	4		25	14+	Req. 5 not covered at Camp; Must have achieved Star rank.
Composite Materials	4	\$17	30		Offered during even years only. Fee covers projects for Req. 5
Cooking	4		12		Merit Badge will continue into 1 st meal shift while cooking.
Cycling	5		12	14+	Riding requirements must be completed outside of class.
Emergency Preparedness	5		35	14+	Req. 2c, 6c, and 8 not covered at Camp; Must have achieved Star rank.
Entrepreneurship	4		25		Offered during odd years only. Req. 3 not covered at Camp.
Environmental Science	4		30		Will require observation time outside of Merit Badge. Requires extensive writing outside of Merit Badge.
Family Life	5		35	14+	1 day badge; Only Req. 1, 6a, and 7 will be covered at Camp; others to be discussed. Must have achieved Star rank.
Fingerprinting	1		35		Only need to attend one session.
Fire Safety	5		30		Offered during even years only.
First Aid	3		35		2-hour session. Bring a first aid kit from home to fulfill req. 2d.
Fish & Wildlife Management	2		35		Offered during even numbered years only.
Fishing	3		20		Bring own fishing gear to Camp; requires fishing time outside of Merit Badge. May not be able to cook fish for req. 9.
Fly Fishing	4		10		Fly Fishing Gear is Provided by Camp! May require more fishing time outside of Badge. Will not cook fish for req. 10.

Forestry	3		15		Req. 5 - field trip to a local lumber mill that will require drivers, bring money for purchase of off-property lunch.
Game Design	4		20	14+	Requires technical writing.
Geocaching	3		20		Req. 7 & 9 not covered at Camp. Bring a GPS if you have one. Offered during even years only.
Geology	4		30		Offered during even years only.
Hiking	4		30		Req. 5,6, and 7 not covered at Camp*. Offered during odd numbered years only.
Horsemanship	4	\$25	12	14+	3-Hours session, meets Monday – Friday. Must wear long pants and closed toed shoes every day.
Indian Lore	3	\$23	25		Fee covers projects for req. 2.
Insect Study	4		30		Offered during odd numbered years only. Req. 9 not completed at Camp.
Kayaking	3		22		Must pass BSA Swimmers Test before starting Merit Badge.
Leatherwork	2	\$23	25		Fee covers projects for Req. 3 and 5c.
Lifesaving	4		25		2-hour session. Req. 1 must be completed before starting Badge.
Mammal Study	1		30		Only need to attend one session.
Mining in Society	3		25		Offered during odd years only.
Moviemaking	3	\$12	30		May require time outside of Badge. Suggested to bring own video camera.
Music	2		25		Offered during even numbered years only.
Nature	2		30		Req. 4e – Bring your own fishing gear. Offered during odd numbered years only. Offered M & Tu OR W & Th.
Nuclear Science	3		30		Offered even years only.
Oceanography	3		30		Must give speech to Troop.
Orienteering	4		25		May require extensive time outside of Merit Badge.
Personal Fitness	5		35	14+	3 day badge; Req. 1b, 7, 8 not covered in camp. Wear comfortable clothes and bring a bottle of water. Must have achieved Star rank.
Personal Management	5		35	14+	Req. 1, 2, 8 – not covered at Camp; Must have achieved Star rank.
Photography	3		20		Must bring own camera to Merit Badge; Cyberchip required.
Pioneering	3		25		2-hour session
Plant Science	5		30		Offered during even numbered years only.
Pottery	4	\$17	12		Fee covers all materials needed – Offered during even numbered years only.
Public Speaking	4		20	14+	Scouts will talk a lot. Must have achieved Star rank.
Pulp & Paper	4		30		Offered during odd numbered years only.
Reptile and Amphibian Study	2		30		Req. 8 not covered at Camp*
Rifle Shooting	3	\$40	32	12+	2-hour session; May require extensive practice shooting outside of Merit Badge, fee covers materials needed.
Rowing	3		30		Must pass BSA Swimmers test before starting Badge.
Salesmanship	3		25		Offered during even numbered years only.
Scouting Heritage	3		25		Req. 4 & 5 not covered at Camp – Offered during odd numbered years only.
Sculpture	3	\$17	20		Offered during odd numbered years only.
Shotgun Shooting	4	\$40	20	14+	2-hour session; may require extensive practice shooting outside of Merit Badge; must be 100 lbs.; fee covers all materials needed.
Signs, Signals & Codes	3		20		Offered during odd numbered years only.
Small-boat Sailing	4		22		Must pass BSA Swimmers test before starting Badge. Session limits based on operable boats.
Soil and Water Conservation	3		30		Offered during odd numbered years only.
Space Exploration	3		20		
Swimming	3		30		Must pass BSA Swimmers test before starting Badge.
Textiles	2		25		
Veterinary Medicine	3		15		2-hour session; Offered during even numbered years only.
Weather	3		30		Requires work outside of Merit Badge.
Wilderness Survival	3		35		Req. 9 is an overnight outpost.
Woodcarving	3	\$23	25		Fee covers projects in Req. 6 and 7; Totin' Chip required before carving.

* Initialed blue card from a registered Merit Badge Counselor is required; no other notes will be accepted for completion of requirement done outside of Camp.

Rotating Merit Badges

The following Merit Badges will be offered at Wentz on a rotational basis in order to accommodate as many merit badges as possible. Merit Badges listed in the Even Numbered Years Rotating list will not be offered in Odd Numbered Years and vice versa. Scouts should plan accordingly in order to not miss a needed Merit Badge in a particular Summer.

Rotating Merit Badges – Even-Numbered Years

Merit Badge	Diff	Fees	Class Size Limit	Age Limit	Information
American Labor	4		45	14+	Offered during even years only, Must have achieved Star rank.
Backpacking	4		30		Offered during even numbered years only. Reqs. 6b, 8c, 9d, 10 and 11a-c not covered in Camp.
Bird Study	5		30		Offered during even numbered years only. Will require observation time outside of Merit Badge.
Fire Safety	5		30		Offered during even numbered years only.
Fish and Wildlife Management	2		30		Offered during even numbered years only.
Geocaching	3		20		Req. 7 & 9 not covered at Camp. Bring a GPS if you have one.
Geology	4		30		Hands may get dirty handling rocks. Offered during even years only.
Music	2		25		Offered during even numbered years only.
Nuclear Science	4		30		Offered during even numbered years only.
Plant Science	5		30		Offered during even numbered years only.
Pottery	4	\$17	12		Fee covers all materials needed – Offered during even numbered years only.
Salesmanship	3		25		Offered during even numbered years only.
Veterinary Medicine	3		20		2-hour session; Offered during even numbered years only.

Rotation Merit Badges –Odd-Numbered Years

American Heritage	4		45	14+	Offered during odd years only. Must have achieved Star rank.
Animal Science	3		25		2-hour session; Offered during odd numbered years only.
Animation	2		20		Offered during odd years only
Entrepreneurship	4		25		Offered during odd years only. Req. 3 not covered at Camp.
Hiking	4		30		Req. 5, 6, and 7 not covered at Camp. Offered during odd numbered years only.
Mining in Society	3		25		Offered during odd years only.
Nature	2		30		Req. 4e – Bring your own fishing gear. Offered during odd numbered years only. Offered M & Tu OR W & Th.
Pulp & Paper	4		30		Offered during odd numbered years only.
Scouting Heritage	3		25		Req. 4 & 5 not covered at Camp. Offered during odd numbered years only.
Sculpture	3	\$17	20		Fee covers all materials needed. Offered during odd numbered years only.
Signs, Signals and Codes	3		20		Offered during odd numbered years only.
Soil & Water Conservation	3		30		Offered during odd numbered years only.

PROGRAM AREAS

CLIMBING

Out past the flagpoles of Gilwell Field sits the mighty Rock. You can sign up for the Climbing Merit Badge or just come on down for an open climb in the afternoon or evening.

