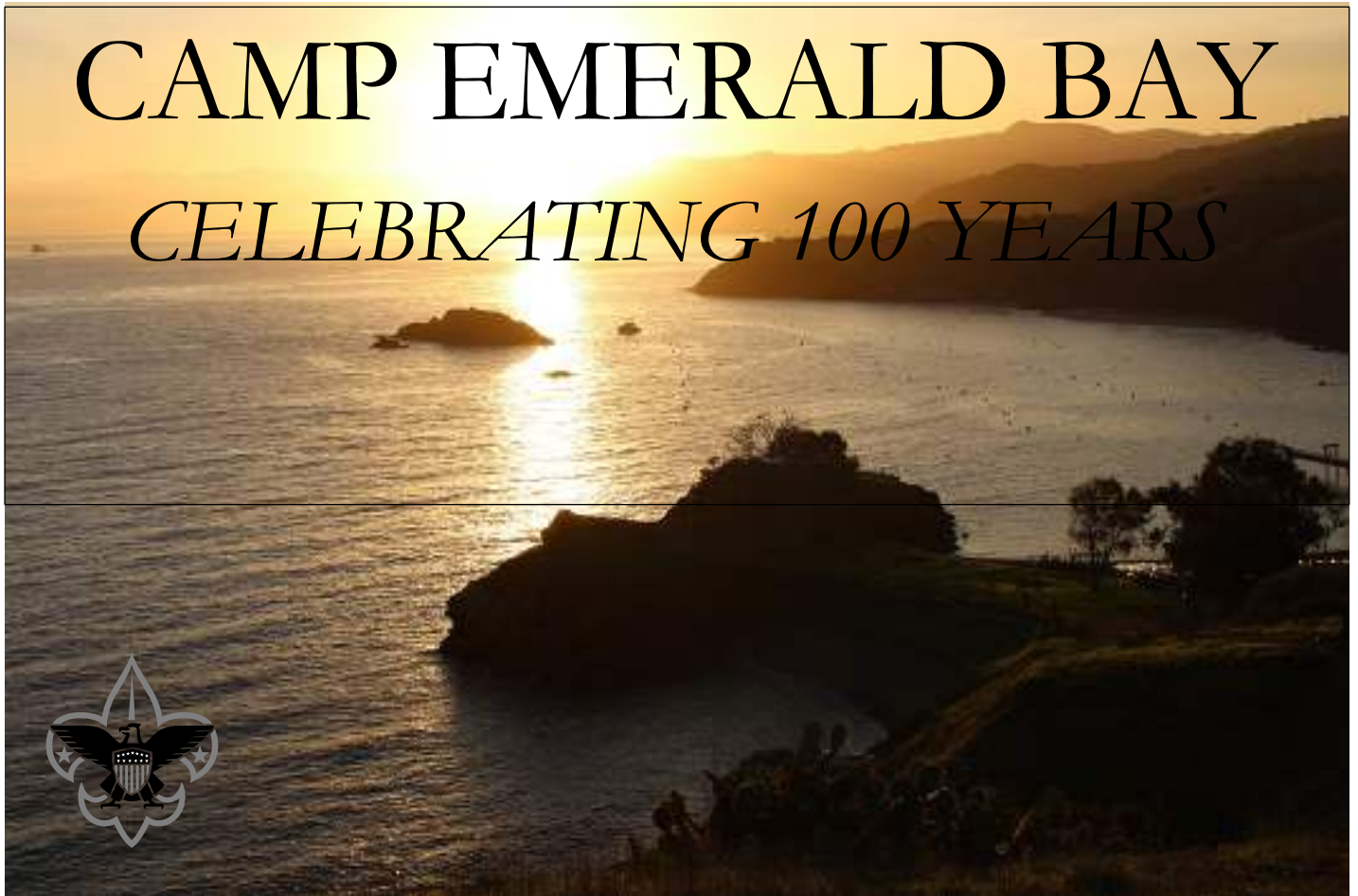


CAMP EMERALD BAY

CELEBRATING 100 YEARS



2024 SPRING LEADER'S PACKET

Information discussed at the Spring Leader's Meeting is provided in this packet.

The Spring Leader's Meeting is streamed, and an edited version is posted to the Camp Emerald Bay website.

Dear Scoutmaster/Unit Leader,

Thank you for choosing Camp Emerald Bay as a host for your unit's week-long summer camp adventure. We work hard to ensure the experience is a highlight of the year. You are just a few short months from your week at camp, and we have a lot to prepare for. Included in this packet is information needed to get your unit to camp, into merit badge classes, and involved in extracurricular activities.

Please note that we offer all published information online, including Health Forms, Leader's Guides, and Merit Badge Registration, in addition to all program materials. Scouts, parents, and leaders will be able to view and download all pertinent camp information on the camp website at: <https://www.campemeraldbay.org/forms-and-documents/>

To assist in organizing your unit paperwork, we recommend a three-ringed binder with dividers. This will help in pre-season and camp organization. Several sections may include:

- Payment information and due dates
- 2024 Attendance Roster and Ship Manifest - with arrival and departure information of those Scouts and Leaders not at camp the entire week
- Merit Badge and Activity Schedules
- Medical Records (Must be alphabetical and stored with the health officer, please separate from the other camp forms before arrival)

Registration for all merit badges and most individual activities will be during the month of April, 2024 and will be hosted online via your Doubleknot registration. At that time leaders will be given information on how to register Scouts for classes using your Doubleknot username and password to access the online registration. You may begin uploading roster information (youth and adults) and program (merit badge and activity) registration.

We look forward to your visit at Camp Emerald Bay. If you have any questions until then, please contact the Camp Director, Patrick @ Patrick.Roque@scouting.org and we will be happy to respond.

Sincerely,

Camp Staff 2024

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SANTA CATALINA ISLAND BASIC FACTS

Camp Emerald Bay is located on the shores of Catalina Island located on the West End of Santa Catalina Island. The closest town is Two Harbors which is 7 miles by road and takes about 30-minutes to drive to. The town of Avalon is on the Eastern side of the island, and it takes 2 hours to drive the 28 miles from Camp. Boat transportation to and from Emerald Bay is arranged by camp. Anyone traveling outside of this arranged transportation will need to work with the Two Harbors Harbor Department to arrange a shore boat to and from camp. Also, these travelers will need to fill out a [Special Request Form](#) found under [Forms and Documents](#) on campemeraldbay.org for special travel arrangements to inform camp of all planned travel. This form is also utilized for individual specialized medical requests or dietary restrictions.



