



EMERALD  BAY

2026  
*Leader's  
Guide*

[www.campemeraldbay.org](http://www.campemeraldbay.org)

# Welcome!

Thank you for selecting Camp Emerald Bay as the destination for your unit's week-long summer camp adventure. Our staff is dedicated to making this experience one of the highlights of your Scouts' year. With just a few months to go, **now** is the time to prepare for camp.

**This packet provides everything** you need to get your unit ready for camp: travel details, required forms, merit badge registration, program schedules, and guidance for a smooth arrival. Our goal is to help your Scouts dive into Emerald Bay's unique, unparalleled, and unforgettable Scouting program.

**All** forms and program resources—including Health Forms, the Leader's Guide, Scuba, Rugged guide and Merit Badge Registration—are also available online at:

[www.campemeraldbay.org/forms-and-documents](http://www.campemeraldbay.org/forms-and-documents)

To simplify preparation, we recommend organizing your unit's paperwork in a three-ring binder with dividers. Our suggested sections:

- Payment information and due dates
- 2026 Attendance Roster & Ship Manifest (with arrival/departure details for all participants)
- Merit Badge and Activity Schedules
- Medical Records (alphabetized and separated for the health officer prior to arrival)
- Waivers + Individual Release Forms
- PADI Medical Form (for all SCUBA Participants)

Merit badge and activity registration will open online starting April 1st through your DoubleKnot registration. Leaders may upload rosters, manage youth/adult information, and register Scouts for classes using your personal Doubleknot username and password once set up.

We are excited to welcome you and your Scouts to Camp Emerald Bay. If you have questions before your arrival, please contact us at [camping@bsa-la.org](mailto:camping@bsa-la.org). Our team will be happy to assist.

Sincerely,

Camp Emerald Bay Staff 2026



# *Guide Modules*



## *01*

### **INTRODUCTION TO CAMP**

- Introduction
- Departure and Arrival
- Packing List
- Required Documentation

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### **THE PROGRAM**

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- ROV Program
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### **ALMOST THERE**

- Final Steps + Contact Us

# 01

# Module 1: Introduction to Camp

## Getting to Know Catalina

Camp Emerald Bay sits on the west end of Catalina Island. The nearest town, *Two Harbors*, is seven miles away by road, about a 30–45 minute drive. *Avalon*, on the island's eastern side, is 28 miles from camp and takes roughly two hours to reach.



All standard boat transportation to and from camp is arranged directly by Emerald Bay. If anyone needs to travel outside of these arrangements, they must coordinate with the Two Harbors Harbor Department for a shore boat and complete our [Special Request Form](#). **This form is also required for specialized medical requests and ALL dietary accommodations.**

# 01

## *Departure and Arrival*

### **Boat Details**

All units must complete the [Boat Transportation Google Survey](#) in advance to secure boat assignments and all departure details. Our Camp fees include round-trip boat transportation directly to Emerald Bay. Parking is located at The Battleship USS Iowa, Berth 87 (San Pedro).

Check-in will occur at Berth 85 as shown on the map on the next page. Units will confirm attendance, and passenger counts at check-in, which must match the Passenger Manifest. All fees must be paid in full prior to boarding.

Secure parking is available at the USS Iowa Museum for \$20 per 24 hours (rates subject to change; no weekly rate available). Parking is in the southwest corner of the lot in front of the ship. For parking questions, call 877-446-9261.

Lunch will be provided at camp upon arrival on Sunday, even for later boats arriving at camp.

### **Travel Recommendations**

All participants should travel in Scout uniform to help staff identify campers and direct them efficiently. Gear must be packed neatly in duffel bags, clearly labeled with the Troop number. Scouts and leaders must be able to carry all personal gear to their campsite (approximately ¼ mile). Please note that other individuals will handle bags during loading and unloading, so clear identification is essential. Propane and liquid fuels are not permitted onboard the vessel.

# 01

## Departure and Arrival Cont.



### For Parking and/or Drop-Off

Take the 405 Freeway to Exit 37, merging onto I-110 South toward San Pedro. Take Exit 1A to merge onto CA-47 North toward Vincent Thomas Bridge / Terminal Island / Long Beach (do not cross the bridge). Take the South Harbor Boulevard exit and continue onto South Harbor Boulevard. Proceed to the Battleship USS Iowa parking lot, with check-in located just west of the ship.

It is strongly recommended that participants *avoid* eating a heavy or greasy meal prior to departure.

# 01

## Navigate around camp

Your adventure will begin as you step off the boat onto our dock! First you will head up the pier towards the Parade Ground; the starting point of your island experience, where you will stay put with your gear until further orientation. From there, you will follow the main pathway that winds gently up through camp, passing the Dining Hall and continuing through the “Pavers” — home to the Ship’s Store, Bike Shop, and Handicraft Lodge. Just beyond, the path opens into the campsite areas, each nestled among the trees to serve as your cozy island home for the week. As you make your way up, you’ll quickly notice the warmth, charm, and unique character of our island ecosystem that contribute to making Camp Emerald Bay so special.



# 01

# Packing List

NOTE: Use this list as a general guide. Choose what best fits your troop's needs.