Troop/Patrol Climb

The Rock is available for Troop/Patrol Climbs during evening open climbing times. If you would like to sign-up, see the Climbing Director. Please be aware that slots may fill up very quickly during the week. Group size is limited to 12.

Night Climbing

"Climbing," called the Scout and, "Climb on," is the answer. Tired of living on the bottom? Well then, climb to the top! Learn climbing and rappelling techniques in this extended evening program. \$7 per person, snacks included.



Merit Badge Information



Merit Badge	Diff	Fees	Class Size Limit	Age Limit	Information
Climbing	4		12	14+	2-hour session

THE COMMISSIONERS

The Commissioners program area is designed to help get older Scouts back to Camp and kick-started on finishing up those Eagle-required Merit Badges. It also will motivate and assist them in the continuation of their badges when they return home from Camp.

To take these badges at Wentz Scout Reservation, a Scout must be at least 14 years old and Star rank. This policy has been set by the SFBAC Advancement Committee.

Merit Badge Information

Merit Badge	Diff	Fees	Class Size Limit	Age Limit	Information
American Labor	4		45	14+	Offered during even years only, Must have achieved Star rank.
American Heritage	4		45	14+	Offered during odd years only, Must have achieved Star rank.
Citizenship in the Community	5		45	14+	3-day badge; Req. 1 and 6 covered during session; All other req. not covered at Camp; Must have achieved Star rank.
Citizenship in the Nation	5		45	14+	Req. 2 and 3 not covered at Camp. Must have achieved Star rank.
Citizenship in the World	5		45	14+	3-day badge; Req. 7 handled individually with counselor; Must have achieved Star rank.
Communications	4		25	14+	Req. 5 not covered at Camp; Must have achieved Star rank.
Emergency Preparedness	5		35	14+	Req. 2c, 6c, and 8 not covered at Camp; Must have achieved Star rank.
Entrepreneurship	4		25	14+	Offered during odd years only. Req. 3 not covered at Camp.
Family Life	5		40	14+	1-day badge; Only Req. 1, 6a, and 7 will be covered at Camp; others to be discussed. Must have achieved Star rank.
Personal Fitness	5		35	14+	3-day badge; Req. 1b, 7, 8 not covered in camp. Bring comfortable clothes. Must have achieved Star rank.
Personal Management	5		35	14+	Req. 1, 2, 8 – not covered at Camp; Must have achieved Star rank.
Public Speaking	4		20	14+	Scouts will talk a lot. Must have achieved Star rank.
Salesmanship	3		25	14+	Offered during even numbered years only.



FIELD SPORTS

All of our shooting sports ranges emphasize safety and fun. The rules may seem strict, but they are designed to ensure a safe place for Scouts to hone their shooting skills. Please do not bring personal firearms, bows, or ammunition Boy Scout Camp, there will not be any opportunities for personal equipment to be used on Camp property.

Archery

The entrance to the Archery Range is located near the top of the hill on the road that leads to the corral. Look for the flagpole with the red flag at the top.



Rifle

Follow the road past Scoutcraft, then look to the left for the sign and red flag which marks the trail leading down to the Rifle range.

Shotgun

The Shotgun range is located across the other side of the lake from the Admin. Building.



O'Riley's Outpost – Black Powder Troop/Patrol Shoots

Scouts shooting black-powder rifles, throwing tomahawks and enjoying a meal by the fire like the mountain men of old. O'Riley's is on the far side of the lake near shotgun. O'Riley's Outpost slots are in high demand, so Troops should pay at the Trading Post as early as possible. Limit 30 people for Lunch and 40 people for Dinner.



Troop Shoots

All of our ranges are available for Troop Shoots during open shoot times. If you would like to sign up, see the Range Master. Be aware that slots do fill up quickly. Limit 24 for Archery and 32 for Rifle.

Open Shoot Fees – Field Sports Tickets are 50¢ each

- ☐ Archery: Free
- ☐ Rifle: 1 Ticket = 1 target, 5 shots per target.
- ☐ Shotgun: 1 Ticket = 1 clay pigeon, 1 shot per pigeon
- ☐ Black powder: 2 Tickets = 1 ball.

Merit Badge Information

Merit Badge	Diff	Fees	Class Size Limit	Age Limit	Information
Archery	4	\$17	16		May require extensive practice shooting outside of Merit Badge; must be able to pull back a 25 lb. bow; fee covers cost of arrow and bowstring kits for Reqs. 2 & 3.
Rifle Shooting	3	\$40	32	12+	May require extensive practice shooting outside of Merit Badge, fee covers materials needed.
Shotgun Shooting	4	\$40	20	14+	2 hour session; may require extensive practice shooting outside of Merit Badge; must be 100 lbs.; fee covers all materials needed.



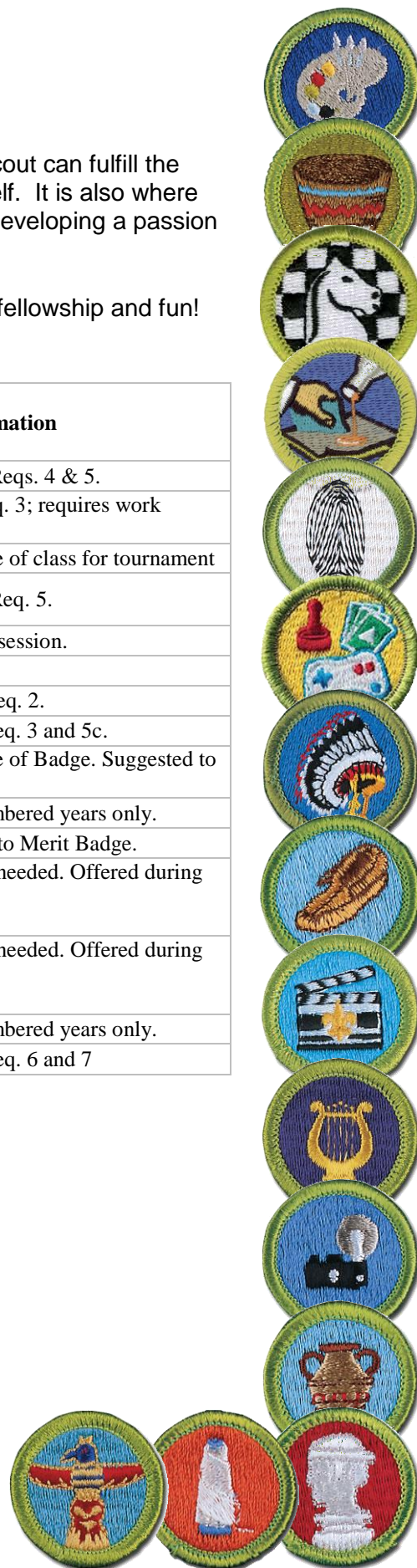
HANDICRAFT

The Handicraft Area is the Center for the Arts - *and crafts*. Here a Scout can fulfill the classic notion of bringing home something crafty he has made himself. It is also where creativity and a willingness to give something new a try can lead to developing a passion for creating.

Movie Night – Join our staff for an evening of cinema and snacks, fellowship and fun!

Merit Badge Information

Merit Badge	Diff	Fees	Class Size Limit	Age Limit	Information
Art	2	\$17	35		Fee covers projects for Reqs. 4 & 5.
Basketry	3	\$23	25		Fee is for projects in Req. 3; requires work outside of class session
Chess	3		35		May require time outside of class for tournament
Composite Materials	4	\$17	30		Fee covers projects for Req. 5.
Fingerprinting	1		35		Only need to attend one session.
Game Design	3		20		
Indian Lore	3	\$23	25		Fee covers projects for req. 2.
Leatherwork	1	\$23	25		Fee covers projects in Req. 3 and 5c.
Moviemaking	3	\$12	30		May require time outside of Badge. Suggested to bring own video camera.
Music	2		25		Offered during even numbered years only.
Photography	3		20		Must bring own camera to Merit Badge.
Pottery	3	\$17	20		Fee covers all materials needed. Offered during even numbered years Only.
Sculpture	3	\$17	20		Fee covers all materials needed. Offered during odd numbered years Only.
Textiles	2		30		Offered during even numbered years only.
Woodcarving	3	\$23			Fee covers projects in Req. 6 and 7



MOUNTAIN BIKING

Challenge yourself riding some of the best trails in Northern California. Mountain biking at Wente Scout Reservation is a unique and safe program for people to explore, push their limits and have fun! Wente Scout Reservation offers an inspiring trail system with over 13 miles of purpose-built single-track trails and high quality mountain bikes for people to use. The Mountain Biking program is open to all skill levels and encourages both Scouts and Adult leaders to participate.