CAMP EMERALD BAY MAP

Campsites

1. Malibu
2. La Jolla
3. Palos Verdes
4. Dana Point
5. Laguna
6. Zuma
7. Monterey
8. Carmel
9. Morro Bay
10. Santa Cruz
11. Coronado
12. Redondo
13. Venice
14. Big Sur
16. Santa Barbara
17. Del Mar
18. Santa Monica
19. Oceanside
20. Newport

Program Areas and Meeting Locations

Waterfront:

- Canoeing, Lifesaving
- Motorboating, Rowing
- Small Boat Sailing, ASA 110
- Swimming, Lifeguarding
- Snorkeling BSA, Mile Swim

Pennington Marine Science Center

- Oceanography, BSA Aquarist, ROV
- Ocean Exploration, Scuba Merit
- Badge PADI Open Water, PADI
- Advanced Open Water, PADI
- Rescue Diver

Handicraft

- Art, Basketry, Leatherwork
- Woodcarving, Pottery

Scoutcraft

- Camping, Orienteering, Pioneering,
- First-Aid, Wilderness Survival, TTFC

Field Sports

- Archery, Rifle, Shotgun

Nature

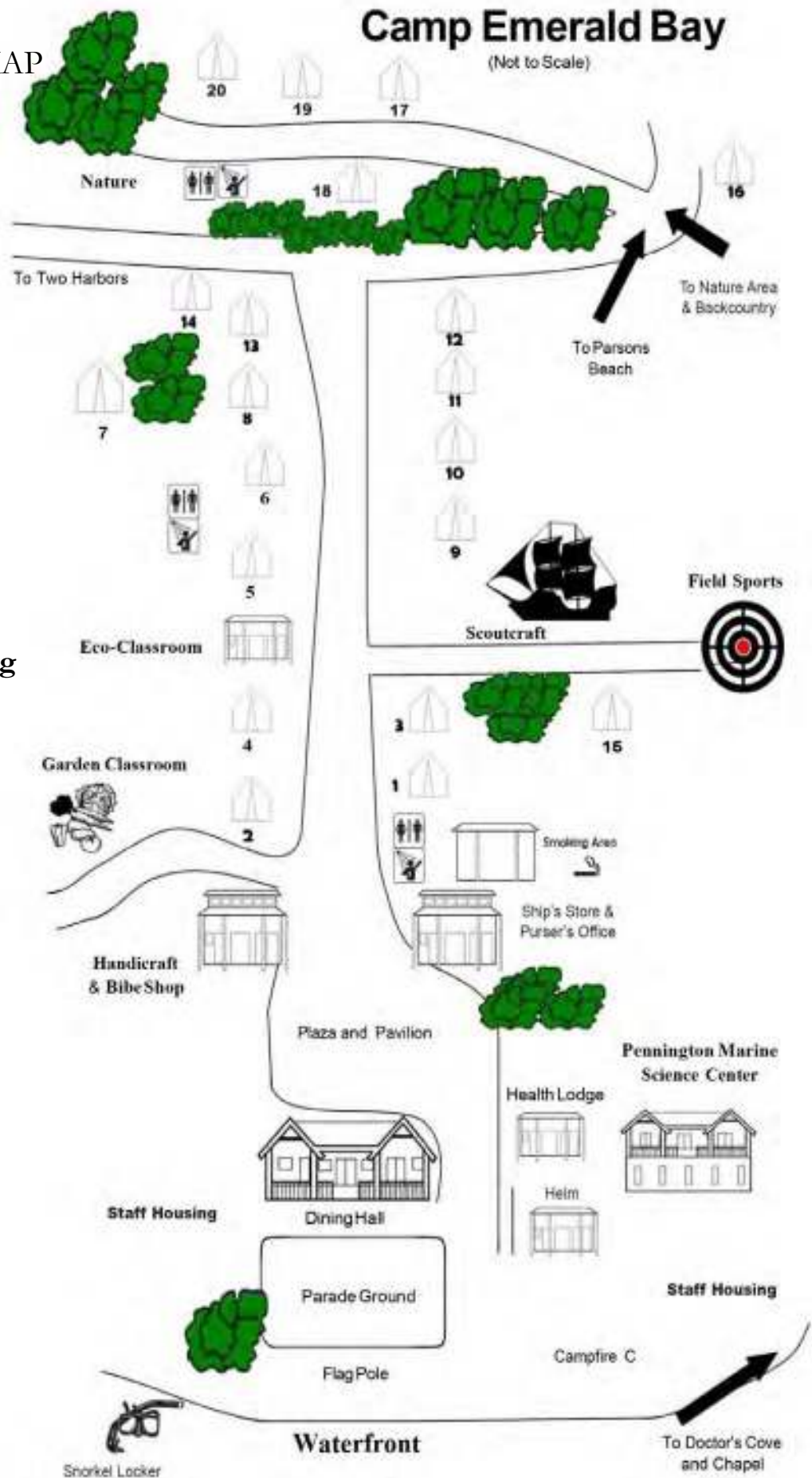
- Environmental Science, Geology
- Mammal Study, Fish and Wildlife,
- Nature BSA Naturalist, Bird Study

Eco Classroom

- Astronomy, Energy

Garden Classroom

- Soil and Water Conservatio



WHAT TO BRING

TROOP GEAR LIST

Your campsite will be your home away from home. Each troop or patrol will need to set up its area within the conservation plan of the Camp. Please refer to the following lists to ensure you are well prepared.

OPTIONAL EQUIPMENT BROUGHT BY TROOP

Troop Flag

First Aid Kit – Each Scout in First Aid MB must bring their own kit (exceptions made for those flying)

Games, skit supplies, costumes, musical instruments, songbooks

ADVANCEMENT

Adult Leader Resource Form

Pens/pencils

Troop Advancement Record

Program Planner

Teaching Aids

Felt-tip pens, pencils

Other handbooks and guides

Paper, notebooks, & clipboards

Camp Record Cards

SCOUTMASTER NEEDS

Copy of Online Troop Roster

Notebook Paper

Push pins or thumbtacks

Scoutmaster's Handbook

Passenger Manifest

Padlock:(\$5 deposit at Ship's Store)

Optional: Laptop (wired

connection is available, WiFi for sale

(adult use only))

*EQUIPMENT PROVIDED BY THE CAMP

Picnic Table

Bunks and Mattresses

Fire Extinguisher

Broom

Platforms and Tents

Bulletin Board

Trash Barrel

NOTE: This equipment list is meant to serve as a general guide. Use your own discretion in choosing what to bring and what to leave.

DO NOT BRING PROPANE OR FUEL.