## MANDATORY PERSONAL ITEMS

- Completed Required Forms
- Merit Badge Prerequisite Forms
- Notebook, Paper, Pens\*
- Scout Handbook
- Mess Kit (for Parsons Overnight)\*
- Flashlight\*
- Sleeping Bag\*
- Duffel Bag with Troop #

## CLOTHING

- Scout Uniform (Field Uniform for evening meals)
- Pajamas
- Sweater or Jacket\*
- Hat or Visor\*
- Jeans
- T-Shirts (minimum 3)
- Shorts (minimum 2)
- Swimsuit
- Hiking Shoes
- Tennis Shoes
- Water Shoes or Old Tennis Shoes
- Socks (minimum 4 pairs)
- Undergarments (minimum 6 pairs)

## TOILET KIT

- Toothbrush and Toothpaste\*
- Soap and Shampoo\*
- Deodorant\*
- Shaving Gear
- Comb
- Bath Towel and Washcloth
- Medication (if needed)
- Sunscreen\* — VERY IMPORTANT
- Chapstick\*

## MISCELLANEOUS

- OA Sash
- Camera
- Extra Flashlight Batteries\*
- Compass\*
- Scout Knife\*
- Water Bottle\*
- Daypack\*
- Watch
- Mask, Snorkel, Fins (limited available)
- Fishing Gear (camp does not provide) -  
must have CA Fishing License
- Spending Money (\$75–\$85 recommended)



## SCOUTMASTER NEEDS

- Copy of Scouts' Schedule
- Notebook Paper
- Scoutmaster's Handbook
- Optional: Laptop (wired internet available; WiFi for adults available for purchase)
- Padlock (\$5 deposit at Ship's Store)
- Push Pins or Thumbtacks
- Passenger Manifest

\*Available for purchase at the Ship's Store

# 01

## Packing List Continued

### THINGS TO LEAVE AT HOME

### EQUIPMENT PROVIDED BY CAMP

Picnic Table  
Cots and Mattresses  
Broom  
Fire Extinguisher  
Platforms and Tents  
Bulletin Board  
Trash + Recycling Bin

### OPTIONAL EQUIPMENT

Troop Flag  
First Aid Kit (each Scout in First Aid MB must bring their own)  
Games, skit supplies, costumes, musical instruments, songbooks

### THEMED DAYS

**TUESDAY:** Tie-Dye Tuesday!

Feel free to wear tie-dye shirts, socks, sweaters, hats.

**WEDNESDAY:** Whacky Wednesday!

All about outrageous accessories, big sunglasses, wigs, mismatching socks... the sky is the limit.

**THURSDAY:** Throwback Thursday!

We encourage all scouts and scouters to wear any scouting uniforms from back in the day to last summer's shirt.

**FRIDAY: ALOHA FRIDAY!**

Come to dinner wearing your favorite, most colorful, island-inspired shirt.

Valuables  
Jewelry  
Footlockers/Safes  
Firearms  
Ammunition  
Personal Archery Equipment  
Large or Illegal Knives  
Fish Spears  
Pets  
Bikes  
Boats  
Boogie Boards  
Water Balloons  
Water Guns  
Radios  
Loud Speakers  
Televisions  
Pornography  
Illegal Substances  
Vape Devices  
Alcohol  
Gang Paraphernalia  
Gas Lanterns  
Fireworks  
Matches or Lighters  
Fuel

***DO NOT BRING propane, fuel,  
or any fire-starting materials.***

# 01

## *Rugged Packing List+ Special Instructions*

### **Rugged Explorers**

2–3 liters of water (bring your own bottles)

Personal First Aid Kit

Day Pack (large enough for a single overnight;  
comfortable for biking)

Mess Kit (utensils, plate, bowl)

Dry Bag (for canoe portion)

Extra Spending Money (for breakfast in Two  
Harbors)

Padded Cycling Shorts (optional)

Canoeing Gloves (optional)

### **Rugged Canoers**

3–4 liters of water (bring your own bottles)

Dry Bag (required for Rugged C)

Personal First Aid Kit

Mess Kit (utensils, plate, bowl)

Extra Spending Money (for dinner in Avalon)

Canoeing Gloves (optional)

### **Rugged Trek**

3–4 liters of water (bring your own bottles)

Personal First Aid Kit

Mess Kit (utensils, plate, bowl)

Backpacking Backpack (for 30+ miles of  
hiking)

Extra Spending Money (for dinner in Avalon or  
Two Harbors)

## **SPECIAL INSTRUCTIONS**

### **Mess Kits**

Camp Emerald Bay does not provide disposable dishes or utensils for the Parsons overnight experience. Each camper must bring a mess kit including a plate, bowl, cup, and utensils. This reduces waste, reinforces Scout skills, and supports our conservation goals on the overnight adventure

### **Passenger Manifest**

Per U.S. Coast Guard regulations, *all* cross-channel passengers must be listed on a manifest. Each unit must bring two copies of its roster to the boat terminal showing everyone traveling to and from Catalina Island, including any midweek or alternate travel arrangements. These lists are mandatory for chartered transportation.

# 01

## *Required Documents*

### **BSA Annual Health + Medical**

A current BSA Annual Health and Medical Record (A,B,C) is required for every participant attending camp. A form is considered current if it is dated within one year of the participant's camp week. You can find the forms [here](#). For anyone doing a SCUBA activity the additional PADI Medical needs to be filled out and signed by a physician.

### **Pre-Camp Release Form – Youth**

The Pre-Camp Release Form – Youth is required for consent to furnish firearms to a minor. Scouts who arrive at camp without written parental consent will not be allowed to participate in shooting sports. If a parent or guardian does not grant consent, the words “No Permission” must be written across that section of the form. You can find the forms [here](#).