How can I participate?

Simply show up to the Mountain Biking program area, check in where you skill will be assessed, equipment will be checked out and you will sent on a trail ride. The Mountain Biking program is a drop-in activity where anyone can participate during the open hours.



What do I need to bring?

- Buddy to go on a ride with,
- Water container such as a water bottle or camel back,
- Close toed shoes worn on your feet.

Only after you have all three (3) things will you be able to participate.

Do I need to bring my own bike?

You do not have to bring your own bike to go on a trail ride. Wente has a fleet of high quality mountain bikes of all sizes which are checked out to individuals for trail rides. Helmets are also provided. See the Mountain Biking Staff for more details.

May I bring my own bike?

Yes, you may bring your own bike. We encourage that you ride the bike you feel most comfortable. However, you are required to check your personal bike into the secure Mountain Biking program building so it is locked up until you begin your trail ride. All bikes may only be used for recreational riding of designated trails, not for around camp transportation.

Pump Track

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

Merit Badge Information



Merit Badge	Diff	Fees	Class Size Limit	Age Limit	Information
Cycling	5		12	14+	Req. 7 not covered at Camp.



NATURE

2,200 acres of new and old growth Douglas Firs, meadows, natural springs, hundreds of different plants and animals, and learning how to be a good steward of nature. The Nature program offers many opportunities to get out and enjoy the wonderful outdoors.

Merit Badge Information

Merit Badge	Diff	Fees	Class Size Limit	Age Limit	Information
Astronomy	4		25		Will require observation time outside of Merit Badge.
Bird Study	5		30		Offered during even numbered years only. Will require observation time outside of Merit Badge.
Environmental Science	4		30		Will require observation time outside of Merit Badge. Requires extensive writing outside of Merit Badge
Fish & Wildlife Management	2		30		Offered during even numbered years only.
Fishing	3		20		Bring own fishing gear to Camp; requires fishing time outside of Merit Badge. Will not cook fish for req. 9.
Fly Fishing	4		10		Gear is provided by Camp! May require more fishing time outside of Badge. Will not cook fish for req. 10.
Forestry	3		15		Req. 5 - field trip to a local lumber mill that will require drivers.
Geology	4		30		Offered during even years only.
Insect Study	5		30		Req. 9 not covered at camp.
Mammal Study	1		30		Only need to attend one session.
Mining in Society	3		25		Offered during odd numbered years only.
Nature	2		30		Req. 4e bring your own fishing gear; Offered during odd numbered years only; class M & Tu OR W & Th.
Nuclear Science	4		30		Offered during even numbered years only.
Oceanography	3		30		Must give speech to Troop.
Plant Science	5		30		Offered during even numbered years only.
Pulp & Paper	4		30		Offered during even numbered years only.
Reptile and Amphibian Study	2		30		Req. 8 not covered at Camp.
Soil & Water Conservation	3		30		Offered during odd numbered years only.
Space Exploration	3		20		
Weather	3		30		Requires work outside of Merit Badge.



RISIN' W CORRAL

If you love horses, the Risin' W Corral is the place for you! Our outstanding horse program includes the Horsemanship, Animal Science & Veterinary Medicine Merit Badges, trail rides, meal rides and an Overnight Outpost ride. These ride slots can be purchased in the Trading Post at the Admin. Building. Long pants and closed toes shoes are required for all Scouts and Adults to ride horses.

Trail Rides: \$25

□ Monday 7 PM – 8:30 PM

□ Friday 6:30 PM – 8 PM

Outpost Ride: \$40

□ Tuesday 4:30 PM – 7 AM

Root Beer Float Ride: \$25

□ Wednesday 1:30 PM – 3 PM

Cowboy Breakfast Ride: \$30

□ Thursday 6:30 AM – 8:45 AM

Dinner Ride: \$30

□ Thursday 4:30 PM – 8 PM

Lunch Ride: \$30

□ Friday 11:30 AM – 1:45 PM

Trail Rides

Times subject to change, plan on arriving at the barn 20 minutes before departure. See the Announcement Board in front of the Trading Post for changes and more details. All rides can change last minute due to horse and weather conditions. Ride Tickets may be purchased at the Trading Post in advance.



The Risin' W Overnight Outpost

The Risin' W Outpost starts with a long horse ride into the backcountry that wanders up to a rugged campsite where you will settle down for a nice steak meal. to try your hand at some activities that our Wranglers have rustled up just for you. Soon it'll be time to settle down in your bedroll under an open sky with crickets singing you to sleep. Participants should pack a flashlight, sleeping bag, and warm clothes and place them into the trailer located in main camp area near dining hall before lunch on day of the Outpost Ride. Nothing brought to the Corral will be taken to the Outpost Ride. Tickets for the overnight Outpost Ride are for sale at the Trading Post for \$40. Sign up early in the week because these rides fill up fast.

Merit Badge Information



Merit Badge	Diff	Fees	Class Size Limit	Age Limit	Information
Animal Science	3		25		2-hour session; Offered during odd numbered years only.
Horsemanship	4	\$25	12	14+	3-hour session; 5-day course Mon-Fri. Must wear long pants and closed toed shoes every day.
Veterinary Medicine	3		25		2-hour session; Offered during even numbered years only.

SCOUTCRAFT AND EAGLE TRAIL

Scoutcraft has been called the heart and soul of Scouting over the years by many. Join our Scoutcraft staff and keep this tradition alive as you sharpen your Scout Skills while learning safety with tools & fire while earning Merit Badges, Totin' Chip & Firem'n Chit, then pass on the skills while earning the Paul Bunyan Woodsman Award.



Eagle Trail

Scoutcraft is also the home to Eagle Trail, our Scout-to-First Class rank advancement program. Sessions run starting on the hour. We do not sign off any requirements in Eagle Trail; our program is designed for the Scouts to learn the skills, and then return to the Troop to be tested by your leadership. Remember to bring your Scout Handbooks. Eagle Trail sessions have a 20 Scout limit.

Wilderness Survival

Do you want to learn how to survive a night with just the clothes on your back? If so, this outpost is for you. The Wilderness Survival Outpost is primarily for those taking Wilderness Survival Merit Badge but anybody desiring to participate may do so. Participants will have the chance to spend the night in a shelter they have built themselves. See the Scoutcraft director for details.

Merit Badge Information

Merit Badge	Diff	Fees	Class Size Limit	Age Limit	Information
Backpacking	4		30		Reqs. 6b, 8c, 9d, 10 and 11a-c not covered in Camp. Offered during even numbered years only.
Camping	2		30		Reqs. 4b, 5e, 7b, 8d, 9a, and 9b not covered at Camp.
Cooking	4		12		Merit Badge will require work during meals while cooking.
Fire Safety	5		30		Offered during even numbered years only.
First Aid	3		30		2-hour session. Bring a first aid kit from home to fulfill req. 2d.
Geocaching	3		20		Req. 7 & 9 not covered at Camp. Bring a GPS if you have one. Offered during even years only.
Hiking	5		30		Req. 5,6, and 7 not covered at Camp. Offered during odd numbered years only.
Orienteering	4		25		May require extensive time outside of Merit Badge.
Pioneering	3		25		2-hour session.
Scouting Heritage	3		25		Req. 4 & 5 not covered at Camp. Offered during odd numbered years only.
Signs, Signals & Codes	3		30		Offered during odd numbered years only.
Wilderness Survival	3		35		Req. 9 is an overnight outpost.

