

2023 Opening Meeting Scoutmaster Notes
Welcome to Camp Emerald Bay!

Camp Director – Linnea Heinstedt

Camp Commissioner – Rod Wheeler

Program Director – Patrick Roque

Site Manager – Nick Lapple

Business Director – Al Santillo

Ranger – Tyler Etherly

Camp Clerk – Joschi Anderson

Revised: 7/17/2023

TODAY!!!

As you Arrive: Campsite Hosting and Swim Testing

12pm-1pm Lunch, please enter through the side doors of the Dining Hall after washing your hands.

5:45pm (Sharp!) Emergency Drill on Parade Ground and Waiter's Call @ Parade Grounds

5:45pm Colors, Grace, and Dinner (Wear Field Uniform)

7:00pm SPL and Ranger Meeting @ Staff Lounge, Above Handicraft Lodge

8:15pm Campfire led by the Staff, arrive at the Campfire Circle around 8:10 to not miss anything!

Turn in all medical forms to the Ship's Doctor after this opening meeting.

Leaders are responsible for medications and should be familiar with the needs of their scouts.

Be sure to keep a log of all medications given.

Do not store valuables in tents.

At the Ship's Store:

Locks are available \$5/ week \$10 deposit.

Lockers available at the Lower Scout Showers. **1 locker per troop. Please share with campsite.**

There is a ZERO tolerance policy for alcohol and narcotics.

Smoking is allowed for those that are 21 years or older but must be done out of sight of scouts and staff and ONLY at the smoking area behind the Lower Scout bathrooms.

Please respect the camping experience. Refrain from cell phone use in program areas during instruction.

Troops are charged \$20 per inch for damages incurred to tents. Any damage to a **new tent** may require the purchase of the tent for \$500. The tent becomes camp property and stays here.

All roped fences in Camp are referred to as the **10 foot wall**. No one may go over it, under it, or through it. Always enter and exit the waterfront through a gate and with your buddy and your buddy tag.

The island has a high fire danger. Scouts will be performing tasks every day to ensure fire safety incamp. Please collect all ignition sources from your Scouts, lighters, flint & steel etc.

The Honor Box is located outside the Helm and outside the Waterfront entrance. Items of value should be turned into the Purser's Office.

Mail will arrive at camp as transportation permits. Mail is only released to an adult leader. Pick up in the Purser's office.

OFF LIMITS

Staff Areas: Staff Lounge, Cabins, Hills.

Program Areas when closed.

Adult Leaders Head/Showers for adult leaders only. Scout Showers for scouts only.

Other campsites unless invited and with host.

PMSC, When not open.

Water Tank and Helicopter Landing Pad, Maintenance Yard, equipment, and road behind these buildings.

The Helm is adults only facility available 24/7. Please, no food or drinks.

Construction Areas.

Campsite Inspection: Begins on Monday, see the inspection form posted in your campsite.

Restroom Etiquette: Instruct your scouts in the proper use of the restroom facilities.

Waterfront - THINGS TO KNOW

Lifesaving and Motorboating MBs; CPR refresher; it is not CPR certification, just a review.

Offered Tuesday, Wednesday, & Thursday following lunch (1:15 pm) at the Campfire Circle.

Beginner swimming instruction is available upon request.

BSA Snorkeling focuses on snorkeling skills, snorkel gear provided.

Mile Swim during A session (6 am) and 5th session(3:30 pm). 1 mile = 64 lengths or 32 laps.

Sea Lion Swim is 3 days at 6 lengths each day during session A (6 am).

The **buddy system** is to be used by ALL campers at ALL times. Intermediate Swimmers are not allowed in any single-user craft. Intermediate Swimmers are allowed in canoes with BSA Lifeguard and Adult.

Scouts and Leaders must go through a checkout to use canoes, rowboats, or sail boats.

Free time motor boating is open to those enrolled in the class or have completed the merit badge. Buddies are welcome in the boat as passengers but may not drive.

Troop kayaks can be scheduled during 5th session.

All Merit Badges require Scouts to be there every day. Have them go to the class they want to attend on Monday.




SPL's may sign-up your troop for colors and grace during tonight's SPL & Ranger meeting.

1st Year Scouts may sign-up for rank advancement. Scouts will meet at Scoutcraft on Monday @ 8:40am.

The Bison Run will take place on Tuesday during session A (6:00am) and starts at the Parson's Gate.

Leader Trainings: Leaders must attend all daily sessions for IOLS aside from their war canoe day.