MANDATORY ITEMS

Completed forms (see page 7)

Merit Badge Prerequisite Forms

Notebook, Paper, Pens *

Scout Handbook

Mess Kit* (For Parsons' overnight)

Flashlight*

TOILET KIT

Toothbrush and Toothpaste*

Soap and Shampoo*

Medication (If needed)

Shower Towels*/Washcloth

Beach Towel

Deodorant*

Shaving Gear*

Comb*

Sunscreen*- VERY IMPORTANT

Chapstick*

CAMPING GEAR

Sleeping Bag

Duffel Bag (**With Troop #**)

CLOTHING

Scout Uniform (Field) required for evening meals

Pajamas

Sweater/Jacket*

Hat or Visor*

Jeans

T-Shirts (min. 3)

Shorts (min. 2)

Swimsuit (min. 2)

Hiking Shoes

Tennis Shoes

Water Shoes/Old Tennis Shoes

Socks (min. 4 pair)

Undergarments (min. 6 pair)

MISCELLANEOUS

OA Sash

Camera

Flashlight Batteries*

Compass*

Scout Knife*

Water Bottle*

Daypack*

Watch

Mask, Snorkel, Fins (rentals available)

Fishing Gear (camp does not provide)

Spending Money (\$75-85 recommended)

***Can be purchased from the Ship's Store**

WHAT TO BRING (cont.)

The following items are additional necessities specific to each of our Rugged programs. Please contact the Camp Director, Patrick Roque, with questions at patrick.roque@scouting.org.

Rugged Canoers:

- **2-3 liters of Water** (must bring own bottles)
- **Dry Bag** (necessary for Rugged C participants)
- **Personal First Aid Kit**
- **Mess Kit** (Scouts will be making most of their own meals; utensils and plates/bowls needed)
- **Additional spending money** (Scouts will have an opportunity to buy dinner in Avalon if they choose)
- Gloves for canoeing (optional)

Rugged Explorers:

- **2-3 liters of Water** (must bring own bottles)
- **Personal First Aid Kit**
- **Day Pack** (large enough for a single overnight. This pack should be comfortable enough to wear while bicycling.)
- **Mess Kit** (Scouts will be making most of their own meals; utensils and plates/bowls needed)
- **Dry Bag** to keep everything dry while on the canoe
- **Additional spending money** (Scouts will have an opportunity to buy breakfast in Two Harbors if they choose)
- Padded cycling shorts (optional)
- Gloves for canoeing (optional)

THINGS TO LEAVE AT HOME

Please do not bring the following items to camp.

Valuables	Large/Illegal Knives	Music Players
Water Balloons	Gang Paraphernalia	Pornography
Firearms of Any Kind	Illegal Substances	Alcohol
Personal Archery Equipment	Water Guns	Pets*
Boats	Fish Spears	Bikes
Matches/Lighters	Boogie Boards/Floaties	Ammunition
Radios	Fireworks	Footlocker
Comic Books	Lanterns (available for rent from the Ship's Store)	Jewelry
Televisions		*Service animals will need proper documentation from Catalina Island Conservancy

SPECIAL INSTRUCTIONS

Mess Kits: In an ongoing effort to reduce the amount of waste generated by our camp and our environmental impact, as well as promote consistent Scout skills, Emerald Bay will no longer be providing disposable dishes or utensils for our overnight experience. Therefore, it is imperative that everyone bring with them to camp a mess kit that includes a plate, bowl, cup, and utensils for our overnight. So please, 'Be Prepared' for this event by ensuring that each camper has a mess kit, and by doing so we can all be Thriftier.

Passenger Manifest: The United States Coast Guard now requires all cross-channel carriers to have a comprehensive Passenger Manifest for all trips to and from Catalina Island. The transportation provider has asked that we provide to them a list of all our passengers for each crossing. Therefore, we require that each unit bring with them to the boat terminal two copies of the unit roster for who will be traveling to and from Catalina Island through our chartered runs. These lists must reflect any unit members who will be making midweek or other alternate travel arrangements.

DEPARTURE AND ARRIVAL SCHEDULE

The following are departure and arrival times for the 2024 summer season at Camp Emerald Bay. Your camping fees include travel to and from camp on our scheduled boat. The ferry will take units directly to Emerald Bay. Directions to the terminal are provided on the next page.

Departure Date	Loading Time	Return Date	Arrive in San Pedro
Sunday, June 9	7:30 am	Saturday, June 15	9:45-11:00 am
Sunday, June 16	7:30 am	Saturday, June 22	9:45-11:00 am
Sunday, June 23	7:30 am	Saturday, July 29	9:45-11:00 am
Sunday, June 30	7:30 am	Saturday, July 6	9:45-11:00 am
Sunday, July 7	7:30 am	Saturday, July 13	9:45-11:00 am
Sunday, July 14	7:30 am	Saturday, July 20	9:45-11:00 am
Sunday, July 21	7:30 am	Saturday, July 27	9:45-11:00 am
Sunday, July 28	7:30 am	Saturday, August 3	9:45-11:00 am
Sunday, August 4	7:30 am	Saturday, August 10	9:45-11:00 am

Please park at The Battleship USS Iowa, Berth 87, then Walk West past the Fire Department and white tent to check in. We will ask how many Scouts and adults are in your unit and if all are present. This information must be confirmed on your Passenger Manifest. You will also need to be paid in full by the time of arrival. In each week there will be multiple boats loading and leaving one after the next, with the first boat loading at 7:30 am. The following boats will load immediately following the previous, requiring everyone to be ready to board the vessel at 7:30 am.

Secure parking is available at The Battleship Iowa Museum for \$20.00 per 24 hours (rates may vary). There is no weekly rate. Please park in front of the USS Iowa in the furthest SW corner of the parking lot. Please direct any additional questions about parking to 877-446-9261.

During your boat trip to Catalina Island, the following rules must be observed:

- Traveling in Scout Uniform helps staff identify campers and direct them to the boat.
- Equipment packed neatly and compactly, with the owner's name marked clearly on each item (we recommend you use duct tape).
- Duffel bags are strongly recommended. Must be able to carry all gear to campsite (~ 1/4 mile).
- Other people will be handling your bag. Clear identification will make loading and unloading run smoothly.
- No propane or liquid fuel may be carried onboard the ship.
- Lunch is provided in camp on Sunday.

Directions to Berth 85 in San Pedro

You can find the PDF map and directions on the Forms & Documents page under scout resources.

405 to exit 37 to merge onto I-110 S toward San Pedro.

Take exit 1A to merge onto CA-47 N toward Vincent Thomas Bridge/Terminal Island/Long Beach (do not go over the bridge)

Take the South Harbor Blvd exit continue onto S. Harbor Blvd.

Proceed to the Battleship parking lot. Check-in time just west of The Battleship Iowa. It is strongly suggested you do not eat a greasy or heavy breakfast, lunch, or snack prior to departure.

REQUIRED DOCUMENTS

Annual BSA Health and Medical Record Pre-Camp Release Form
Medical and Youth Permission Forms are found online at:
www.campemeraldbay.org/forms-and-documents

A current BSA Annual Health and Medical Record is required for all participants at camp. A form qualifies as current if it is dated less than one year before your camp week.