WATERFRONT

The warm water of our 80-acre lake is good for swimming and boating. Your Scouts are guaranteed to have a good time!

Mile Swim BSA - Scouts need to be in good physical shape to complete the rigorous requirements of this activity. Before swimming the mile, all participants must attend four training sessions. Each swimmer must bring a rower and spotter to accompany him. Visit the waterfront Staff Monday morning for more information on the mile swim at 6:00 AM.

Snorkeling BSA – T & Th from 7-8pm. This patch is a chance to experience the lake in a whole new way. By exploring under its surface, you may happen upon the Narwhal.

BSA Stand Up Paddleboarding – T & Th from 7-8pm. This is the 1st season, a trial run, offering this patch; due to limited equipment class size is 5: Youth only.

Swim Instruction - Scouts needing extra help with swimming skills can get it from the Trained Waterfront Staff. Just talk to the Director to find a time that works!

The Wente Wooly Wash

Early in the morning as the tulle fog rises off the lake, the Wooly will, at times, comes down for a dip. Come down for a morning swim and you may even see this elusive beast! Attend any three mornings at 6:00 AM and become a member of the Wente Wooly Club. Wente Wooly Wash patches are available for purchase in the Trading Post.

Merit Badge Information

Must pass BSA Swimmers test to participate in ALL waterfront Merit Badges

Merit Badge	Diff	Fees	Class Size Limit	Age Limit	Information
Canoeing	3		24		Must pass BSA Swimmers test before starting Merit Badge.
Kayaking	3		22		Must pass BSA Swimmers test before starting Merit Badge.
Lifesaving	4		25	14+	2-hour session. Req. 1a must be completed before starting class; Recommended 14+.
Rowing	3		25		Must pass BSA Swimmers test before starting Merit Badge.
Small-boat Sailing	4		22	14+	Must pass BSA Swimmers test before starting Merit Badge; limits based on operable boats; Recommended 14+.
Swimming	3		30		Must pass BSA Swimmers test before starting Merit Badge; bring shoes, socks, long pants, belt, and long-sleeve shirt that can get wet



SPECIAL PROGRAMS



Campfires

Our opening Campfire on Sunday night is a great opportunity for Scouts to meet the spirited Staff, learn some of Wente Scout Reservation's great traditions, and get fired up about the week ahead. Come join the show!

Wednesday night is set aside as Troop Campfire night. Your Troop can settle into your for a night of bonding or get together with other Troops for a large Campfire. Don't forget to invite your counselors along for the show.

The closing Campfire on Friday night is a time when the Scouts can perform skits, the Camp Staff presents awards earned throughout the week and our Finney Valley ceremony rounds out the evening.

Cobblers

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



The Kali-Ama Trail				
Name _____ Troop# _____				
1	2	3	4	5
6	7	8	9	10
11	12	13	14	15

1. Cliffs of Insanity	6. Hell's Vistas	11. Pomo Pools
2. Mistake Mountain	7. Madrone Ghost	12. Mossy Boulder
3. Shady Grove	8. Eagle Summit	13. Pinnacle Puma
4. Sunset Ridge	9. Tan Oak Cathedral	14. L.I.T. Mt. Wente
5. Fool's Gold Boulder	10. Osprey's Perch	15. Black Oak Point

Kali-Ama

The Kali-Ama is a series of posts located throughout Camp. It's a great way to hone your orienteering & map reading skills. As the goal of the course is to learn orienteering, the use of GPS's to find each post is **highly** discouraged.

Scouts and Adult Leaders who wish to earn the Kali-Ama or King Kali-Ama patches must stamp the back of their maps with stamps hanging from each of the posts. Stamp pads are available at the Trading Post for a \$5 deposit. Write your name on your completed map and drop it off with the nature Staff during normal program hours.

King Kali-Ama

After conquering the Kali-Ama, why not take the next step and try tackling the King Kali-Ama? These posts tend to be further into the backcountry and more difficult to find. So, if you're up to the challenge, get out there and find the posts. Again, this is an orienteering activity so no bikes, cars or horses for transportation and please no use of GPS.



Outposts

Outposts are a wonderful way to experience extreme activities outside of regular Merit Badge programs. Some can be done as a Unit, others as a Patrol and some on an individual basis.

More information on each outpost experience can be found in the program specific descriptions.

Order of the Arrow

On Tuesdays, show your OA pride by wearing sash whenever you are in uniform or an OA T-shirt. Then in the evening, come attend the OA Social at the Dining Hall for fellowship, news, fun, patch trading, and as with all good meetings, *snacks*.



Fishing The Lake

There's nothing like spending a day on the shore of a lake fishin' for that big ol' Largemouth Bass. Wenté's 80-acre lake offers great fishing of both Bluegill and Largemouth Bass. We recommend bringing your own fishing gear; though, the Trading Post does stock a limited supply of bait, lures and rods.

There are Fly Fishing Rods for Scouts to borrow using a deposit; fee only applied if item is returned damaged. Reminder – Wenté is a catch and release lake **only**.

Theme Days - Please join us for our Camp theme days! Show your Scout Spirit!

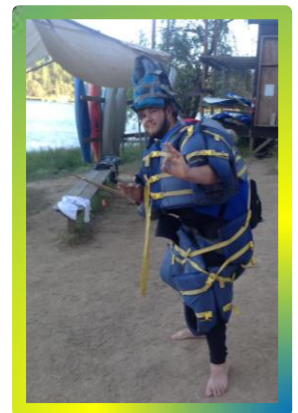
- **Monday** is Wenté Pride/Scout Spirit Day
- **Tuesday** is OA Pride Day.
- Wear Your Helmet/Safety **Wednesday**,
- Alternate Uniform **Thursday**,
- Aloha **Friday** wear your tacky Hawaiian shirts
- Troop Appreciation **Saturday**

Wentathlon

The ever-popular relay race that is the Wentathlon returns for another thrilling season. Units will shoot, run, boat, and swim their way to victory. Try for the best time while having a wonderfully wet Wentastical time. The Wentathlon is held on Wednesday after dinner.

Camp-Wide Games

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



ADULT LEADER TRAINING AND ACTIVITIES

If you have any ideas on trainings you would like to see done, please let us know.

Leader Opportunities

Sometimes Scoutmasters or Staff come to Camp with special skills. There may be additions to our program as experts join us in Camp. Adult leaders are more than welcome to teach things that are beyond our standard program. Merit Badges that are not part of the regular Camp program must adhere to the National Standards of the Boy Scouts of America for counseling Merit Badges. Please check with the Camp Administration if you have special skills so they can work it into the Camp program.

Leave No Trace

A Leave No Trace Awareness Workshop may be offered for Adult Leaders and older Scouts to help broaden their outdoor ethic and awareness if the interest arises.

Scout Leader's Pie and Coffee

Come on down to the Dining Hall on Monday night and join us for some pie, coffee, and ice cream. You'll have the chance to meet with the Camp administration team.

Scoutmaster Float - Join the Commissioners and our Waterfront Staff for a special Adult-only retreat by the lake. Take out a boat, swim, or just relax and enjoy the refreshments and company.

Scoutmaster Shoots - Throughout the week each range will host a Scoutmaster Shoot for Adult-only range time and a little friendly competition.

Lunch Across the Lake - for a change of scenery. Adult Leaders will have the chance to use their Safety Afloat training as they venture out in boats for a picnic lunch at Black Oak Point. Just sign up as a Troop in the Trading Post at least one day before if you are interested.

Waterfront Trainings

Adult Leaders can come down to the Waterfront to learn the rules and regulations for planning and putting on water activities. There is classroom style and practical lessons, so come prepared to write and get wet. Safety Afloat; Safe Swim Defense; Swimming and Water Rescue & Paddle Craft Safety all taught.