Nature
To Parson's Landing





Back Country


 Santa Monica


Archery Range
 Rifle Range
 To Shotgun Range

Rugged Adventures



Legend

-  Campsite (Tented)
-  Restroom/Shower
-  Cabins
-  Staff Housing

BUILDINGS

1 Dining Hall	7 Ship's Store/ Purser's Office
2 Kitchen	8 Pennington Marine Science Center
3 Bike Shop/ Handicraft	9 South Hill Cabin sleeps 24-people
4 Helm	10 South Hill Cabin sleeps 24-people
5 Health Lodge	
6 Boat House/ Maintenance	

CABINS

A MGM Grand	K Royal Hawaiian
B Ritz	L Surf Rider
C Sheraton	M Hilton
D Riviera	N Biltmore
E Waldorf	O Bona Venture
F Regency	P Miramar
G San Moritz	Q Coral Reef
H Kona Kai	R Beachcomber
I Outrigger	S Molokai
J Savoy	T Islander



MERIT BADGE SCHEDULING WORKSHEET

**CAMP EMERALD BAY
WLACC, BSA**

1. Use this form to place the Merit Badges you wish to take.
2. Only fill in the sections that are not shaded. These are the class sessions offered.
3. After you have completed the form, return it to you Scoutmaster.

Name: _____
Tent Buddy: _____
Aquatics Buddy: _____

Advancement Classes	(Choose one row from each column for the entire week. Write X in the white box.)							
	Sess A	Sess 1	Sess 2	Sess 3	Sess 4	Sess 5	Sess 6	
Begin	6:00	8:40	10:00	11:20	2:00	3:30	7:00	Prerequisites and Comments
End	7:15	9:40	11:00	12:20	3:00	5:30	8:00	
Aquatics								
Canoeing MB								BSA Swim Test- Swimmer, Swimming MB
Kayaking MB								BSA Swim Test- Swimmer
Lifesaving MB								BSA Swim Test- Swimmer, Swimming MB
Motorboating MB								BSA Swim Test- Swimmer, Swimming MB, Lifesaving MB, and Canoeing OR Rowing MB
Rowing MB								BSA Swim Test- Swimmer
Small Boat Sailing MB								BSA Swim Test- Swimmer, swim 50 yards then climb over sailboat transom into boat, Swimming, Lifesaving and Rowing OR Canoeing
Advanced Small Boat Sailing: American Sailing Assoc. 110				*		*		BSA Swim Test- Swimmer, swim 50 yards then climb over sailboat transom into boat, * must sign up for both session times, Small Boat Sailing MB, Age 13+, additional cost
Swimming MB								BSA Swim Test- Swimmer
Red Cross Lifeguard								BSA Swim Test- Swimmer, Age 15+, Additional cost
BSA Lifeguard								BSA Swim Test- Swimmer, Age 15+
Snorkeling BSA								BSA Swim Test- Swimmer, 4th Session for Leaders Only
Mile Swim BSA								BSA Swim Test- Swimmer
Sea Lion Swim								BSA Swim Test- Swimmer
Stand Up Paddle Board BSA								BSA Swim Test- Swimmer
Field Sports								
Archery MB								Prior Experience, Age 14+ recommended
Rifle Shooting MB								Prior Experience, Age 14+ recommended, Additional \$15 for Materials
Shotgun Shooting MB								Prior Experience, Age 14+ recommended, Additional \$25 for Materials
Handicraft								
Art MB								
Basketry MB								Additional \$10 paid via Doubleknot for projects
Leatherwork MB								Additional \$10 paid via Doubleknot for projects
Pottery MB								Additional \$20 paid via Doubleknot for projects
Woodcarving MB								Additional \$4 paid via Doubleknot for projects
Marine Science								
Oceanography MB								Age 13+ recommended
ROV Ocean Exploration								Additional \$100 paid via Doubleknot
BSA Aquarist								
Nature								
Astronomy MB							*	Tuesday or Wednesday evening Star Party*
Bird Study MB	*							Tuesday or Wednesday morning Birding Party*
Energy MB								Requirement 4
Environmental Science MB								
Fish & Wildlife Mgt. MB								
Geology MB								
Mammal Study MB								
Nature MB								
Soil & Water Cons. MB								
BSA Naturalist								Environmental Science & two 'Nature' MB's required
Scoutcraft								
Camping MB								Requirements 8D and 9 A, B
Orienteering MB								
Pioneering MB								
Wilderness Survival MB								
First Aid MB								Requirements 5A, B
IOLS (Adult Course)								
Totin' Chip								
Fireman Chit								Meet at Campfire Circle
Rangers								
1st Yr. Rank Advancement							*	*Individual Program/For Scouts needing only a few skills
SCUBA Diving								
Scuba MB								PADI Cert, Swimmer, Age 12+ (Contact In2Deep 424-744-8384)
SCUBA BSA								Swimmer, Age 11+ (Contact In2Deep 424-744-8384)
Discover Local Diving								PADI Cert, Swimmer, Age 12+ (Contact In2Deep 424-744-8384)

Please do not write in the shaded boxes.