### **Additional Medical Requirements**

Participants enrolled in any SCUBA program, including PADI Open Water, Advanced Open Water, Rescue Diver, or other SCUBA activities, must submit a completed PADI Medical Statement. No exceptions will be made. Christian Science participants must provide a written statement from their practitioner attesting to their health. Requests for Exemption from Medical Care and Treatment must be completed using Form 680-452, which is available upon request. You can find the forms [here](#).

### **Medical Insurance Card**

In the event of an emergency, Avalon Hospital requires a copy of the front and back of each participant's medical insurance card before providing treatment. Camp Emerald Bay strongly recommends attaching a photocopy of the insurance card to the participant's medical records prior to arrival.

# 01

## *Required Documents Cont.*

### **Special Dietary Requests**

The [Special Request Form](#) must be completed for any dietary needs. Camp Emerald Bay is committed to ensuring that no guest is unable to attend due to dietary restrictions. The camp regularly accommodates vegetarian, lactose-free, and gluten-free diets and operates a nut-free kitchen. Other food allergies, combined dietary needs, or special diets will be accommodated to the best of our ability. Guests with dietary restrictions should contact Emerald Bay management or kitchen staff at least two weeks prior to arrival by emailing [bsaebkitchen@gmail.com](mailto:bsaebkitchen@gmail.com).

### **! What Happens If Forms Are Missing**

Participants who arrive without current or completed medical forms may not be permitted to remain in camp until proper documentation is provided. Missing SCUBA medical forms and/or statements will prevent participation in any SCUBA activity. Unit leaders: please verify all [SCUBA Contraindications](#) are met by your participants before arrival to camp. Failure to provide a copy of an insurance card may result in delays in medical treatment. Scouts without firearm consent will not be allowed to participate in shooting sports. Dietary needs that are not communicated in advance may result in limited or unavailable accommodations.



**E M E R A L D ♣ B A Y**

# 02

# Module 2: Our Program

## 📍 Merit Badge Registration & Program Information

Scouts, Scouters, and parents can find merit badge registration instructions on the Camp Emerald Bay website at [www.campemeraldbay.org](http://www.campemeraldbay.org). **Merit Badge Registration opens April 1st.**

Camp Emerald Bay offers a wide range of merit badges, each with varying levels of difficulty, time commitment, and prerequisites. Scouts and leaders are strongly encouraged to review the requirements and difficulty recommendations for each merit badge in advance to ensure the badge selected is an appropriate fit for each Scout's experience level and schedule.

In place of traditional blue cards, Camp Emerald Bay provides advancement completion reports for each Scout, along with a summary report for the troop. Blue cards are not required to be brought to camp. Questions regarding advancement reporting may be directed to the Camp Clerk at [ebclerk@gmail.com](mailto:ebclerk@gmail.com).

The following pages of this packet present essential program planning materials for your stay at camp, including our Program Planner (Camp Itinerary and Daily Schedule), the Merit Badge Scheduling Worksheet, Merit Badge Prerequisite Form, and supplemental applications for our Award activities here in camp .

Scouts and leaders should review and complete these materials in advance, as proper preparation and scheduling are key to a successful week at camp. All forms presented in this packet are found in easy to print and optimized formatting [here](#).



**E M E R A L D ♣ B A Y**

**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	
<b>Aquatics</b>								
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
Snorkeling Award	**				Adult	**	**	** Bring/Fill Application, Signed at Waterfront (during free sessions) 4th Session for Leaders Only
Mile Swim Award								BSA Swim Test- Swimmer
Stand Up Paddle Board Award								BSA Swim Test- Swimmer
Sea Lion Swim								BSA Swim Test- Swimmer
<b>Field Sports</b>								
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
<b>Handicraft</b>								
Art MB								
Chess 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
<b>Marine Science</b>								
Oceanography MB								Age 13+ recommended
ROV Ocean Exploration								Additional \$100 paid via Doubleknot
BSA Aquarist								
<b>Nature</b>								
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								
<b>Scoutercraft</b>								
Camping MB								Requirements 8D and 9 A, B
Emergency Preparedness + Search and Rescue MB								Requirements EP- 2C
First Aid MB								Requirements 2A, B1
Pioneering MB								
IOLS (Adult Course)								
Totin' Chip								
Fireman Chit								Meet at Campfire Circle
<b>Rangers</b>								
1st Yr. Rank Advancement							*	*Individual Program/For Scouts needing only a few skills
<b>SCUBA Diving</b>								
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)
Emergency First Responder				**				Age 14+ (Contact In2Deep 424-744-8384) ** Only Tuesday or Wednesday

Please do not write in the shaded boxes.