Drivers Needed

Drivers are needed to help transport Scouts on the field trip for Forestry Merit Badge, to the Sawmill in Willits on Thursday during lunch.



Skunk's Den

Located on the top floor of the Administration Building, The Skunk's Den is a place for Adult Leaders to go and relax, hold meetings, trainings, or use the limited-wireless Internet for quick emails and such.

****NOTE:** The Skunk's Den is sometimes used for classes and trainings and will be unavailable for these times.

ADULT LEADER SCHEDULE 2018

Time	Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	
7:15 AM		Shift 1 - - Breakfast					
7:57 AM		Morning Flags					
8:15 AM		Shift 2 - - Breakfast					
9:00 AM		Adult Leader Meeting				Adult Leader Check Out Meeting	Leader Mtg TBD
9:15 AM		Scoutmaster Specific Training OR Climb On Safely / Trek Safely / Leave No Trace					
		Safe Swim Defense & Safety Afloat					
10:30 AM		Paddlecraft Safety			Swim & Water Rescue		
12:15 PM	Troop Check in and Camp Tour	Shift 1 - - Lunch					
1:15 PM		Shift 2 - - Lunch					
2:00 PM							Check Blue Cards (approx 2-3:30pm)
3:00 PM			SM Shoot Shotgun	Scoutmaster Float			
4:00 PM		SM Shoot Rifle			SM Shoot Archery		
5:15 PM		Shift 1 - - Dinner					
5:57 PM		Evening Flags					
6:15 PM	Shift 2 - - Dinner						
7:00 PM	Special Activity Sign Ups			Wentathalon			
	Scoutmaster & SPL Meeting						
8:30 PM	Campfire		8:15pm OA Social		Campfire		
9:00 PM		P & C					
10:00 PM	ALL QUIET - - All Scouts in Campsites - - ALL QUIET						
Activity or Meeting Location		Skunk's Den		Dining Hall		Range	Waterfront

Notes

FINNEY VALLEY LUMBER COMPANY

Join the Finney Valley Lumber Company, the official Alumni Association of Wente Scout Reservation.

FINNEY VALLEY LUMBER COMPANY PURPOSE:

- To perpetuate the standards and ideals of Finbar O'Riley at Wente Scout Reservation.
- Advise and assist new Scouts and make their stay at Camp a happy one.
- Promote good fellowship and sportsmanship in all activities.
- Initiate and complete improvement projects to make Wente Scout Reservation a better Camp for future generations.
- Assist in receiving and conducting visitors about Camp.
- Encourage Camping at Wente Scout Reservation.



CONTINUOUS IMPROVEMENT PROJECTS

As mentioned in the above purpose, one of the main goals is to initiate and complete improvement projects at Wente. Examples of improvement projects include:

- new tents or tent platforms,
- area specific equipment - new fishing docks, archery bows, mountain bikes, etc.
- donating toward the SFBAC Campership fund,
- your skilled labor – mechanic, electrical, plumbing, etc.

Individuals interested in donating to the improvement projects should talk to the office Staff about making your donation.

JOIN THE FINNEY VALLEY LUMBER COMPANY!

Are you new to the Finney Valley? Fill out a registration card, located at the Camp office to receive more information about the Finney Valley Lumber Company, Wente's Official Alumni Association. Join anytime and get informed with our quarterly newsletters by sending your \$20 dues to:

Attn: Finney Valley Alumni Registration
San Francisco Bay Area Council
1001 Davis St.
San Leandro, CA 94577

Need more information? Questions can be directed to lumberjacks@wenteScoutreservation.org.

FINNEY VALLEY AWARDS PROGRAM

The Finney Valley Awards Program is Wente Scout Reservation's progressive Camper program. It is designed to guide you and your unit through the wonderful things Wente has to offer and to provide a way to stay connected year-round. Below is a list of the awards for each year of attendance, its corresponding points, requirements and the list of ways to earn points. Scouts and Adults are encouraged to fulfill the required amount of points in order to achieve the next honor level. Each member of your unit that earned a rocker should complete a Finney Valley Lumber Company Registration Card.

Everyone:

- .5 Take a shower (up to 6 times)
- 1 Attend Summer Camp at Wente (point per year)
- 1 Participate in Camp wide games
- 1 Hike the Kali-Ama (point per 5 posts)
- 3 Hike the King Kali-Ama
- 1 Attend the Wooly Wash
- 2 Earn the Wooly Wash Award
- 1 Swim the half mile
- 1 Swim the mile
- 1 Be a rower or spotter for someone doing the mile swim
- 1 Attend the Astronomy star party
- 1 Catch and release a bluegill
- 2 Catch and release a bass
- 1 Climb or rappel at The Rock
- 1 Pioneer a structure in Scoutcraft
- 1 Go on a horse ride
- 1 Go on a mountain bike ride
- 1 Cook a cobbler with your Troop
- 1 Be a waiter for one meal
- 1 Clean a shower center with your Troop
- 1 Participate in a Troop service project
- 1 Participate in a skit or song in your Troop Campfire
- 1 Participate in a Troop shoot or open shoot (point per range)
- 1 Improve one level on the BSA Swim Test during the week
- 2 Recite the Scout Oath, Law, Motto, Slogan, and Outdoor Code to your Commissioner
- 1 Clean out a stall at the Corral (see Corral Director before starting)
- 15 Attend an off-season work party
- 1 Create your own requirements

Requested # Patches	Year	Points Req'd	Award/Rocker
	1	10	Choker Setter
	2	13	Cedar Savage
	3	17	Straw Boss
	4	20	Top Man
	5	22	Bull of the Woods
	6	24	Legend of Finney Valley
	7	25	Legacy of the Stick on a String

Scouts:

- 1 Earn a merit badge (up to 5 times)
- 1 Advance one rank
- 1 Earn Totin' Chip
- 1 Earn Firem'n Chit
- 1 Earn the Paul Bunyan Woodsman Award
- 1 Earn Snorkeling BSA

Older Scouts and Adults:

- 1 Sit on a Board of Review
- 1 Earn Swimming and Water Rescue
- 1 Earn Paddlecraft Safety
- 1 Assist at Eagle Trail or Merit Badge instruction (see the Prog. Director before starting)
- 1 Help teach Firem'n Chit or Totin' Chip (see Scoutcraft Director before starting)
- 1 Be a lifeguard for an afternoon of open swim (see Waterfront Director before starting, point/day)
- 1 Patch tents in your Campsite for a half hour (see your Commissioner before starting)

Adults:

- 1 Work on an item of the Service Project List (see Camp Director or Camp Ranger before starting)
- 1 Spray poison oak (see Camp Ranger before starting)
- 3 Be a driver for a field trip (Inquire at the Camp Office)
- 2 Take a nap in the shade



Turn in this request form, (or copies of this form can be found at the Camp office) in to the **Trading Post** with the correct amount of each patch/honor level needed for your Troop Adults and Scouts by 5:00 PM on Friday. **Thank you for providing the \$2 fee per patch to ensure the continued success of the Finney Valley patch program.**

HONOR TROOP & HONOR PATROL AWARDS

At Wente Scout Reservation we feel that each unit should depart stronger than they arrived. The Honor Unit Awards Program one way we try and help this process. The Commissioner staff will work with your Unit Leadership on these requirements. All checklists must be turned in by **lunch** on Friday.