Rev.3/14/23

SCOUT FORM

2023 Program Planner

	Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
6a		6:00-7:15 Session A 6:00-7:15 Troop Activities	6:00-7:15 Session A 6:00-7:15 Troop Activities Birding Party	6:00-7:15 Session A 6:00-7:15 Troop Activities Birding Party	6:00-7:15 Session A 6:00-7:15 Troop Activities	6:00-7:15 Session A 6:00-7:15 Troop Activities	6-7 Merit Badge Reconciliation
7a			7:00-7:45 Leaders' Coffee		7:00-7:45 Leaders' Coffee		
7a	7:00 Check-In @ Berth 85 7:30 Load and Launch	7:20 Waiters 7:45-8:30 Colors and Breakfast	7:45-8:30 Colors and Breakfast	7:20 Waiters 7:45-8:30 Colors and Breakfast	7:45-8:30 Colors and Breakfast	7:20 Waiters 7:45-8:30 Colors and Breakfast	7:00-7:45 So Long Song & Breakfast
8a							8:00-9:30 Load and Launch Boats
9a	9:00-11:00 Scout Boats Arrive and Unload, Meet Ranger and Campsite Host Tour	8:40-9:40 Session 1	8:40-9:40 Session 1	8:40-9:40 Session 1	8:40-9:40 Session 1	8:40-9:40 Session 1	
10a	Begin Swim Checks after Campsite Tour	10:00-10:50 Session 2 Nap Safely	9:00-11:00 Leader Specific SM and ASM Part A and B	10:00-10:50 Session 2 Nap Lab	9:00-11:00 Leader Specific SM and ASM Part A and B	10:00-10:50 Session 2 Nap Safely	
11a	11:00-12:00 Leader Orientation Meeting	11:00-12:20 Session 3 War Canoe REQUIRED: 1 Leader per Troop	11:00-12:20 Session 3	11:20-12:20 Session 3	11:20-12:20 Session 3	11:20-12:20 Session 3	11:00-12:20 Exit Strategies REQUIRED: 1 Leader per Troop
12p	12:00-1:00 Rotating Lunch	12:20 Waiters	12:20 Waiters	12:20 Waiters	12:20 Waiters	12:20 Waiters	
1p	11:00-3:00 Continue Swim Tests, Values Program, Campsite Move In	12:45-1:15 Lunch Waiters @12:20	12:45-1:15 Lunch Waiters @12:20	12:45-1:15 Lunch Waiters @12:20	12:45-1:15 Lunch Waiters @12:20	12:45-1:15 Lunch Waiters @12:20	
2p		2:00-3:00 Session 4	2:00-3:00 Session 4	2:00-3:00 Session 4	2:00-3:00 Session 4	2:00-3:00 Session 4	1:00-2:30 Intro to Outdoor Leader Skills Campfire Ring Dutch Oven Cook-off
3p	3:00 pm Sailing and Lifeguard Students Report for Additional Swim Test	2:00-4:30 Intro to Outdoor Leader Skills @ Scoutcraft	2:00-4:30 Intro to Outdoor Leader Skills @ Scoutcraft	2:00-4:30 Intro to Outdoor Leader Skills @ Scoutcraft	2:00-4:30 Intro to Outdoor Leader Skills @ Scoutcraft	2:00-4:30 Intro to Outdoor Leader Skills @ Scoutcraft	
4p		3:30-4:30 Session 5a	3:30-4:30 Session 5a	3:30-4:30 Session 5a	3:30-4:30 Session 5a	3:30-4:30 Session 5a	
4p		4:30-5:30 Session 5b	4:30-5:30 Session 5b	4:30-5:30 Session 5b	4:30-5:30 Session 5b	4:30-5:30 Session 5b	3:30-5:30 AQUACADE
5p	5:45 pm CAMPSITE DRILL	5:30 Waiters	5:30 Waiters	5:30 Waiters	5:30 Waiters	5:30 Waiters	Qualifying Shoots MB Class Only
6p	Colors in Campsite Dismissed to Dinner Waiters @ 5:45	6:00-7:00 Colors and Dinner Waiters @ 5:30	6:00-7:00 Colors and Dinner Waiters @ 5:30	6:00-7:00 Colors and Dinner Waiters @ 5:30	6:00-7:00 Colors and Dinner Waiters @ 5:30	6:00-7:00 Colors and Dinner Waiters @ 5:30	
7p	Senior Patrol Leader and Ranger Meeting @ Staff Lounge	7:00-8:00 Session 6 7:00-8:00 Safe Swim Defense Safety Afloat Troop Activities	7:00-8:00 Session 6 7:00-8:00 Troop Activities	7:00-8:00 Session 6 7:00-8:00 Troop Activities	7:00-8:00 Session 6 7:00-8:00 Troop Activities	7:00-8:00 Session 6 7:00-8:00 Troop Activities	7:00-8:00 Staff Interest Rugged Adventurers Appreciation
8p	8:15-9:15 Opening Ceremony Road to Campsites		8:00pm Scout's Own		8:00pm OA Retreat		8:15-9:15 Closing Ceremony Road to Campsites
9p			Star Party	After Fire Star Party		Leaders Review Merit Badge Records	

Note: Troop Activities will be scheduled by your SPL and Ranger.