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SCOUT FORM

## 2026 Program Planner

	Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
6a		6:00-7:00 Session A Troop Activities	6:00-7:00 Session A Troop Activities Bird Party	6:00-7:00 Session A Troop Activities Bird Party	6:00-7:00 Session A Troop Activities	6:00-7:00 Session A Troop Activities	6:00-6:30 Bring Gear to Parade Ground
7a	Boat Check-In @ Berth 85 Follow Email Instructions	7:05 Waiters	6:45 Leaders' Coffee	7:05 Waiters	6:45 Leaders' Coffee	7:05 Waiters	6:45-7:30 Breakfast  7:45-9:30 Load and Launch Boats
8a		7:20-8:30 Colors and Breakfast (7:30am SPL Meeting Trading Post Tables)	7:20-8:30 Colors and Breakfast (7:30am SPL Meeting Trading Post Tables)	7:20-8:30 Colors and Breakfast (7:30am SPL Meeting Trading Post Tables)	7:20-8:30 Colors and Breakfast (7:30am SPL Meeting Trading Post Tables)	7:20-8:30 Colors and Breakfast (7:30am SPL Meeting Trading Post Tables)	
9a		8:40-9:40 Session 1	8:40-9:40 Session 1	9:00-11:00 Leader Specific SM and ASM Part A and B	8:40-9:40 Session 1	9:00-11:00 Leader Specific SM and ASM Part A and B	
10a	9:00-11:00 Scout Boats Arrive and Unload, Meet Ranger and Campsite Host Tour	10:00-11:00 Session 2 10:00-10:50 Nap Safely	10:00-11:00 Session 2	10:00-11:00 Session 2 10:00-10:50 Nap Lab	10:00-11:00 Session 2	10:00-11:00 Session 2 10:00-10:50 Nap Safely	
11a	Begin Swim Checks after Campsite Tour	11:00-12:20 Session 3 War Canoe REQUIRED: 1 Leader per Troop	11:20-12:20 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	12:30 Waiters	12:30 Waiters	12:30 Waiters	12:30 Waiters	12:30 Waiters	
1p	Swim Checks Continue	12:45-1:15 Lunch	12:45-1:15 Lunch	12:45-1:15 Lunch	12:45-1:15 Lunch (Leaders' Lunch at Trading Post Tables)	12:45-1:15 Lunch	
2p	2:00-3:00 Leader Orientation Meeting	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	1:00pm OA Retreat @ Porch  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 and Snorkel Award Students Class meet @ Waterfront	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	3:30-5:30 AQUACADE
5p		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	Qualifying Shoots MB Class Only
	5:45 pm FIRE DRILL	5:45 Waiters	5:45 Waiters	5:45 Waiters	4:45 Waiters  5:00-6:00 Colors and Dinner Waiters @ 4:45	5:45 Waiters	
6p	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	5:30-9:30 Specialty Session 5:30-9:30 Silver Peak Evening Hike	7:00-8:00 Session 6 7:00-8:00 Staff Interest + Merit Badge Reconciliation	
8p	8:15-9:15 Opening Campfire		8:00pm Scout's Own	8:15-9:15 Scout Campfire		8:15-9:15 Closing Campfire	
9p			Star Party	After Fire Star Party			

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

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# EMERALD BAY ACTIVITIES

## Daily Events

- **Flag Ceremonies - 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 to practice.
- **Meals- Dining Hall – Line Up Each Meal except Sunday Lunch**  
Plates and utensils are provided by camp for Dining Hall meals. One troop meal on the beach and War Canoe require individual mess kits.
- **Waiters' Call- Dining Hall**  
Waiters should come to the dining hall at Waiters' Call time (Generally 15 minutes before meals) to prepare dinner. 1 waiter to 8 participants.
- **Class Sessions- Program Areas**  
Merit Badges are required to attend daily. The War Canoe schedule is built into most of the courses.
- **5<sup>th</sup> "Free" Session-Program Areas**  
Range & Target Activities, swim or kayak at 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!
- **Scout Campfire- Wednesday, 8:15 pm @ Campfire Circle**  
A mid-week campfire put on by the Scouts! Be sure to prepare your best skits! Sign up with your Ranger. Be sure to stay Scout appropriate!
- **Scout's Own- Tuesday, 8:00 pm @ Chapel**  
Participate in a non-denominational Scout's Service led by staff.
- **OA Retreat- Thursday, 1:00 pm @ Dining Hall Porch**  
OA Retreat with service and fellowship. Wear your sash!
- **Aquacade- Friday, 5<sup>th</sup> Session @ Waterfront**  
Aqua madness! Head to the Waterfront for fun with your troop.
- **Qualifying Shoots - Friday, 5<sup>th</sup> Session @ Field Sports**  
Those still qualifying for Archery, Rifle, or Shotgun merit badges or NRA Certifications may shoot instead of attending Aquacade.

## Camp Logistics

- **Campsite Tours- Sunday, upon arrival to camp @ Parade Ground**  
Campsite Hosts will help you gather your gear and give you a tour throughout camp.
  - **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.
- ## Leader Trainings
- **Safe Swim/Safety Afloat- Monday, 6<sup>th</sup> Session @ Waterfront**  
Scouts and scouters become certified in Aquatic Trainings.
  - **Leader Specific Training – Tues and Thurs, 9-11am @ Helm**
  - **Introduction to Outdoor Leader Skills – Daily @ Scoutcraft**
  - **Leader Bike Rides- Tues-Thurs, 9:00-12:00pm @ Bike Shop**  
Stop by the bike shop at 9am to join the adult trip to Two Harbors!
  - **Adult Sunset Sails – Tues-Thurs, 7:00pm @ Waterfront**  
Sign up in the Helm to set sail at twilight.
  - **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.
  - **Adult Leader Range & Target Activities- Tues-Thurs, 7:00-8:00 pm**  
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 by lunch. We supply the basics, you supply the extra deliciousness!