(please list Patrol Names on reverse)

HONOR PATROL

Complete all of the following:

- | | 1 | 2 | 3 | 4 |
|---|-------|-------|-------|-------|
| 1. Have and display a patrol flag | _____ | _____ | _____ | _____ |
| 2. Conduct a patrol meeting at camp | _____ | _____ | _____ | _____ |
| 3. Do a patrol yell at a camp-wide event or meal | _____ | _____ | _____ | _____ |
| 4. Earn an average of 10-pts per scout on Finney Valley | _____ | _____ | _____ | _____ |
| 5. Show Scout Spirit | _____ | _____ | _____ | _____ |
| 6. Make your award in Handicraft Friday night from 7-8pm | _____ | _____ | _____ | _____ |

Complete 4 of the following:

- | | | | | |
|--|-------|-------|-------|-------|
| 1. All patrol members earn appropriate Finney Valley Award | _____ | _____ | _____ | _____ |
| 2. Go on a patrol hike or bike ride | _____ | _____ | _____ | _____ |
| 3. All members in full Class-A uniform for all evening Flags | _____ | _____ | _____ | _____ |
| 4. Work on a Merit Badge or Rank Advancement as a patrol | _____ | _____ | _____ | _____ |
| 5. Build a pioneering project | _____ | _____ | _____ | _____ |
| 6. Perform a patrol song/skit at a Troop Campfire at camp | _____ | _____ | _____ | _____ |
| 7. Participate in Camp Wide Games and turn in score sheet | _____ | _____ | _____ | _____ |

HONOR TROOP

Complete **ALL** of the following:

1. Conduct a **Patrol Leader's Council** at camp
2. Troop attends every **Flag Assembly** (troops on outpost are excused)
3. Demonstrate **Troop Spirit**
4. Have a representative at **Check-in Meeting, P&C, and Check-out Meeting**
5. Conduct a **Troop Campfire** at camp
6. Earn an average of **15-pts** per person from the **Finney Valley Program**
7. Turn in your checklist by **lunch on Friday**

Complete 4 of the following:

1. A minimum of 50% of your patrols earn **Honor Patrol Award**
2. All Troop members earn the appropriate **Finney Valley Program**
3. All Troop members in **full Class-A uniform** for all evening **Flag Assembly**
4. Complete a **campsite improvement project** (must have approval before starting)
5. Have 1 **Troop Activity**: hike, Troop Shoot, Lunch-Across-the-Lake, Outpost Ride, etc.
6. Invite another Troop to participate in an **inter-Troop Activity**
7. Complete a **Troop Service Project**

DEPARTURE FROM CAMP

Leaving Camp

- ☐ Check out at the Camp Office before leaving Camp on Saturday Morning.
- ☐ Adults who leave during the week must check out at the Camp Office.
- ☐ Adults returning to Camp must check back in at the Camp Office upon arrival

Early Release of Scouts from Camp Property

For the safety of all Scouts attending Camp, it is the policy of the SFBAC to follow these procedures in the event that a Scout must leave earlier than his Unit:

- ☐ The Scout's Annual Health and Medical Record form must be filled out with the names of all Adults authorized to take the Scout to and from events.
- ☐ The Adult with permission to pick up the Camper must report directly to the Camp Office upon arrival. Identification will be compared to information on the Annual Health and Medical Record.
- ☐ Before leaving Camp, the Scout and driver must report to the Camp Office to check out, with a separate Adult Leader from the Troop.

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 SFBAC, BSA is not responsible for Scouts leaving Camp on an emergency basis, regardless of who transports the boy.

Troop Checkout

Troops should plan on checking out by 9:00 AM on Saturday. Your Troop Guide will come to your Campsite directly after breakfast to check you out. If your troop needs to leave early, please notify the Camp Office by Friday evening so that we can arrange your Troop Guide to meet you earlier. The Troop Guide and an Adult Leader will inspect the site for any damage that may have occurred to tents and other equipment during the week. Troops will be charged for any damage that occurs. Be sure that some Scouts remain in the site to help with any final details:

- ☐ All tents are swept clean and free of trash.
- ☐ All trash is placed in dumpster behind the Dining Hall.
- ☐ In tent sites, all tent flaps are down; tents and poles are free from damage.
- ☐ All equipment checked out has been returned.
- ☐ Latrine is swept and washed out; toilet paper is stocked.

The Camp Director has the final say on damage. After your site is checked, bring the check-out form to the Office for final check-out.

Don't forget to:

- ☐ Turn in Camp evaluations.
- ☐ Stake-A-Claim for next year.
- ☐ Double-check Troop mailbox.

Pick up medical forms, medications, and patches from the Camp Office.

DIETARY NEEDS and/or ALLERGIES

Please list all camper's name then check or specify all allergies

	Camper's Name	Vege	Nuts	Dairy	Gluten	Other, please specify:
1						
2						
3						
4						
5						
6						
7						
8						
9						
10						
11						
12						
13						
14						
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16						
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22						
23						
24						
25						
26						
27						
28						
29						
30						
	TOTALS					

- - - - - This Area for Staff Use Only - - - - -

Troop # Meal Shift Additional Notes:

	1	2
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NOTES

This image shows a blank sheet of white paper with horizontal ruling lines. The lines are evenly spaced and run across the width of the page. There are no margins, text, or other markings on the paper.







CALIFORNIA RIFLE AND SHOTGUN PARENTAL/LEGAL GUARDIAN PERMISSION FORM

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 loaned 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” include any handguns, long guns, or shotguns that may lawfully 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).

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.

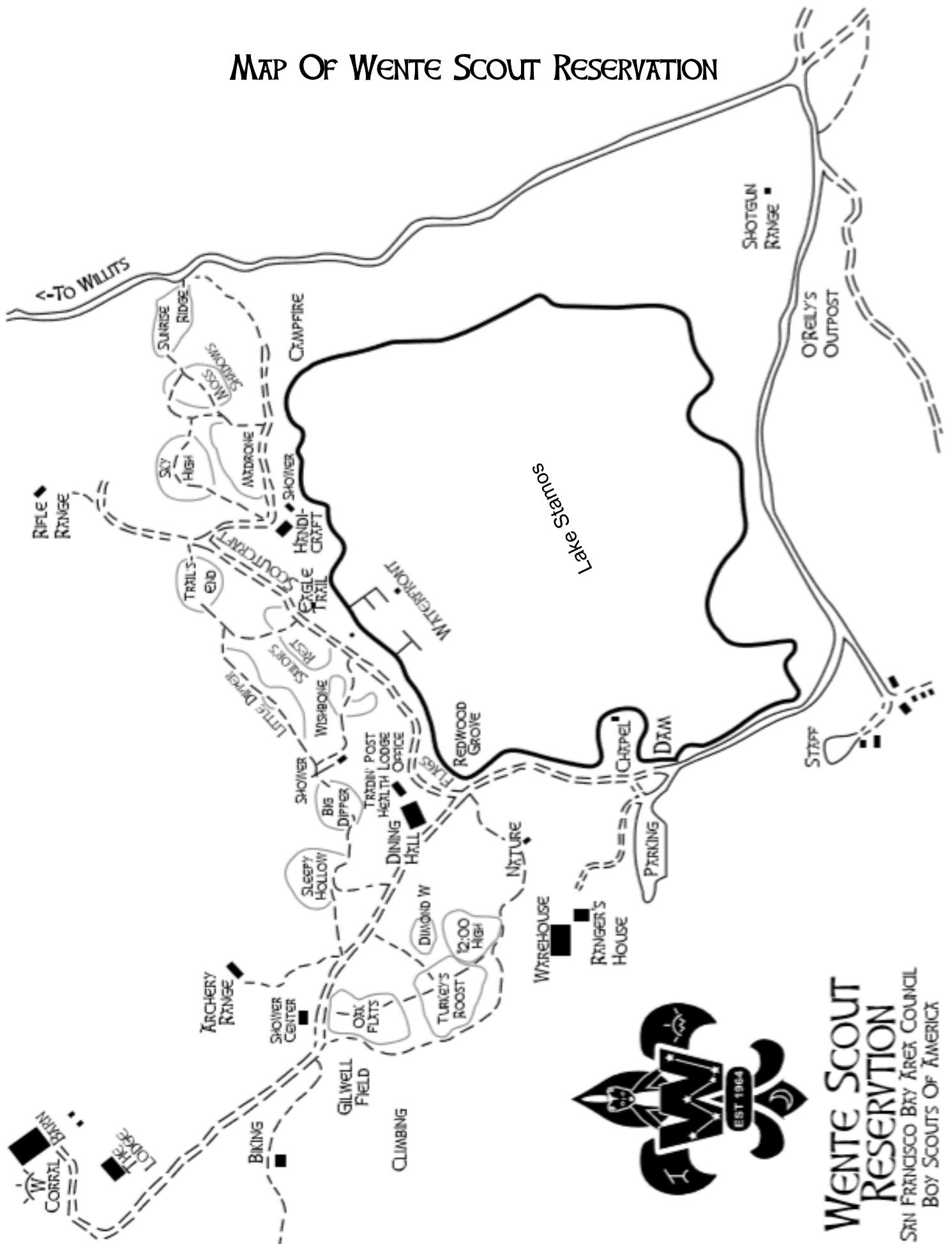
I represent that I am (1) the parent or legal guardian of the minor named above and (2) not prohibited by Federal, state, or local law from possessing a firearm. I agree to indemnify and hold harmless the Boy Scouts of America, and any local Council and all officers, members, employees, and volunteers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