Rev. 2/27/2023

Dutch Oven Cook-off

Week: _____

Troop Number: _____

Friday 1pm @ Campfire Circle

You may request ingredients to be provided to you from the list below. Please be aware that each troop will receive **one** Dutch oven and should request ingredients and quantities accordingly.

This list is due to Scoutcraft by Wednesday before dinner.

- **All Food must be prepared and cooked on site.**
- **Ingredients on this list are provided only when requested. Additional ingredients can be purchased in Two Harbors. Other items requested may not be provided.**
- **Only one form per troop.**

- Flour **(1 cup)**
- Sugar **(1 cup)**
- Powdered Sugar **(1/4 cup)**
- Brown Sugar **(1 cup)**
- Cinnamon **(1 tbsp.)**
- Vanilla extract **(1 tbsp.)**
- Butter **(1/4 cup)**
- Eggs **(2 whole)**
- Milk
- Canned Peaches **(sliced)**
- Apples **(whole fresh)**
- Yellow Cake Mix **(2 cups)**
- OR-
- Brownie Mix **(2 cups)**

Scoutcraft Staff will provide the following items to the unit leaders for food preparations:

- Paper Bowls
- Plastic Spoons
- Measuring Utensils
- Dutch Oven **(ONE PER TROOP)**
- Paper Towels
- Cooking Oil
- Mixing Bowl
- Serving Spoon



CAMP EMERALD BAY



Medication Log from ___/___/2023 to ___/___/2023 Troop ___

	Name	Date	Time	Medication	Initials
1					
2					
3					
4					
5					
6					
7					
8					
9					
10					
11					
12					
13					
14					
15					
16					
17					
18					
19					
20					
21					
22					
23					
24					

Camp Emerald Bay - Patch Requirements

<u>Current Year Camper Patch</u>	<u>Every scout gets one for free.</u>
<u>BSA Scuba</u>	<u>Participate in a Discover SCUBA Dive.</u>
<u>BSA Snorkel</u>	<u>Show up to three sessions and complete requirements.</u>
<u>BSA Stand Up Paddle boarding</u>	<u>Show up to three sessions and complete requirements.</u>
<u>Mile Swim</u>	<u>Complete ¼, ½, and one full mile swim.</u>
<u>Values Guide</u>	<u>Given to only a few scouts who exemplified the law OR Given to a scout that led discussions on the Scout Law for the Troop.</u>
<u>NAP Safely</u>	<u>For all adults who complete the NAP Safely Course.</u>
<u>Bison Run</u>	<u>Tuesdays, meet at Parsons gate for a run up a small Hill at 6am.</u>
<u>Emerald Patrol*</u>	<u>See attached form.</u>
<u>Good Leader *</u>	<u>See attached form.</u>
<u>Living the Law</u>	<u>Given to scouts who participated in the Values Game.</u>
<u>Rugged C</u>	<u>Given to Rugged Canoe Participants.</u>
<u>Rugged E</u>	<u>Given to Rugged Explorers Participants.</u>
<u>Rugged O</u>	<u>Given to Rugged Ocean Participants.</u>
<u>Rugged S</u>	<u>Given to Rugged SCUBA Participants.</u>
<u>SCUBA</u>	<u>Participated in any SCUBA activity.</u>
<u>War Canoe</u>	<u>Participated in War Canoe or Hike.</u>
<u>Mountain Biking</u>	<u>Mountain Biked as a Troop .</u>
<u>Kayaking</u>	<u>Kayaked as a Troop.</u>
<u>Snorkeling</u>	<u>Snorkeled as a Troop.</u>
<u>Sea Lion Swim</u>	<u>Did three laps at the Waterfront three different days at 6am.</u>
<u>Silver Peak</u>	<u>Scouts that participated in the hike to Silver Peak Which starts at 3:30 Saturday morning at the Parson's Gate.</u>
<u>Brigand</u>	<u>See attached form.</u>
<u>Buccaneer</u>	<u>See attached form.</u>
<u>Pirate</u>	<u>See attached form.</u>
<u>Anchorman</u>	<u>See attached form.</u>

Although these are requirements, some of the patches are at the Scoutmaster's discretion.

Patch Order Form is due on Thursday, BEFORE Dinner.