IMPORTANT:

All participants of PADI Open Water, PADI Advanced Open Water, PADI Rescue Diver, and any other SCUBA diving program are required to turn in a completed PADI Medical statement. No exceptions. Please take care to review PADI medical forms for updated diving health requirements.

Christian Science faith members must have a written statement from their practitioner attesting to their health. Request for Exemption from Medical Care and Treatment must be completed on form 680-452 (available upon request).

Please Note: Avalon Hospital insists on seeing a camper's medical insurance card (front and back) before they will give medical attention. We strongly suggest that you attach a photocopy of each person's medical card to his or her camp medical records.

Please note: The Pre-Camp Release Form– Youth is necessary for “Consent to Furnish Firearms to Minor” as well as the “California Rifle/Shotgun Permission Form.” If a Scout arrives at camp without the parent's written consent the Scout will not be allowed to use the range. If a parent does not wish to give consent, please write the words: “No Permission” across that portion of the form.

Special Request Form: Please fill this form out for any dietary issues your scouts or scouters may have. It is the intention of Camp Emerald Bay that no person be unable to attend our Camp as a guest due to a dietary restriction. Therefore, we will provide reasonable accommodation to our guests.

- We will regularly and consistently prepare and serve food that satisfies the nutritional needs of:
 - Vegetarian diets
 - Lactose Free diets
 - Gluten Free diets
- We operate a nut free kitchen.
- Persons with other food allergies, a combination of the previous diets, special diets, or diet choices will be accommodated to the best of our abilities.

Guests with dietary restrictions should contact the Emerald Bay management or kitchen staff at least 2 weeks prior to their visit. Please email: Lilian.Urbina@scouting.org

ADULT LEADER COMMISSIONER FORM

Camp Emerald Bay is always looking for willing adult leaders to help. Resources can include merit badge counseling, unit commissioner, site maintenance, an association with a business on the mainland, or financial contributions to further the mission of the camp. Below are listed areas that may be of use at the camp during your stay. If you feel that you can help us in any way, please let us know.

Please submit this form at the Opening Leader's Meeting on Sunday afternoon.

NAME: _____

UNIT# _____ DISTRICT: _____ COUNCIL: _____

ADDRESS: _____ PHONE# (____) _____

Present Scouting Position: _____

Scouting Experience: _____

OCCUPATION: _____

HOBBIES, AREAS OF INTEREST, ETC: _____

Dates in Camp: _____

Program Commissioner

Unit Commissioner

Please check areas you would like to participate in:

_____ Aquatics/ Waterfront

_____ Rifle Range

_____ Archery Range

_____ Handicraft Area

_____ Nature/ Scoutcraft

_____ Dining Hall Clean-up

_____ Maintenance Work:

_____ Electrical

_____ Plumbing

_____ Outboards

_____ Truck Engines

_____ Other:

Optional:

Please list background experience, qualifications, etc. that would help you in helping us in the areas you have checked here:



SENIOR PATROL LEADER TRAINING

PROGRAM INFORMATION: Once at Emerald Bay, participants will jump right into the exciting activities introducing them to Camp. These activities also serve to develop the participant's leadership and ethical choice-making skills. After several days of training, Senior Patrol Leaders will eagerly greet their troops on Sunday and lead them through their week at camp.

HOW TO REGISTER: Registration can be completed via Doubleknot through your camp registration. More information about the program the program can be found online at <https://www.campemeraldbay.org/senior-patrol-leader-program/>.

PAYMENT: \$200.00 per person additional to camp fee. This fee will be added to the unit invoice and must be paid no later than the last billing cycle 16 days prior to coming to camp.

WHAT TO BRING: Participants should refer to the individual items listed in the "What to Bring" section of this packet. Participants should plan on bringing 3 more days' worth of clothing. Participants **MUST** turn in their medical forms and youth permission forms to our staff member at the terminal. Participants who arrive without these documents will not be allowed to come to camp.

TRANSPORTATION INFORMATION: The SPLs and their buddies will depart from the Catalina Express Terminal in San Pedro on the Thursday prior to their troop's arrival to camp. Participants should arrive 1 hour prior to their scheduled departure. Due to schedule variance via Catalina Express, participants will be notified whether to arrive for a noon departure or 2p.m. departure. **NOTE:** All participants must provide their own transportation to the Catalina Express Terminal in San Pedro.

AMERICAN SAILING ASSOCIATION

(ASA 110 – Basic Small Boat Sailing)

We officially became an American Sailing Association (ASA) affiliate school and will be offering an ASA Sailing Course where students earn their ASA 110 certifications: Basic Small Boat Sailing. The mission of ASA is “to teach people to sail safely and confidently” and has “over 300 affiliated sailing schools throughout the U.S., Europe, Japan, Central America, Taiwan, China, and other far eastern countries”. Sailors who earn their ASA certifications can travel around the world and sail confidently with other yacht clubs and sailing schools, utilizing the skills learned at Camp Emerald Bay.

The Sailing Course will offer participants the opportunity to earn ASA 110, Basic Small Boat Sailing. Throughout this course, students will be able to skipper our RS Quest 14' sailboats by winds up to 15 knots. They will gain the “knowledge of basic sailing terminology, sail trim, points of sail, crew responsibilities, seamanship and safety including capsizing avoidance/recovery and navigation rules to avoid collisions.” There may also be opportunities to crew on our Beneteau First 22's for the Sunset Sails.

For the Sailing Course, participants will sign up in Traditional Merit Badge Program with their unit or as a Provisional Scout and enroll in the Advanced Small Boat Sailing: ASA 110 course offered during third and fifth session. They will need to be present for both 3rd and 5th Session each day. They will be able to take other MB's and BSA courses offered during A, 1, 2, 4, and 6 Session as well. The cost for taking the Advanced Sailing Course is an additional \$100 which covers a sailing logbook (good for all future courses), and an ASA 110 course fee. Youth and adults are invited to take the course, but space will be reserved for youth, first. All participants must have previous sailing experience. Youth must be at least 13 years of age to participate.



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with

ROVs

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- Build & maintain ROVs
- Survey wildlife & analyze water samples
- Explore Marine Protected Areas
- Pilot ROVs
- Learn about underwater robotics & ocean exploration





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SCUBA Program Information

Open Water Certification

Theory: eLearning **Dives:** 5

The OW program is designed for you to become a certified diver and earn the scuba merit badge. At the end of the program, you will have completed your PADI Open Water Diver Course. Over 5 days you will gain the general knowledge about scuba diving, the equipment, and the underwater ecosystem you will be diving into. You will also learn vital underwater skills and explore the ocean floor during the program.



Advanced Open Water Certification

Theory: eLearning **Dives:** 5 **PreReq:** OW

Go further in scuba diving with the AOW program. You will experience 5 dives that cover different aspects of diving, learning knowledge, and skills to be a better diver. By the end of the program, you will have experience going to deeper depths, navigating underwater, and other aspects of scuba diving. Additional specialties can be added to further your knowledge and add to your diving resume!