Please bring at least four (4) copies of this form to camp with your child. One (1) copy must remain in your child’s possession at all times while he or she possesses any firearms or ammunition, and one (1) copy should be provided to the owner of the firearm.

☐ Signature of Parent or Legal Guardian

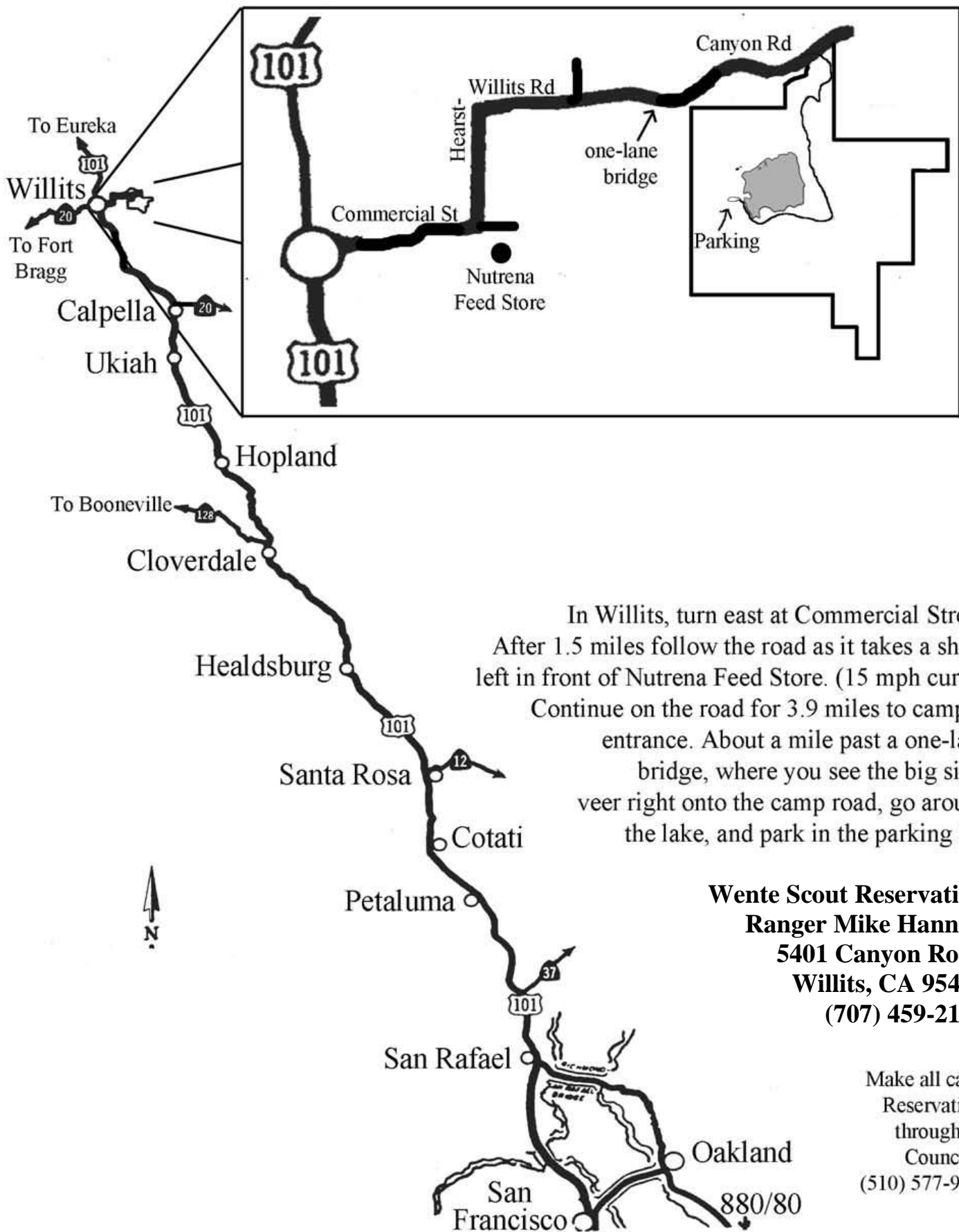
Date

MAP OF WENTE SCOUT RESERVATION



**WENTE SCOUT
RESERVATION**
SAN FRANCISCO BAY AREA COUNCIL
BOY SCOUTS OF AMERICA

MAP TO WENTE SCOUT RESERVATION



In Willits, turn east at Commercial Street.
 After 1.5 miles follow the road as it takes a sharp
 left in front of Nutrena Feed Store. (15 mph curve)
 Continue on the road for 3.9 miles to camp's
 entrance. About a mile past a one-lane
 bridge, where you see the big sign,
 veer right onto the camp road, go around
 the lake, and park in the parking lot.

Wente Scout Reservation
Ranger Mike Hannah
5401 Canyon Road
Willits, CA 95490
(707) 459-2110

Make all camp
 Reservations
 through the
 Council at
 (510) 577-9000

Wente Scout Reservation Daily Schedule

Time	Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
6:00 AM	Have ready:	Mile Swim		Mile Swim with Rower & Spotter (5:30am on Friday)			
7:00 AM	• BSA Annual Health & Medical Record with ALL Medications in original containers	Late Swim Checks	6:30 AM -- Woolly Wash				
7:15 AM			Shift 1 -- Waiters Due				
7:57 AM			Shift 1 -- BREAKFAST				
8:00 AM	• Routine Drug Admin. Record (Med. Log)		<i>Morning Flags -- at the Redwood Grove</i>				
8:15 AM			Shift 2 -- Waiters Due				
9:00 AM	• Firearms Permission Slips	Adult Leader Meeting	Shift 2 -- BREAKFAST				
9:00-12:00	• Dietary Needs Form	Morning Program	Adult Leader Check Out Mtg	Adult Leader Meeting (TBD)			Checkout by 10am
12:00 PM	Arrival in Camp: Check-In & Camp Tour		Shift 1 -- Waiters Due	Merit Badge Make Up (9-11am)			Please Drive Safe!
12:15 PM			Shift 1 -- LUNCH				
12:55 PM			Shift 2 -- Waiters Due				
1:10 PM			Shift 2 -- LUNCH				
2:00 PM		Afternoon Program		Camp-Wide Games (2-4pm)			
5:00 PM	Staff Waiters		Shift 1 -- Waiters Due				Remember to fill out & submit your Stake-A-Claim for 2019!
5:15 PM	Shift 1 Dinner		Shift 1 -- DINNER				
5:57 PM	Evening Flags		<i>Evening Flags -- at the Redwood Grove</i>				
6:00 PM	Staff Waiters		Shift 2 -- Waiters Due				
6:15 PM	Shift 2 Dinner		Shift 2 -- DINNER				
7:00 PM	Scoutmaster & SPL Mtg	Evening Program	Wentathelon	Evening Program			
8:30 PM	Campfire	SPL Mtg (8:15pm)	OA Social (8:15pm)	Troop Campfires		Campfire	
9:00 PM		Adult Leader P&C					
10:00 PM			All Quiet -- Scouts in Campsites -- All Quiet				