Please put extra on your patch order form for things such as the Mile Swim and Silver Peak, because we prefer to remove the patch from the order rather than grab an extra from our storeroom each time.

Name: _____ Week: _____ Troop #: _____
 Phone Number: _____
 Shipping Address: _____
 City, State, Zip: _____

Camp Emerald Bay Ship's Store Order Form

Order forms should be turned in no later than **5:00 PM on Thursday**. Patch Order forms are filled in the order they are received.

If you are planning on doing the activity please put the number for the patches on the form, in the event you do not do the activity the order can be changed while checking out.

In the event that a patch is out of stock we will be glad to take your address and mail the out of stock patches to you.

We accept Visa, MasterCard, personal checks, and cash as payment.

Please write as legibly as possible and completely erase/scribble out any corrections! Replacement forms are in the Purser's Office.

CAMP EMERALD BAY PATCHES	Price	QTY
Round Patches		
Current Year Camper Patch (1 per camper)	No Charge	
Additional Camper Patches	\$2.00	
BSA Scuba	\$2.00	
BSA Snorkel	\$2.00	
BSA Stand Up Paddle boarding	\$3.50	
Mile Swim	\$2.00	
Values Guide	\$2.00	
NAP Safely	\$2.00	

*: Requires proof of completion
(check Purser's office for details)

Pirate Program	PRICE	QTY
Brigand *	No Charge	
Buccaneer *	No Charge	
Pirate *	No Charge	
Anchorman *	No Charge	

Rockers		
Bison Run	\$1.00	
Emerald Patrol*	\$1.00	
Good Leader *	\$1.00	
Living the Law	\$1.00	
Rugged C	\$1.00	
Rugged E	\$1.00	
Scuba	\$1.00	
War Canoe	\$1.00	
Mountain Biking	\$1.00	
Kayaking	\$1.00	
Snorkeling	\$1.00	
Sea Lion Swim	\$1.00	
Silver Peak	\$1.00	

**TO RECEIVE YOUR
 PATCHES, YOU MUST
 DROP THIS FORM OFF AT
 THE SHIP'S STORE
 BEFORE THURSDAY
 DINNER!**



CAMP EMERALD BAY, BSA
EMERALD BAY PIRATE PROGRAM

To qualify for one of the awards in the Emerald Bay Pirate program, a scout must complete all the requirements for the appropriate award. All the requirements are signed off by the Area Directors and determinations on the requirements are up to their discretion. All requirements may be satisfied by the associated merit badge.

Brigand	Buccaneer	Pirate	Anchorman
1) First year at summer camp X _____ Troop Leader	1) Second year at summer camp X _____ Troop Leader	1) Three years at summer camp X _____ Troop Leader	1) 3 + years at summer camp 2 years at Emerald Bay X _____ Troop Leader
2) Do the following: (a) Hike to Arrow Point (b) Participate in Aquacade (c) Sea Lion Swim X _____ Troop Leader	2) Do the following: (a) Hike to Silver Peak (b) Participate in Aquacade (c) Swim to Sandy's X _____ Troop Leader	2) Do the following: (a) Hike to Silver Peak (b) Participate in Aquacade (a) Mile Swim X _____ Troop Leader	2) Do one of the following: (a) Rugged E (b) BSA Lifeguard (c) Assist MB instruc. * X _____ Troop Leader
3) Complete three of the following requirements			
A) Tie six basic knots. X _____ Scoutcraft Director	A) Tie six basic knots in under 2 minutes. X _____ Scoutcraft Director	A) Tie six basic knots in under 1 minute. X _____ Scoutcraft Director	A) Tie six basic knots in under 45 seconds. X _____ Scoutcraft Director
B) Score 20 points at Archery range. ** X _____ Fieldsports Director	B) Score 30 points at Archery range. ** X _____ Fieldsports Director	B) 1 target with 3 touching a quarter at the rifle range.** X _____ Fieldsports Director	B) 1 target with 5 touching a quarter at the rifle range.** X _____ Fieldsports Director
C) Canoe with friend to Indian Rock. X _____ Waterfront Director	C) Row to Indian Rock with a buddy. X _____ Waterfront Director	C) Canoe with friend to the end of the bay. X _____ Waterfront Director	C) Single Canoe to end of Bay X _____ Waterfront Director
D) Identify 2 plants and 2 animals. X _____ Nature Director	D) Identify 4 plants and 4 animals. X _____ Nature Director	D) Identify 10 plants and 10 animals. X _____ Nature Director	D) Learn the endemic plants of Catalina Island. X _____ Nature Director
E) Make treasure map in Handicraft area. X _____ Handicraft Director	E) Go snorkling with troop or during free session. X _____ Ranger	E) Do the Buffalo Run. X _____ Ranger	E) Teach A or D to another scout. X _____ Ranger
4) Have positive attitude during your camp week. X _____ Troop Leader	4) Have positive attitude during your camp week. X _____ Troop Leader	4) Have positive attitude during your camp week. X _____ Troop Leader	4) Have positive attitude during your camp week. X _____ Troop Leader

* Please see the Area Director about assisting in a merit badge class.