## Other Activities

- **Swim Tests- Sunday, after Campsite Tour @ Waterfront**  
In-camp swim checks are required for all water activities.
- **Mile Swim- Daily, Sessions A and 5<sup>th</sup> @ 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.
- **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! Bring your Snorkel Application completed to earn the Snorkeling Award.
- **PMSC Open House- Mon-Thurs 6<sup>th</sup> Session @ Marine Science Center**  
Explore the marine center! See and touch the fish! Scouts in Oceanography can come for additional study hours.
- **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!
- **Bird Party- Tuesday & Wednesday, 6:00 am @ Eco-Classroom**  
Required for Bird Study Merit Badge, but anyone can join the fun! Join the Nature Crew to learn about our local birds.
- **Star Party- Tuesday & Wednesday, 9:00 pm @ Dining Hall Porch**  
Required for Astronomy Merit Badge, but anyone can join the fun! Join the Nature Crew to learn about our local constellations.
- **Silver Peak Hike- Thursday, 5:30pm @ Parsons Gate at Back of Camp**  
Hike the highest peak on the West End of the Island. The hike is strenuous, challenge by choice!
- **Neckerchief Slide Carving Program- Daily free time @ Handicraft**  
Learn how to use advanced carving tools to create your own unique neckerchief slide! All campers 14 years of age and older can participate
- **Staff Interest/Rugged Adventures Meet- Friday after dinner @ Helm**  
Learn all about how to join staff or come back with a rugged program!

## Leader Meetings

- **Leader Orientation Meeting – Sunday, 2:00-3:00pm @ Helm**  
Send one leader per troop for the welcome meeting. Bring all paperwork (releases and medical) to turn in. 1 adult per troop.
- **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.
- **SPL Meetings- 7:30 am @ Island Map Behind Trading Post**  
Daily rundown of activities and other camp events for Senior Patrol Leaders to help empower them during their time at camp.
- **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 adult leader per troop.
- **Leaders' Coffee- Tuesday and Thursday, 6:45 am @ Pavilion**  
Adult leaders invited to share feedback regarding the week.
- **Leaders' Lunch-Thursday, at Lunch @ Island Map Behind Trading Post**  
Meet with Area Directors to discuss your Scouts' performance.
- **Exit Strategy Leader Meeting- Friday, 11:00-12:20 pm @ Helm**  
Prepares you for the final 24 hours of camp. 1 adult per troop.
- **Merit Badge Reconciliation- Friday, 7:00pm @ Coffee Station**  
After receiving the records after Aquacade, please spend some time to check them for accuracy. Reconciliation allows you to approach the directors with any questions you may have after reviewing the merit badge records.

  
**Camp Emerald Bay**

## 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 of the camp course in the above-mentioned merit badge. I certify that the above-named Scout has met the following requirements:

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

- |   |  |
|---|--|
| <input type="checkbox"/> For <b>Energy</b>                            | Requirements 4A, 4B                                      |
| <input type="checkbox"/> For <b>Camping</b>                           | Requirements 8D, 9A, 9B                                  |
| <input type="checkbox"/> For <b>First Aid</b>                         | Requirement 2A, 2B1                                      |
| <input type="checkbox"/> For <b>Lifesaving</b>                        | Swimming MB completed                                    |
| <input type="checkbox"/> For <b>SCUBA</b>                             | PADI Online Course ( <a href="#">email In2Deep</a> )     |
| <input type="checkbox"/> For Search and Rescue/Emergency Preparedness | Requirement 2C (Emergency Preparedness)                  |
| <input type="checkbox"/> Snorkeling, Mile Swim, SUP Awards            | Print and Bring to Camp (pages 17-19)                    |
| <input type="checkbox"/> For American Red Cross Lifeguard             | 15 years old & <u>Lifeguarding and CPR Online Course</u> |

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

I CERTIFY THAT THE ABOVE-NAMED SCOUT HAS OBTAINED THE SWIMMING MERIT BADGE

Print name	Signature	Date
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Parent or Guardian: _____	*	
Print name	Signature	Date

MB Counselor: _____	*	
Print name	Signature	Date

Scoutmaster: _____	*	
Print name	Signature	Date

**\*Must have two of the three signatures.**



# Snorkeling Application

Name of applicant \_\_\_\_\_

Address \_\_\_\_\_

City \_\_\_\_\_ State \_\_\_\_\_ Zip \_\_\_\_\_

Unit type \_\_\_\_\_ Unit number \_\_\_\_\_ Council \_\_\_\_\_

Name of council-approved counselor \_\_\_\_\_

Address \_\_\_\_\_

City \_\_\_\_\_ State \_\_\_\_\_ Zip \_\_\_\_\_

Counselor qualification \_\_\_\_\_

Signature of counselor signifies applicant has completed all requirements: \_\_\_\_\_ Date \_\_\_\_\_