Rescue Diver Certification

Theory: eLearning **Dives:** Multiple Rescue Scenarios **PreReq:** ADV

Become emergency rescue ready with the Rescue Diver program. You will learn how to design and implement an emergency action plan, emergency first response training and develop the skills for in water rescue scenarios whilst diving. After completion of this program, you will be certified Rescue Diver and be prepared for any situation.



All programs are limited and filled on a first come, first serve basis. Please call In2Deep for bookings and questions. Learning materials and certification cards are included. **Minimum age for all scuba diving activities while at camp is 12 years old.**



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HYBRID PROGRAMS

Open Water & Advanced Open Water



Theory: eLearning **Dives:** 9

This program will allow you to go from a non-diver to an Advanced Open Water Diver. It will encompass the basics of diving in theory and practice, then go further and allow you to experience different aspects of diving. You will increase your diving limits, becoming a more competent diver with greater knowledge and increased comfortability in the water.

Advanced Open Water & Rescue

Theory: eLearning **Dives:** 7 **PreReq:** OW

Already an Open Water Scuba Diver but want to be a prepared and capable diver comfortable with conducting a rescue if it arose? After this program you will have completed your Advanced Open Water Course as well as Emergency First Responder and Rescue Diver course. The aim of this program is to make a diver comfortable to go to further depth and to be able to act in a rescue scenario if one happens.



Open Water, Enriched Air & Peak Performance Buoyancy

Theory: eLearning + Classroom **Dives:** 7

Not a diver yet, but eager to learn to dive and earn some specialties? During your stay at camp you will complete your Open Water Scuba course, and 2 specialties that count towards your Master Scuba Diver Certification and will help you to be a better, more competent diver!



All programs are limited and filled on a first come, first serve basis. Please call In2Deep for bookings and questions. Learning materials and certification cards are included. **Minimum age for all scuba diving activities while at camp is 12 years old.**



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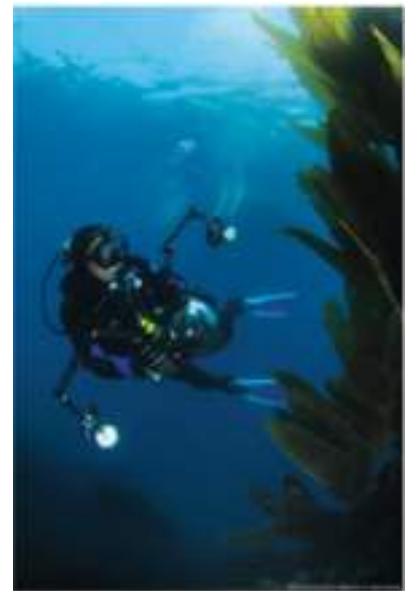
E-mail: BSA@in2deepdiving.com

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SPECIALTY PROGRAMS AVAILABLE

- AWARE Dive Against Debris
- AWARE Shark Conservation
- Deep Diver
- Delayed Surface Marker Buoy
- Digital Underwater Photography
- Enriched Air Diver
- Emergency Oxygen Provider
- Fish Identification
- Night Diver
- Peak Performance Buoyancy
- Underwater Naturalist
- Underwater Navigation
- NEW SPECIALITY: Scuba Magician



All specialties are subject to prerequisites All programs are limited and filled on a first come, first serve basis. Please call In2Deep for bookings and questions. Learning materials and certification cards are included. **Minimum age for all scuba diving activities while at camp is 12 years old.**



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AWARE Dive Against Debris

Theory: Presentation **Dives:** 1 **PreReq:** OW

The Dive Against Debris specialty trains a diver to be able to take on a direct in water action for the ocean. Collecting data that can be used by marine researchers and policymakers for conservation. This course will teach you as divers and ocean advocates the methods in how to safely collect debris found on the ocean floor. You will also learn how to weigh, categorize and log data from the collection dive undertaken.



AWARE Shark Conservation

Theory: Presentation **Dives:** 2 **PreReq:** OW

Sharks are an essential part of a healthy ocean. This course explores why they are vulnerable, the importance of a healthy shark population, managing threats, and how to take action to protect them. You will learn how to identify aspects in the ocean environment that can potentially harm shark species and how to safely interact with sharks whilst diving.

Deep Diver

Theory: eLearning **Dives:** 4 **PreReq:** 15 years old, ADV

This course will build on your current knowledge and skills learned in previous courses. You will develop the skills and knowledge to enable you to conduct deep dives safely and effectively. You will learn and experience narcosis, how to identify and deal with, air supply management and recognize your own personal limits. The course will cover problem solving, deep dive planning and preparation, emergency procedures and depth limits for recreational diving.



All specialties are subject to prerequisites All programs are limited and filled on a first come, first serve basis. Please call In2Deep for bookings and questions. Learning materials and certification cards are included. Minimum age for all scuba diving activities while at camp is 12 years old.



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Delayed Surface Marker Buoy (DSMB)

Theory: Class **Dives:** 2 **PreReq:** OW

Many divers wouldn't think of diving without carrying a delayed surface marker buoy (DSMB) and in some locations it's considered, require safety equipment. Knowing how to properly deploy and manage a DSMB are valuable skills learned in this course. This course will go through caring and storing of your DSMB, towing and managing the line and reel and making safety stops using the DSMB. This will allow you to be a more prepared and safe diver. **NOTE: A DSMB and Reel are required for this course and can be purchased at the dive locker at camp.**

Digital Underwater Photography

Theory: eLearning **Dives:** 2 **PreReq:** OW

Do you want to share your underwater experience with your friends and family and learn to take underwater photos comfortably with the best outcome? This course will teach you how to reduce the backscatter caused underwater, use strobes, and choose equipment and methods in framing the subject to produce the best result. **NOTE: A personal 100% waterproof camera or housing is required. In2Deep is not responsible for any damages to phones or housings.**



Enriched Air Diver

Theory: eLearning + Class **Dives:** 0 **PreReq:** OW

Enriched air, also known as nitrox or EANx, contains less nitrogen than regular air. Breathing less nitrogen means you can enjoy longer dives and shorter surface intervals. This course will teach you the fundamentals of enriched air diving, oxygen analyzing and equipment set up.

All programs are limited and filled on a first come, first serve basis. Please call In2Deep for bookings and questions. Learning materials and certification cards are included. **Minimum age for all scuba diving activities while at camp is 12 years old.**



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Emergency Oxygen Provider

Theory: Class **Dives:** 0 **PreReq:** NA

Immediately recognize scuba diving illnesses treatable with emergency oxygen and be prepared to offer aid. This course will teach you how to identify when to use oxygen in an emergency, how to assemble and disassemble emergency oxygen equipment and how to administer oxygen. This course will allow you to be prepared in what is required when emergency situations require oxygen. There are no prerequisites or age restrictions.