** 6 arrows at the archery range or 5 bullets at the rifle range.

*** Substitutions can be made for Scouts who are unable to complete requirements, please see Program Director.

Extras of this and other patch requirement forms are available in the Purser's Office.

Camp Emerald Bay Emerald Patrol Award Requirements

Troop: _____

Campsite: _____

Patrol: _____

Each Patrol should consist of 4-8 scouts. When this form is complete, turn it into your adult leader. Awards are available for purchase at the Trading Post.

Patrol Leader: 1) _____

Members:

2) _____

3) _____

4) _____

5) _____

6) _____

7) _____

8) _____

Part I – General: Certified in at LEAST 8 of the following items:

- | | |
|--|-----------------|
| A. Make a Patrol flag | Handicraft Dir. |
| B. Patrol flags brought to ALL colors | SPL |
| C. Sit by patrol for ALL meals | SPL |
| D. Line up by patrol for All colors and meals | SPL |
| E. Patrol assigned to adjacent tents | SPL |
| F. Patrol tents and surrounding areas kept clean for a week | Commissioner |
| G. War Canoe assignment by patrol | Ranger |
| H. At least 5 advancement skills taught by patrol leader to patrol | SPL |
| I. Duty roster by patrol | SPL |
| J. Patrol participate in a campfire ceremony | SPL |

Part II – Program Activities: Certified in at LEAST 5 of the following 8 items:

- | | |
|---|-----------------|
| A. Rangers – Aquacade | Ranger |
| B. Nature – Conservation Project, 5 th session at the EcoCabin | Nature Dir. |
| C. Field Sports – Shooting Skills | Range Officer |
| D. Scoutcraft – Scout Skills | Scoutcraft Dir. |
| E. Each patrol member identify 4 trees, 4 plants, 4 animals, and 4 constellations | Nature Dir. |
| F. Scoutcraft – Compass Course | Scoutcraft Dir. |
| G. Each patrol member tie 5 of the 8 knots
(Square, tautline hitch, timber hitch, bowline,
sheet bend, sheepshank, clove-hitch, two half-hitch) | Scoutcraft Dir. |
| H. Service Project | Ranger |

Adult Leader Signature _____

Date _____



CAMP EMERALD BAY, BSA

EMERALD BAY GOOD ADULT LEADER PROGRAM

To qualify for the Emerald Bay Good Leader program, a leader must complete all the requirements for the award. All the requirements are signed off by the designated party and determinations on the requirements are up to their discretion. All requirements must be satisfied.

Please let your ranger know if you will be working on this award.

Complete the Following

1) Delegate one task to your unit's Senior Patrol leader each day

SPL Signature _____

2) Participate in a Troop Activity

SPL Signature _____

3) Take a nap

Your Signature _____

4) Drink a cup of coffee or hot chocolate

Signature of another leader at the coffee bar _____

5) Participate in Leader's Shoot

Field Sports Staff Signature _____

6) Participate in Fantasticade

Ranger Signature _____

7) Perform a conservation or service project with your unit or a group of adults

Area Director Signature _____

8) Recommend one scout in your unit for a "Living the Law" rocker. Recognize them at a meal.

Dining Hall Manager Signature _____

9) Have a positive attitude during your week at camp

Your Signature (Scout's Honor!) _____

*** Substitutions can be made for Leaders who are unable to complete requirements, please see Program Director.

Extra copies of this form are available in the Purser's Office.

EMERALD BAY ACTIVITIES

Daily Events

- **Colors- Parade Ground**
Colors starts sharp at the time written on the schedule. If your troop signs up to lead a colors ceremony, please send them down half an hour early.
- **Meals- Dining Hall**
- **Waiters' Call- Dining Hall**
Waiters should come to the dining hall at Waiters' Call time (Generally 15 minutes before meals) to prepare their troops dining experience.
- **Class Sessions- Program Areas**
There are six different class sessions throughout the day.
- **5th "Free" Session-Program Areas**
Shoot at Field Sports, swim or kayak at the Waterfront, or make up merit badge requirements! Handicraft is open Monday and Tuesday for pottery throwing. Most program areas are open and provide fun activities during this period.

Fun and Tradition

- **Campfire (Staff)-Sunday and Friday, 8:15 pm @ Campfire Circle** Join us for an hour of entertainment, put on by the staff!
- **Aquacade- Friday, 5th Session @ Waterfront** Aqua madness! Head to the Waterfront for fun with your troop. Those still qualifying for Field Sport merit badges may shoot at the ranges instead.
- **Scout Campfire- Wednesday, 8:15 pm @ Campfire Circle**
A mid-week campfire put on by you guys! Be sure to prepare your best skits! Sign up with your Ranger.