## Requirements

1. Before doing other requirements, successfully complete the Scouting America swimmer test: Jump feetfirst into water over the head in depth, level off, and begin swimming. Swim 75 yards in a strong manner using one or more of the following strokes: sidestroke, breaststroke, trudgen, or crawl; then swim 25 yards using an easy, resting backstroke. The 100 yards must be completed in one swim without stops and must include at least one sharp turn. After completing the swim, rest by floating.
2. Discuss the importance of using the buddy system at all times while snorkeling and list duties of a buddy, beginning with equipment checks.
3. Explain the function, fit, and selection of mask, fins, and snorkel. Discuss the use of inflatable flotation vests and life jackets when snorkeling in open water.
4. In confined, shallow water (about waist deep), demonstrate use of mask and snorkel:
  - a. Show how to prevent the mask from fogging and how to equalize pressure in mask, ears, and sinus cavities. With your head underwater, flood the mask, observe the effect on your vision, surface, and drain the water from the mask.
  - b. With your face in the water, breathe through the snorkel. Then submerge, surface, clear water from the snorkel, and resume free breathing without removing the snorkel from your mouth.
5. In confined, shallow water, demonstrate the use of swim fins: Do first using only fins, and then repeat with a mask and snorkel.
  - a. Fit and adjust fins to feet.
  - b. Walk with fins as if entering from a beach.
  - c. Swim at the surface (10 yards) and underwater (three yards) using the flutter kick.
  - d. Control direction without using hands while swimming with fins at the surface and underwater.
6. In confined, deep water (six to 12 feet), demonstrate:
  - a. Proper techniques for entering and exiting the water with snorkeling equipment from a dock or boat.
  - b. Headfirst and feetfirst surface dives, including proper body position for safe ascent and descent.
7. Show knowledge of snorkeling signals:
  - a. Demonstrate divers' signs and signals, both audible and visual, for use at the surface and underwater.
  - b. Set out a diver down flag and explain its function.
8. In clear, confined water eight to 12 feet deep that has a firm bottom, while swimming with a buddy, use mask, fins, and snorkel to locate and recover an object from the bottom.
9. Demonstrate basic survival skills:
  - a. Float facedown for five minutes while breathing through a snorkel with a minimum of movement.
  - b. Demonstrate survival floating for five minutes without use of a snorkel.
  - c. Using fins, show how to tow an exhausted or unconscious buddy to safety.
10. Review and explain the eight points of Safe Swim Defense applied to snorkeling. Explain training, preparations, and precautions required for snorkeling in open water. Explain environmental factors that affect snorkeling and discuss special precautions needed for oceans, streams, and lakes.
11. Explain pressure, buoyancy, and submerged optics and acoustics related to snorkel swimming and diving.
12. Discuss the effects of submersion on the body and how to handle potentially dangerous situations:
  - a. What is hyperventilation and how is it avoided?
  - b. What are the symptoms and consequences of hypothermia?
  - c. Why is CPR training recommended for those participating in swimming and snorkeling activities?

# Scouting America

## Mile Swim Application



Name of applicant: \_\_\_\_\_

Address: \_\_\_\_\_

City: \_\_\_\_\_ State: \_\_\_\_\_ Zip: \_\_\_\_\_

Unit type: \_\_\_\_\_ Unit number: \_\_\_\_\_ Council: \_\_\_\_\_

Name of council-approved counselor: \_\_\_\_\_

Address: \_\_\_\_\_

City: \_\_\_\_\_ State: \_\_\_\_\_ Zip: \_\_\_\_\_

Counselor qualification: \_\_\_\_\_

Signature of counselor signifies applicant has completed all requirements: \_\_\_\_\_ Date: \_\_\_\_\_

### Requirements

1. Successfully complete the swimmer test: Jump feetfirst into water over the head in depth, level off, and begin swimming. Swim 75 yards in a strong manner using one or more of the following strokes: sidestroke, breaststroke, trudgen, or crawl; then swim 25 yards using an easy, resting backstroke. The 100 yards must be completed in one swim without stops and must include at least one sharp turn.
2. Learn through discussion and application how skill, stamina, stroke selection, and pace influence distance swimming.
3. Learn through discussion and application how skill, stamina, stroke selection, and pace influence distance swimming.
3. Pre-qualify for the mile by either swimming continuously for 1/4 mile or otherwise demonstrating ability to the satisfaction of a counselor approved by the local council.
4. Swim one mile under safe conditions over a course approved by the counselor supervising the swim.

### Participant Notes

Swimming a mile without stopping is a significant accomplishment on your way to being proficient in the water. Are you ready? If you have done it before, you probably know the answer. If you haven't, then consider whether you can walk or bike on level ground for an hour or so without stopping. If you can, then you likely have enough stamina to swim a mile. The next question is whether you have the skill.

If you can meet the requirements for Swimming merit badge, then you likely have the skills needed to swim a mile, that is, the ability to swim a restful breaststroke, sidestroke, and elementary backstroke. If you have trouble completing the 100yard swimmer classification test, then you are probably not ready for the mile.

How long will it take to swim a mile using one or more of those restful strokes? If you save energy by gliding after each stroke, expect to take an hour or more. If you were walking at a relaxed pace, you could probably cover around three miles in the same time. However, it generally takes more energy to pull and push yourself through the water than to walk. A secret to successfully swimming a mile is to use your energy wisely. If you typically swim a brisk front crawl with your head out of the water, then you may need to build endurance by swimming increasing distances over a long period. Using a fast, poorly executed swimming stroke to swim the mile is similar to trying to run full-out for a mile. Conditioned athletes can do so, but not the average person. That is why restful strokes at a relaxed pace are recommended over trying to stay ahead of another person swimming a fast crawl. Swim team members will be able to do a mile in less than 30 minutes without exhaustion. (The record is around 15 minutes.) However, they will have trained extensively to build their stamina and to swim as effectively as possible.

There is no time limit for swimming the mile, so take your time, particularly at the beginning so you don't wear yourself out too soon. As you near the end, you can speed up if you like if you aren't particularly tired. If you aren't struggling to keep going, then one of the challenges of swimming long distances is boredom. Feel free to sing silently to yourself, daydream, or otherwise keep your mind occupied. If you are swimming numerous laps in a pool, then it helps to have a buddy out of the water counting laps so you don't lose count.