Fish Identification Theory: eLearning Dives: 2 PreReq: OW

Fish are all around us while diving and it's a lot nicer to know which fish is which. This course will teach you the methods of how to identify fish characteristics, families and species. You will also learn survey techniques and about Project AWARE activities that can help protect the ocean.

Night Diver

Theory: eLearning **Dives:** 3 **PreReq:** OW

At night everything changes underwater, different creatures are out and about, do you want to find out what they are up to in the dark? The night diver specialty will equip you with the knowledge and skills to dive safely when the sun goes down. You will learn how to use a dive light, communicate at night, navigate in low light conditions, night dive planning and procedures. **NOTE: 2 dive lights are required for this course and can be purchased at the dive locker at camp.**



All programs are limited and filled on a first come, first serve basis. Please call In2Deep for bookings and questions. Learning materials and certification cards are included. **Minimum age for all scuba diving activities while at camp is 12 years old.**



103 Pico Blvd. Santa Monica, CA, 90405

Phone: 424-744-8384

E-mail: BSA@in2deepdiving.com

www.in2deepdiving.com



Peak Performance Buoyancy

Theory: eLearning **Dives:** 2 **PreReq:** OW

Excellent buoyancy control is what defines skilled scuba divers. You've seen them underwater. Gliding effortlessly, using less air and ascending, descending or hovering almost as if by thought. They more easily observe aquatic life without disturbing their surroundings. This course will build on the skills you have learned in previous courses to improve your buoyancy control, working on breath control, air use and weight trim.



Underwater Naturalist

Theory: Classroom **Dives:** 2 **PreReq:** OW

Get a better understanding about the local ecosystem and the differences between terrestrial and aquatic worlds. This course will allow you to know more about symbioses underwater ecology, and aquatic plant and animal habitats, you notice behaviors and see creatures you may have previously missed. You will learn about major aquatic life groupings, interactions, and information. The course will teach techniques for responsible interactions with aquatic life.

Underwater Navigator

Theory: eLearning **Dives:** 3 **PreReq:** OW

Learn how not to get lost underwater! Navigation is a key part to diving. This course will work on gaining skills to improve your navigation underwater, and focus on underwater compass use, measuring distance, natural navigation techniques and multiple turn navigation while diving.



All programs are limited and filled on a first come, first serve basis. Please call In2Deep for bookings and questions. Learning materials and certification cards are included. **Minimum age for all scuba diving activities while at camp is 12 years old.**



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NEW SPECIALTY: Scuba Magician

Theory: Class **Dives:** 2 **PreReq:** Enrolled in OW Make diving magical with the scuba magician specialty course. This course will allow you to perform at least 6 It-Ain't Magic tricks which can be done above and below the water, you will gain the knowledge on how tricks work and access to the "Inner Circle" but remember the magician's code: it's a secret.

MASTER SCUBA DIVER

Do you want to be the best of the best? Join the elite group of respected divers who have earned the PADI Master Scuba Diver rating through experience and training.

The highest level in non-professional diving is earned by completing your Rescue Diver certification, having over 50 logged dives and earning 5 specialties is all you need. We can help get you there!



All programs are limited and filled on a first come, first serve basis. Please call In2Deep for bookings and questions. Learning materials and certification cards are included. **Minimum age for all scuba diving activities while at camp is 12 years old.**



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DISCOVER SCUBA DIVING & DISCOVER LOCAL DIVING PROGRAMS

Discover Scuba Diving (DSD)

If you want to “test the waters” then the discover scuba diving experience is for you. You will have a short classroom session before heading to the ocean to do a few skills and then explore the underwater realm under close supervision of a dive professional. See what beneath the waves and every dive is different.

NOTE: THIS IS A “TRY DIVE”

EXPERIENCE AND IS NOT A DIVING CERTIFICATION PROGRAM.



Discover Local Diving (DLD) Already a certified diver but haven't dived the area, no worries we can help you with that. We provide a local guided dive allowing you to experience the local dive sites with a dive professional. **NOTE: Minimum age is 12 and proof of dive certification is required, NO EXCEPTIONS.**



All programs are limited and filled on a first come, first serve basis. Please call In2Deep for bookings and questions. Learning materials and certification cards are included. **Minimum age for all scuba diving activities while at camp is 12 years old.**



MERIT BADGE SIGN-UP

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MERIT BADGE REGISTRATION

EMERALD BAY WEBSITE

Scouts, Scouters, and parents can access Merit Badge [registration directions](#) for the Scoutmaster or registrant on the website. Registration will be opened during the month of April.

BLUE CARDS

In lieu of blue cards, Camp Emerald Bay issues advancement completion reports to each individual and a summary report for the troop. You do not need to bring blue cards with you to camp. If you have any questions or concerns about this procedure, contact the Camp Director, Patrick Roque, at Patrick.Roque@Scouting.org

PROGRAM SHEETS

Scouts can also access the 2024 Merit Badge Guide for a more detailed description of the merit badge offerings. Included in this packet are copies of merit badge program information to help Scouts prepare for camp. They are:

- Merit Badge Scheduling Worksheet- Scouts complete this sheet and turn it in to their adult leadership to complete the merit badge registration process via the Doubleknot registration.
- Merit Badge Difficulty Chart– Scouts should pay close attention to these recommendations to avoid receiving partial completions at the end of their week. Though, we will not remove scouts from courses to encourage personal growth.
- Merit Badge Prerequisite Form– This form is required to be signed and turned into merit badge instructors at the start of the week. All Scouts participating in Camping, Energy, SCUBA, and Aquatic merit badges are required to have this signed and completed by their parent or guardian, a merit badge instructor and the troop's Scoutmaster.

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.)							Prerequisites and Comments
	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	
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, extra 50 yards then climb over sailboat transom into boat, Swimming, Lifesaving and Rowing OR Canoeing
ASA-110: Basic Small Boat Sailing				*		*		BSA Swim Test- Swimmer, swim 50 yards then climb over sailboat transom into boat, * must sign up for both session times, 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								Adult Leader's Only
Mike 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 \$13 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 project
Leatherwork MB								Additional \$10 paid via Doubleknot for project
Pomery MB								Additional \$20 paid via Doubleknot for project
Woodcarving MB								Additional \$4 paid via Doubleknot for projects
Marine Science								
Oceanography MB								Age 13+ recommended
BOV Ocean Exploration								Additional \$100 paid via Doubleknot, Must Be Willing To Swim In Ocean
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
Orientation MB								
Pioneering MB								
Wilderness Survival MB								
First Aid MB								Requirements 5A, B
KOLS (Adult Course)								
Tooth' Chop								
Fireman Chat								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. 2/5/24

SCOUT FORM

Scouts should be successful in acquiring the information and mastering the skills necessary to complete the requirements for merit badges offered at Emerald Bay. Therefore, to assist leaders and help Scouts choose appropriate merit badge classes, we have assigned levels representing the relative difficulty of each class offered.