Other Activities

- **Mile Swim- Daily, Sessions A and 5th @ Waterfront**
To earn the mile swim patch, you must attend one session daily and complete increasingly long swims, ending with the mile swim.
- **Sea Lion Swim- Daily, Session A @ Waterfront**
Requires six laps in the swim area, three separate mornings.
- **Bison Run- Tuesday, Session A @ Parson's Gate**
A three-mile walk/run/crawl.
- **Doctor's Cove Snorkeling- Mon-Thurs, 3:30-5 pm @ Waterfront** Come down to Doctor's with a buddy for some snorkeling!
- **Safe Swim/Safety Afloat- Monday, 5th Session @ Waterfront**
Scouts and scouters become certified in Safe Swim Defense and Safety Afloat. Ask the Waterfront Director about Aquatics Supervision courses.
- **PMSC Open House- Daily, 6th Session @ Pennington Marine Science Center**
Explore the marine center! See and touch the fish!
- **Star Party- Tues and Wed, 9-9:45 pm @ Dining Hall Porch**
Join Nature staff and the Astronomy class to learn a little more about the amazing constellations seen from Emerald Bay!
- **CPR Refresher- Wed, Thurs, 1:15 pm @ Campfire Circle** Attendance at one CPR refresher is required for Motorboating and Lifesaving Merit Badges
- **OA Retreat- Thursday 8 pm @ Campfire Circle**
OA Retreat with service and fellowship. Remember to bring and wear your sash!
- **Staff Interest/Rugged Adventures Meet- Friday after dinner @ Helm**
Learn all about how to join staff or come back with a rugged program!
- **Neckerchief Slide Carving Program- Daily during free time @ Handicraft Lodge**
Learn how to use advanced carving tools to create your own unique neckerchief slide! All campers 14 years of age and older can participate.

Logistical Stuff

- **Swim Tests- Sunday, upon arrival to camp @ Waterfront**
Swim checks are required for all water activities, including War Canoe.
- **Fire Drill- Sunday, ~5:45 pm @ Parade Ground**
Prepare your troops to walk to the Parade Ground in an orderly fashion when the fire drill sounds.
- **SPL/Ranger Meeting- Sunday, 7:00-8:00 pm @ Campfire Circle**
Rangers and SPLs will plan the week's activities for your troop.
- **Leaders' Lunch-Wednesday, at Lunch @ Pavilion, behind the Dining Hall**
Meet with Area Directors to discuss your Scouts' performance and schedule.
- **Merit Badge Review- Friday after Campfire**
After receiving the records at campfire, please spend some time to check them for accuracy.
- **Merit Badge Reconciliation- Saturday, 6:00-8:00 am @ Helm/Porch**
Reconciliation allows you to approach the directors with any questions you may have after reviewing the merit badge records.
- **Boat Loading- Saturday, 8:30-9:30 am @ Waterfront**
Have your gear and unit ready on the Parade Ground, waiting for your troop to be called onto the boat.

Leader Meetings

- **War Canoe Leader Meeting- Monday, 11:00-12:20 pm @ Helm**
This meeting will tell you all you need to know about War Canoe. Required: 1 leader per troop.
- **Leaders' Coffee- Tuesday and Thursday, 7:00-7:45 pm @ Pavilion, behind the Dining Hall**
Come learn about exciting developments and the Future of Emerald Bay!
- **Leader Training and "This is Scouting"- Daily, 1st Session @ Helm**
Training for new scout leaders. This satisfies one of the requirements for the "Trained" patch.
- **Exit Strategy Leader Meeting- Friday, 11:00-12:20 pm @ Helm**
Prepares you for Aquacade and the final 24 hours of camp.

Activities for Leaders

- **Bike Rides- Mon, Wed, and Fri 9:00-12:00 pm @ Bike Shop**
Stop by the bike shop at 9am to join the adult trip to Two Harbors!
- **Sunset Sailing - Tues, Wed, Thurs 7:00 pm @ Waterfront**
Sign up in the Helm to set sail at twilight.
- **Adult Leader Free Shooting - Tues-Thurs 7:00 pm @ Field Sports**
Rotating free shoots for adults!
Tues - Archery/**Wed** - Rifle/**Thurs** - Shotgun (Shotgun has \$10 fee)
- **Waterfront Leader Free Time- 5th session @ Waterfront**
Check out a paddle craft or go fishing, just be sure to have a buddy and check-in with the Waterfront Director.
- **Dutch Oven Cook-Off- Friday, 1:00-2:30 pm @ Campfire Circle**
Register with Scoutcraft by Thursday. We supply the basics, you supply the extra deliciousness!