Wente Scout Reservation Merit Badge and Activity Schedule 2018

Program Area		9:00	10:00	11:00	2:00	3:00	4:00	7:00
Climbing		Climbing 2hrs		Open Climb	Climbing 2hrs		Open Climb	Open Climb
The Commissioners	American Labor	Salesmanship	Personal Mgmt.	L	Communications	Emergency Prep	Cit in the Community (M-W)	Family Life (M or T)
	Personal Fitness (M-W)	Communications	Cit in the Nation	U	Public Speaking	Cit in the World (M-W)		
	Archery	Archery 2hrs		C	Archery 2hrs		Open Shoot	Troop Shoot/Open Shoot
Shooting Sports	Rifle	Rifle Shooting 2hrs	Open Shoot	H	Rifle Shooting 2hrs			
	Shotgun	Shotgun Shooting 2hrs	Closed		Closed	Open Shoot	Closed	Closed
	O'Riley's	Closed	Lunch Shoot (11:45 - 2:00)		Meet at Bridge	Closed	Dinner Outpost (4:45-7:30)	Meet at Bridge
Handicraft	Art	Game Design	Moviemaking		Chess	Art	Moviemaking	Fingerprinting (M or T or Th)
	Chess	Leatherwork	Photography		Leatherwork	Composite Materials	Music	
	Indian Lore	Textiles	Pottery		Moviemaking	Leatherwork	Photography	Basketry (M or T)
	Leatherwork	Wood Carving	Wood Carving	L	Pottery	Wood Carving	Wood Carving	
Mountain Biking	Trail Rides and Skill Sessions			U	Trail Rides and Skill Sessions			Cycling (T & Th)
Nature	Bird Study	Envi Science	Envi Science	C	Envi Science	Envi Science	Space Exploration	Mammal Study (M, or Tu, or Th)
	Space Exploration	Reptile & Amphibian	Astronomy	H	Astronomy	Insect Study	Fish & Wildlife Mgmt	
	Fishing	Geology	Forestry		Plant Science	Weather		Nuclear Science
Fishing	Fly Fishing 2hrs	Open Fish			Fly Fishing 2hrs	Open Fish		Open Fish
Risin' W Corral	Horsemanship 3hrs		Trail Rides & Outposts					
	Veterinary Science 2hrs		Trail Rides					
Scoutcraft	First Aid 2hrs		Cooking	First Aid 2hrs		Cooking	Totin' Chip (MorT)	
	Pioneering 2hrs		Geocaching	Pioneering 2hrs		Fire Safety	Paul Bunyan (M OR Tu, & Th)	
	Orienteering	Camping	Wilderness Surv.		Orienteering	Camping	Backpacking	
Eagle Trail	Second Class	Second Class		L	Second Class	Second Class	Wilderness Surv.	Firearm Chit (MorT)
	First Class	Tenderfoot	First Class	U	Tenderfoot	Tenderfoot	Second Class	Scout (M or T)
	Canoeing	Lifesaving 2hrs		C	Lifesaving 2hrs		Open Swim & Boating	
Waterfront	Kayaking	Small Boat Sailing 2 hrs			Small Boat Sailing 2hrs		Open Swim & Boating	
	Rowing	Canoeing	Canoeing		Kayaking	Open Swim & Boat (No Sailing)	BSA Paddleboarding (Tu & Th)	
	Swimming	Swimming	Kayaking		Swimming			

Instructions for filing Stake-A-Claim:

Each individual Troop attending Camp must file a separate Stake-A-Claim.

1. This form and deposit must be turned in during Camp or received in the Council Office by Aug. 31, 2018 to receive priority Campsite assignment (see #3 below).
2. Deposit is **\$250** per week, per Campsite, per unit.
Deposits are non-refundable and non-transferrable.
3. On Sept. 1, 2018 units will be placed in Campsites using the following procedures:
 - A. Priority will be given to units requesting same Campsite and week number they had in 2018.
 - B. Units who attended Camp in 2018, but wish a different week or Campsite will be assigned depending on availability.
 - C. Units who attended Camp in 2018 but wish to switch SFBAC Camps will be assigned depending on availability
 - D. Units who were not at Camp in 2018 will be assigned depending on availability.
4. Units submitting applications after August 31, 2018 will be assigned subject to availability.
5. Units will receive a confirmation of their reservation by November 2018.

CAMPSITE MAXIMUMS:

Royaneh Campsite Maximums

24 - Bear Gulch
20 - Buddy Point
40 - Forester Village
50 - Frontiersmen Village
36 - Fricot Meadow
48 - Plainsmen Village
54 - Pioneer Village
26 - Kiwanis Grove
24 - Lion's Den
22 - Murphy's Gulch
26 - Rifle Camp
22 - Rotary Rancho
22 - Scanlon Ridge
24 - Tree Haven

Wente Campsite Maximums

44 - Big Dipper
12 - Dimond W
62 - Little Dipper
30 - Madrone
22 - Moss Shadows
50 - Oak Flats
68 - Sailor's Rest
26 - Sky High
20 - Sleepy Hollow
28 - Sunrise Ridge
20 - Trail's End
50 - Turkey's Roost
52 - Wishbone
74 - 12 O'clock High

The San Francisco Bay Area Council reserves the right to place multiple units in Campsites; or to change Campsites at a later date.

- *NO 2018 Deposits will be rolled over.*
- *New 2019 Stake-A-Claim forms must be accompanied by \$250 deposit per week, per Campsite, per Unit.*
- *Reservations for 2019 season will not be processed unless accompanied by a deposit.*
- *Council Camping Refund Policy applies; a copy can be requested from the Program Dept. at 510-577-9218 or found online at: www.sfbac.org/refund*

Updated fee schedules will be sent in early November.

Make all checks payable to: BOY SCOUTS OF AMERICA.

Mail to: San Francisco Bay Area Council, Boy Scouts of America, 1001 Davis Street, San Leandro CA 94577-1514.

Phone (510) 577-9218

Fax (510) 577-9002

www.sfbac.org

2019 RESIDENT CAMP

“STAKE A CLAIM”

RESERVATION

Unit # _____

District: _____

Council: [] SFBAC [] Other: _____

**I HAVE
READ THE
INFORMATION
ON THE BACK
OF THIS FORM
CAREFULLY.**

Initial: _____



Important information is sent to the people below throughout the year. Please be sure to inform us if this person changes!

Name: _____

Position in Troop: _____

Address: _____

City: _____

Zipcode: _____

E-mail Address: _____

Home Phone (_____) _____

Work Phone (_____) _____

Cell (_____) _____

Fax (_____) _____

Name: _____

Position in Troop: _____

Address: _____

City: _____

Zipcode: _____

E-mail Address: _____

Home Phone (_____) _____

Work Phone (_____) _____

Cell (_____) _____

Fax (_____) _____

Sunday to Saturday	CAMP ROYANEH	WENTE SCOUT RESERVATION
June 16 to June 22	() Week 1	() Week 1
June 23 to June 29	() Week 2	() Week 2
June 30 to July 6	() Week 3	() Week 3
July 7 to July 13	() Week 4	() Week 4
July 14 to July 20	() Week 5	() Week 5
July 21 to July 27	() Week 6	() Week 6
July 28 to August 3		() Week 7
Mon August 5 to August 10		() Week 8 – LDS Specific

Special Arrival Needs: _____ CAMPSITE 1st Choice _____ *Wente Only: Food Plan [] Dining Hall [] Jamboree in Campsite CAMPSITE 2nd Choice: _____ *

PROJECTED 2019 ATTENDANCE: Scouts _____ Adult Leaders _____

Your reservation will be based on the average number of Scouting in attendance during your last 3 years at Camp.