Level 1: Scouts of any age.

Level 2: Scouts 12 and above or who have completed the Second-Class rank.

Level 3a: Scouts age 13 and above, or who have developed good study skills including report writing.

Level 3b: Scouts age 13 and above, or who have developed the strength and coordination usually associated with 13-year olds.

Level 4: Scouts age 14 and above, or who have developed the strength, coordination, and study skills associated with 14-year olds, or have substantial experience.

LEVEL 1 CLASSES

Art, Basketry, Canoeing, First Aid, Leatherwork, Mammal Study, Nature, Swimming, Woodcarving

LEVEL 2 CLASSES

Camping, Energy, Geology, Kayaking, Orienteering, Pioneering, Rowing, Soil and Water Conservation, Wilderness Survival

LEVEL 3 CLASSES

Astronomy (a), Environmental Science (a), Fish and Wildlife Management (a), Lifesaving(b), Motorboating (a), Oceanography (a), Pottery (b), Small Boat Sailing(b)

LEVEL 4 CLASSES

Archery, Rifle Shooting, Shotgun Shooting, Advanced Small Boat Sailing

MERIT BADGE PREREQUISITE FORM

ALL SCOUTS MUST HAVE A SEPARATE FORM SIGNED FOR EACH BADGE WITH A PREREQUISITE.

FULL NAME: _____ WEEK OF CAMP: _____
TROOP NUMBER: _____ COUNCIL: _____
MERIT BADGE APPLYING FOR: _____

The Scout named above realizes that certain designated merit badges cannot be completed at Camp Emerald Bay unless prerequisite requirements are met prior to arriving at camp. The Scout also realizes that this form must be completed correctly, signed, and given to the camp merit badge instructor as verification that the requirements have been met. The camp can then grant the merit badge upon successful completion in the camp course in the above-mentioned merit badge.

I certify that the above-named Scout has met the following requirements:

CIRCLE **ONLY ONE** MERIT BADGE **PER FORM**.

- | | |
|------------------------|---|
| 1. For Energy | Requirements 4A, 4B |
| 2. For Camping | Requirements 8D, 9A, 9B |
| 3. For First Aid | Requirement 5A,5B |
| 4. For SCUBA | PADI Online Course (email via In2Deep) |
| 5. For BSA & ARC Guard | 15 years old & Lifeguarding and CPR Online Course |

PER OUR MERIT BADGE WORKSHEET, SWIMMING MERIT BADGE IS STRONGLY RECOMMENDED FOR SCOUTS TAKING LIFESAVING, BSA LIFEGUARD, SCUBA, SMALL BOAT SAILING, AND MOTORBOATING MERIT BADGES.

I CERTIFY THAT THE ABOVE-NAMED SCOUT HAS OBTAINED THE SWIMMING MERIT BADGE ON: _____ DATE: _____

Parent or Guardian

Merit Badge Counselor

Scoutmaster

Date

Date

Da

Must have two of the three signatures.

MERIT BADGE PREREQUISITES (continued)

Field Sports Merit Badge Prerequisites

(Archery, Rifle Shooting, Shotgun Shooting)

Field Sports Merit Badges are among the most difficult offered at Camp Emerald Bay. Pre-camp study is highly recommended in the curriculum. Careful completion of the material substantially increases the Scout's acquisition and retention of the knowledge. The study material is the same as that used by many merit badge counselors elsewhere in the country. While we will have some blank copies of homework available at Camp, we urge anyone who signs up for these merit badges to download the forms and complete the work before coming to camp. These are to be handed in at the first session. The homework sheets can be downloaded at www.meritbadge.org.

Select Archery, Rifle Shooting, or the Shotgun Shooting merit badge title as appropriate. Either Doc. #1 or the PDF #1 will do. Then print the downloaded forms and do the studies. Those who gain a good grasp of the information before coming to camp will be able to spend more time with the practical skills.

Please note that current revised edition copied of the merit badge pamphlets are necessary to complete the work. The current revised edition of Archery, Rifle Shooting, and Shotgun Shooting were printed in 2008.

2024 Program Planner

	Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
6a		6:00-7:15 Troop Activities Session A	6:00-7:15 Troop Activities Troop Activities Session A	6:00-7:15 Troop Activities Troop Activities Session A	6:00-7:15 Troop Activities Troop Activities Session A	6:00-7:15 Troop Activities Troop Activities Session A	6:00-7:15 Troop Activities Troop Activities Session A
7a	7:00 Check-In @ Bath #3 7:00 Load and Launch	7:20 Warmup	7:00-7:45 Leaders' Coffee	7:20 Warmup	7:00-7:45 Leaders' Coffee	7:20 Warmup	7:00-7:45 Announcements & Breakfast
8a		7:45-8:20 Colors and Breakfast	7:45-8:20 Colors and Breakfast	7:45-8:20 Colors and Breakfast	7:45-8:20 Colors and Breakfast	7:45-8:20 Colors and Breakfast	8:00-9:30 Load and Launch Boats
9a	9:00-11:00 Scout Boats Arrive and Unload, Meet Ranger and Camp 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		10:00-11:00 Nap Sacks	1:00-11:00 Leader Specific SW and ASM Patrols	10:00-10:50 Nap Sacks	9:00-11:00 Leader Specific SW and ASM Patrols	10:00-10:50 Nap Sacks	
11a	Boat Swim Check after Camp Tour	11:00-12:20 Who Cares REQUIREMENT: 1 Leader per Troop	11:00-12:20 Session 2	11:00-12:20 Session 2	11:00-12:20 Session 2	11:00-12:20 Session 2	
12a	12:00-1:00 Rotating Lunch	12:00 Warmup	12:00 Warmup	12:00 Warmup	12:00 Warmup	12:00 Warmup	
1p	12:00-1:00 Common Scout Troop Campsite Move To	12:45-1:15 Lunch Warmup @ 1:20	12:45-1:15 Lunch Warmup @ 1:20	12:45-1:15 Lunch Warmup @ 1:20	12:45-1:15 Lunch Warmup @ 1:20	12:45-1:15 Lunch Warmup @ 1:20	
2p	2:00-3:00 Adult Leaders' Meeting @ Helm	2:00-3:00 Session 3	2:00-3:00 Session 3	2:00-3:00 Session 3	2:00-3:00 Session 3	2:00-3:00 Session 3	
3p	3:00 pm Sailing Budget & Financial Statements Report for Additional Sailing Test	Term to Outdoor Leader Skills @ Scoutcraft	Term to Outdoor Leader Skills @ Scoutcraft	Term to Outdoor Leader Skills @ Scoutcraft	Term to Outdoor Leader Skills @ Scoutcraft	Term to Outdoor Leader Skills @ Scoutcraft	
4p	Campsite Move To & Prepare for Camp-Wide Emergency Drill	3:30-4:30 Troop Activities	3:30-4:30 Troop Activities	3:30-4:30 Troop Activities	3:30-4:30 Troop Activities	3:30-4:30 Troop Activities	3:00-3:30 AQUACADE
5p	5:45 pm CAMP WIDE DRILL	5:30 Warmup	5:30 Warmup	5:30 Warmup	5:30 Warmup	5:30 Warmup	Qualifying Boats MR Class Only
6p	6:00-7:00 Colors & Dinner Warmup @ 5:45	6:00-7:00 Colors and Dinner Warmup @ 5:45	6:00-7:00 Colors and Dinner Warmup @ 5:30	6:00-7:00 Colors and Dinner Warmup @ 5:30	6:00-7:00 Colors and Dinner Warmup @ 5:30	6:00-7:00 Colors and Dinner Warmup @ 5:30	
7p	Scout Patrol Leaders and Ranger Meeting @ Staff Lounge	7:00-8:00 Soft Swim Dinner Adults Attend Troop Activities	7:00-8:00 Troop Activities	7:00-8:00 Troop Activities	7:00-8:00 Troop Activities	7:00-8:00 Troop Activities	7:00-8:00 Staff In-Lane Meeting
8p	8:15-9:15 Opening Campfire @ Campfire Circle		8:00 pm Scout's Own @ Chapel	8:15-9:15 Scout Campfire @ Campfire Circle	8:00 pm 11A Remar @ Dining Hall Patio	8:15-9:15 Closing Comments Road to Campsites	
9p			Star Party - Meet @ Dining Hall Patio	Star Party - Meet @ Dining Hall Patio		Leaders Review Meet Badge Records in computer	