George M. & Katherine Mae Pardee
Camp Emerald Bay
Approaching Values
Encouraging values-based decisions

OUR APPROACH TO ETHICS AND LEADERSHIP

Within the Emerald Bay Academy for Ethics and Leadership, we believe that value based decision making based on the consideration of Ethical Choices and the principles of leadership are skills which lead to more effective functioning of teams, organizations and communities. These are skills which are best learned through experiences. Thus we incorporate learning opportunities into our high adventure and outdoor education programs in five principal ways:

First, and most importantly, our staff and leaders, both adult and youth, are expected to be role models and to pattern their behavior both on and off duty to reflect servant leadership and to demonstrate how ethical choices lead to success in their own lives.

Next, we utilize “debriefings”, “guided discoveries,” and opportunities which naturally present themselves to demonstrate positive principles of both leadership and ethical choice making. Specific principles and values are showcased in each of our program areas using cards with a set of simple questions to highlight a value so that our youth participants have a natural opportunity to learn these skills. Our staff and leaders are trained and given specific tools to accomplish this.

We utilize “moments of reflection” in each of our groups and encourage intact groups visiting us to adopt this practice. “How did we do today; did we accomplish our goals; are we proud of our actions?” are the questions we use to briefly assess our success in helping our participants to learn. At the end of each day, before the evening meal, we reflect on our actions and our participants are challenged to think about one or two of the values they need to consider in making their decisions.

We play the “values game” at our facility. In this game, introduced on the arrival day of each group and participant, they are challenged to consider their values, and choose one value to work on and improve their response to during their time at Emerald Bay. Periodically, during their time with us, they are reminded of their commitment, asked to reflect on how they are doing, and sheets are provided where they can note progress in improving their decision making progress.

We provide materials and training to each group leader who is with us so that they can continue these programs with their own groups when they return to the mainland.

By limiting our program implementation to these kinds of activities we strive to make learning how to be a leader, and how to make values based decisions a natural part of life, to be done on an everyday basis, and not just a special activity to be scheduled along with other activities and games.

Lord Baden-Powell originally established the Boy Scout program with the primary goal being that of teaching values to young men. Over time it seems that we have paid decreasing amounts of attention to that goal. If we look around us we are able to find behaviors and conditions that do not represent the values set forth by the Scout Oath and Scout Law. We at Emerald Bay have determined that it is time to reverse this trend. Accordingly, we have developed several methods of reinforcing the values set forth in the Scout oath and Scout Law.

As a guest of Emerald Bay it is important that you know what these methods are. We ask that you join in promoting each of these methods. We already know that Emerald Bay offers unparalleled opportunities for outdoor experiences. We are striving to provide values strengthening experiences that equal the standards set by our training and environment. The values strengthening experiences include:

The Values Game. We invite each troop to participate in the Values Game. In this game each of the values expressed as a part of the Scout Oath or Scout Law is put on a small piece of paper and put into a hat. Each Scout is then invited to draw one piece of paper from the hat and look at the values written on that piece of paper. The Scout is asked not to tell anyone what their value is, but rather to act in a manner which will permit others to guess what their values are. In another version of the game a Scout is invited to pick a value from the hat or to pick a value that they think they need to work on. They are then to look for 4 or 5 opportunities each day to practice that value. In this version others may be asked to guess that the value or it may be kept totally private.

Troop Values. While in camp, we ask that each troop set aside 15 minutes each evening to discuss two or three of the values. We encourage the troops to continue using the values cards throughout the year to stimulate values discussions.

Values Dropping. This is one we particularly invite staff members to use. It involves using a natural way, the words of the 12 parts of the Scout Law to describe Scout's behavior. For example, when someone helps you instead of just saying "thank you", add, "it was helpful of you." Instead of saying, "what was nice", say "that was kind of you". Think of expressing the behaviors of others in terms of the 12 parts of the Scout Law.

Personal Experiences. Just prior to breakfast and dinner a staff member will be asked to speak to the assembled campers about one of the 12 parts of the Scout Law.

Setting the Example. As a Scout Leader you are expected to set an example of acting in accordance with the values of the Scout Oath and Law at all times. Behaving in one way in public and another way in private simply doesn't work. Behavior is not something that you can put on like a cloak to disguise what resides underneath. For behavior to appear real and be real it must be practiced both in public and in private. Setting a good example requires that you give careful attention to your language and that you wear your uniform correctly.

Each of these methods is very important in strengthening the values of our guests. Having and showing strong personal values is what we as members of the Scouting movement are about. We trust that everyone who is fortunate enough to come to Emerald Bay will subscribe to our renewed emphasis on the values of the Scouting program. Setting the example may well be the most important of the above methods. What we see has much more impact than what we hear!