Still not sure if you should attempt a mile? No problem. Try a quarter mile or so first, as indicated in requirement 3. If that tires you out, seek coaching tips to improve your skill, then practice regularly until you meet your goal. Swimming is excellence exercise and a great way to develop and maintain physical fitness throughout your life.



# Stand Up Paddleboarding Application

Name of applicant \_\_\_\_\_

Address \_\_\_\_\_

City \_\_\_\_\_ State \_\_\_\_\_ Zip \_\_\_\_\_

Unit type \_\_\_\_\_ Unit number \_\_\_\_\_ Council \_\_\_\_\_

Name of council-approved counselor \_\_\_\_\_

Address \_\_\_\_\_

City \_\_\_\_\_ State \_\_\_\_\_ Zip \_\_\_\_\_

Counselor qualification \_\_\_\_\_

Signature of counselor signifies applicant has completed all requirements: \_\_\_\_\_ Date \_\_\_\_\_

## Requirements

1. Review Safety Afloat policy. Explain to your instructor how this applies to stand up paddleboarding.
2. Before fulfilling other requirements, successfully complete the Scouting America swimmer test: Jump feetfirst into water over the head in depth, level off, and begin swimming. Swim 75 yards in a strong manner using one or more of the following strokes: sidestroke, breaststroke, trudgen, or crawl; then swim 25 yards using an easy, resting backstroke. The 100 yards must be completed in one swim without stops and must include one sharp turn. After completing the swim, rest by floating.
3. Explain safety considerations for stand up paddleboarding in the following environments: lake, moving water, white water, open ocean, ocean surf.
4. Review the characteristics of life jackets most appropriate for stand up paddleboarding and understand why one must always be worn while paddling. Then demonstrate how to select and fit a lifejacket for stand up paddleboarding.
5. Describe the correct type of leash to wear in the appropriate water venues.
6. Name and point out:
  - a. The major parts of a stand up paddleboard
  - b. The parts of a paddle for stand up paddleboarding
7. Discuss:
  - a. The different types of stand up paddleboards
  - b. How to correctly size and hold a paddle for stand up paddleboarding
8. Using a properly outfitted stand up paddleboard, demonstrate the following:
  - a. How to safely carry a stand up paddleboard
  - b. How to safely paddle away from a dock or shoreline (on knees)
  - c. How to stand and balance on a board in the neutral position
  - d. How to appropriately fall off a board
  - e. How to remount the board
  - f. Forward stroke
  - g. Back stroke
  - h. Forward sweep
  - i. Reverse sweep
  - j. Draw stroke
  - k. One self-rescue technique—lay on your stomach and paddle with your hands
9. With supervision from your instructor, paddle a course that involves:
  - a. A straight line for 25 yards and stop within one board length
  - b. A figure 8
  - c. Moving abeam to the right 10 feet and to the left 10 feet

# 02

## *Adult Leader Activities*

We offer a wide range of activities and training opportunities designed specifically for Adult Leaders who want to build skills, earn certifications, and get the most out of their time here at camp. Whether you're looking to advance your training, explore the depths of our island ecosystem, or simply participate in fun camp traditions, there is something for everyone.

Opportunities include an **American Red Cross Lifeguard certification**, **ASA 110 Small Boat Sailing Certification**, and **Emergency First Responder (EFR)** training. Adult leaders may also complete **Introduction to Outdoor Leadership Skills (IOLS)** during their week at camp.

Other offerings include adult snorkel sessions during the fourth waterfront session, **SCUBA** diving with multiple certification and specialty options, and **guided bike rides** around our local West End of Catalina Island. Adults are also invited to participate in camp traditions such as the **Dutch Oven Cook-Off**, a fun and friendly culinary competition. In addition, Camp Emerald Bay offers the coveted **Nap Safely** course, providing safe practices for those much needed siestas.

And if you are an adult with a special skill or trade and want to help out for the week at camp, you can volunteer your time and fill out our Adult Leader Resource Form which can be found on the next page but is downloaded in an optimized format [here](#).

These opportunities allow adult leaders to learn, connect, and fully experience everything Camp Emerald Bay has to offer while supporting their Scouts throughout the busy week.




**EMERALD BAY**


# 03


## Module 3: Specialty Programming

### **Rugged Programs**

Camp Emerald Bay's Rugged Adventure Programs are immersive, high-adventure experiences designed for older Scouts seeking physical challenge, leadership development, and exploration of Catalina Island. All Rugged programs share a common leadership and ethics curriculum rooted in the Scout Oath and Law, with participants rotating through the role of Leader of the Day under staff guidance.

 **Rugged E** (Rugged Explorers) combines hiking, mountain biking, canoeing, navigation, and wilderness camping. Scouts plan and carry out daily activities as a crew, cook their own meals, sleep under the stars, and build leadership skills through real responsibility. Participants should arrive in good physical condition and be prepared for sustained activity throughout the week.

 **Rugged C** (Rugged Canoers) is an expedition-style program in which Scouts circumnavigate Catalina Island by eight-person war canoe. Crews travel along remote coastlines, through ocean swells, and past cliffs, coves, snorkeling sites, and wildlife habitats. Leadership rotates daily, and participants must be able to canoe for extended periods. A moderate level of fitness is required.