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

Rev: 1/5/24

Parsons War Canoe Overnighter

During the Parsons overnighiter, campers can expect to canoe from Emerald Bay to Parsons Landing in the morning with their Ranger. Boats will be caught on the shore led by Parsons staff and Rangers. Once on the beach, campers will have multiple activities to choose from, such as free swim, snorkeling Beaver's Cove, or hike to Red's Peak! After this, campers will prepare lunch for themselves, and those who are doing the Wilderness Survival Merit Badge can work on their shelters.

In the afternoon, campers will have the option to snorkel at Smuggler's Cove and see some of the marine life or hike up to Eagle's Pass for a chance to see some Bald Eagles! Learning activities will be present here, as the campers will get to learn about the unique landscape and marine life they see. Scouts will also have the option of free swim at the beach under the supervision of our lifeguard staff.

In the evenings, campers can expect to eat dinner cooked in a Dutch oven, and then enjoy a Dutch oven cobbler for dessert. Most everyone sleeps under the stars on the overnighiter. Campers can expect to wake up early the next morning to make the paddle back into camp. Boats will land in camp close to the start of breakfast.

Campers' gear is transported to Parsons' Landing via road to prevent any unfortunate wet overnight stays. We ask that one bag (no more than 40L) per camper be observed. Your overnight pack should include the 10 essentials, water bottle, mess kit, sleeping system (sleeping pad, bivy sack, sleeping bag, pillow, etc.), towel, dry clothes, socks, and shoes. Layering is encouraged as the temperature stays moderate during the day but cools down during the evening along with moist ocean air into the early morning.

Swimsuits and water shoes will be worn during your paddles to and from. Campers can make it the whole experience with one set of water clothes, but anti-chaffing measures should be taken into consideration.

All campers will arrive in camp before breakfast with time to shower, change and be ready for merit badge classes after breakfast.



EMERALD BAY ACTIVITIES

Daily Events

- **Colors- Parade Ground**
Colors start at 7:45. 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 20 min 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 for free studio time with pottery or other crafts. 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!
- **MLV and SO LONG (Songs)- Tuesday Lunch and Saturday Breakfast @ Dining Hall**
You won't want to miss these songs, so stick around the Dining Hall on these meals!
- **Aquacade/Qualifying Shoots- 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.

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 @ Staff Lounge, above Handicraft**
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.

Other Activities

- **Mile Swim- Daily, Sessions A and 5th @ Waterfront**
To earn the mile swim patch, you must 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.
- **Buffalo Run- Tuesday, Session A @ Parson's Gate**
A three-mile walk/run/crawl to Parson's and back
- **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 local exhibits and touch tanks!
- **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- Tues-Thurs, 1:00-2:00 pm @ Campfire Circle**
Attendance at one CPR refresher is required for most water merit badges. This is not a full certification course.
- **OA Fellowship- Wednesday, 7:00 pm @ Campfire Circle**
OA Retreat with service and fellowship. Remember to bring and wear your sash!
- **Staff Interest Meeting- Friday after dinner @ Helm**
Learn all about how to join staff!
- **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

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**
Provide camp management with valuable feedback and learn about exciting developments and the Future of Emerald Bay!
- **Leader Training- 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- Monday, Wednesday, Friday, 9:00-12:00 pm @ Bike Shop**
Stop by the bike shop at 9am to join the adult trip to Two Harbors!
- **Waterfront Leader Free Time- Daily @ Waterfront**
Check out a paddle craft or go fishing, just be sure to have a buddy and check-in with the Waterfront Director.
- **Leader Shooting Sports- Tues-Thurs, 7:00-8:00 pm @ Field Sports**
Head up to Field Sports for Archery, Rifle, and Shotgun!
- **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!

Emerald Bay Neckerchief Slide Handicraft Carving Program

Create a slide, that will remind of the great times this summer at Emerald Bay. The program is open to scouts, 14 years of age and older, leaders and all adults. Scouts can participate in the free times Monday-Thursday: 3:30-5:30 & 7-8pm. Leaders and adults have the program available all day, when handicraft is open.

Slide kits, with instructions and blocks of wood, are available at the ships store. The handicraft staff have dremel tools, sanding bits, paints and brushes available. You can bring your own tools. Then create slides, that you can teach your troop.



CAMP CONTACT INFORMATION

Main Camp Phone Number

Website

310-510-1795

www.campemeraldbay.org

Emails

Linnea Heinstedt, Director of Camping
Programs -WLACC
Patrick Roque, Scout Camp Program
Director, Summer Camp Director
Al Santillo Business Director

Linnea.Heinstedt@scouting.org

Patrick.Roque@scouting.org

Al.Santillo@scouting.org

bsaebkitchen@gmail.com

Special Dietary Needs

Registrar

WLACC Camping Department

818-933-0130; camping@bsa-la.org