 **Rugged T** (Rugged Trek) follows the Trans-Catalina Trail on a multi-day backpacking route with significant elevation change, rocky terrain, little shade, and long hiking days. A fitness and gear check is required on arrival. Scouts must be well-prepared with proper gear, broken-in boots, and the ability to carry sufficient water.

All Rugged programs are intentionally challenging and rewarding. Only available for scouts 14 years of age or older. Scouts should expect long days and physical demands, balanced by teamwork, growth, confidence, and truly unforgettable experiences.



# *SPL Program*

## **Program Information**

Upon arrival at Camp Emerald Bay, participants will immediately engage in program activities designed to introduce them to camp operations while developing leadership, teamwork, and ethical decision-making skills. Through several days of focused training, Senior Patrol Leaders will prepare to assume their leadership roles. On Sunday, SPLs will reunite with their troops and take the lead in guiding them through a successful week at camp.

### **Registration**

Registration for the SPL Program is completed through Doubleknot as part of your camp registration.

Additional details about the program are available online at:

<https://www.campemeraldbay.org/senior-patrol-leader-program/>

### **Payment**

The cost of the SPL Program is \$200 per participant, in addition to the standard camp fee. This fee will be added to the unit invoice and must be paid no later than the final billing cycle, 16 days prior to arrival at camp.

### **What to Bring**

Participants should follow the items listed in the “What to Bring” section of this packet. All required medical forms and youth permission forms must be turned in to an Emerald Bay staff member at the terminal prior to departure. Participants who arrive without completed documentation will not be permitted to attend camp.

### **Transportation Info**

SPLs and their designated buddies will depart from the Catalina Express Terminal in San Pedro on the Thursday prior to their troop’s arrival. Participants must arrive at the terminal by 11:45 a.m. for check-in with Emerald Bay staff. The group will board the 12:30 p.m. ferry to Two Harbors, where transportation to Camp Emerald Bay will be provided. Participants are responsible for arranging their own transportation to the Catalina Express Terminal in San Pedro.

## Ocean Exploration!

with

# ROVs

REMOTELY OPERATED VEHICLES



EDUCATION • CONSERVATION • EXPLORATION

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



# *Sailing Program*

## **ASA 110 Small Boat Sailing Certification**

Camp Emerald Bay offers the ASA 110 Small Boat Sailing Certification, providing a truly unique opportunity to learn and practice sailing in the dynamic environment of the Pacific Ocean. Few programs allow participants to train in open-ocean conditions while gaining hands-on experience in real-world sailing scenarios, making this an exceptional learning environment.

Participants receive extensive on-the-water instruction focused on core sailing fundamentals, including boat handling, sail trim, points of sail, and essential maneuvers. Emphasis is placed on developing confidence and comfort in the boats through repeated, practical application, allowing sailors to build skill through experience rather than observation alone.

The combination of professional instruction, consistent time on the water, and the natural conditions of Catalina Island creates an unmatched setting for learning to sail. Whether new to sailing or looking to formalize skills with a recognized certification, the ASA 110 program at Emerald Bay offers both challenge and opportunity in one of the most scenic sailing classrooms in the world.





# SCUBA Program

One of our most unique and incredible opportunities at Camp Emerald Bay is our extremely seasoned SCUBA Diving Program conducted by **In2Deep Diving** out of Santa Monica, California.

This program offers a rare opportunity to intimately explore the magical underwater world at Catalina island. Available certifications include Open Water Diver, Advanced Open Water Diver, or a combined Open Water + Advanced Open Water option offered as an advanced program. In addition, Enriched Air (Nitrox) certification and a wide variety of specialty courses are available. All certifications issued through PADI. For single Discovery dives drop ins are available but space is limited so it is recommended to sign up ahead of time.

Due to the scope and requirements of SCUBA training, this program is outlined in a separate **SCUBA Program Packet**, which contains detailed course descriptions, prerequisites, scheduling, and costs.

Participation in any SCUBA program requires the completion of additional, SCUBA-specific forms. These forms are *mandatory* and must be completed and signed by a licensed physician in advance. Participants who do not have all required SCUBA documentation will not be permitted to dive.

For Scuba related inquiries contact In2Deep at [bsa@in2deepdiving.com](mailto:bsa@in2deepdiving.com)



# 04

## Module 4: Almost There

### Final Steps

As you prepare for your upcoming week at Camp Emerald Bay, please take ample time to review the information in this packet and be sure to complete all required steps *in advance*.

One adult leader from each troop is to attend our **Spring Leaders Meeting on March 18, 2026**. Zoom Link and Meeting Details Available [here](#).

**Merit badge registration opens April 1**, and this packet should be your *primary* reference for schedules, requirements, and planning details. That said, we are always happy to help. If any questions come up as you prepare, please don't hesitate to reach out to our team — we're glad to assist in any way we can. We are very much looking forward to welcoming you to Emerald Bay and sharing a unique, unparalleled, and unforgettable island adventure with you and your Scouts.

### Contact Us

Main Camp Phone Number: 310-510-1795

Website: [www.campemeraldbay.org](http://www.campemeraldbay.org)

### *Emails*

*Linnea Heinstedt*, Director of Camping

*Al Santillo*, Business Director

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[Al.Santillo@scouting.org](mailto:Al.Santillo@scouting.org)

Registrar/WLACC Camping Department

818-933-0130; [camping@bsa-la.org](mailto:camping@bsa-la.org)



EMERALD BAY

*Thank you!*



**Scouting  
America**

**Western Los Angeles County Council**