

Fire Mountain Scout Camp

Program Guide

Summer Camp 2018



MOUNT BAKER COUNCIL • BOY SCOUTS OF AMERICA

GREETINGS FROM THE PROGRAM DIRECTOR

It's hard to believe it's already time to start planning for summer camp 2018! We are extremely excited to begin the process with you. This summer we are introducing a variety of new programs, while continuing to build on our lasting traditions.

This program guide is your first resource to answering your summer camp questions. If you have any further questions, please feel free to contact us. For more information check out our website: www.mountbakerbsa.org.

The 2018 Fire Mountain summer camp program is incorporating new programs into our traditional mix. We are looking forward to serving you again this year. Please, join us in the Fire Mountain experience!!

Thank you, on behalf of the 2018 Fire Mountain Scout Camp staff for choosing Fire Mountain Scout Camp. We look forward to sharing a memorable summer with you and your entire unit.

Yours in Scouting,

Colleen Weeks

Program Director
programdirector@firemtn.org

Pre-Camp Leader Webinars

The pre-camp leader webinars will be hosted Tuesday May 22 at 7 p.m. and Wednesday May 30 at 7 p.m.

This meeting will allow us to ensure that all leaders have the most accurate, up-to-date information, and to answer any questions you may have about your week at camp.

Please do your best to have your unit represented at this meeting. If you are unable to attend one of the sessions, please contact the camp director.

Login instructions will be emailed to reservation form contacts.

SUNDAY START DAY 1 SCHEDULE

| | |
|------------|---|
| 1:00 p.m. | Check-in begins. Staff meets troops in parking lot. |
| 1-5 p.m. | Move gear into campsite/Camp tour/Swim checks |
| 5:00 p.m. | All vehicles/trailers back in parking lot |
| 5:30 p.m. | Waiters report to dining hall |
| 5:45 p.m. | Flags |
| 6:00 p.m. | Dinner |
| 7:00 p.m. | SM/SPL meeting |
| 7:30 p.m. | MB Shuffle/Ice cream social, Lotteries (if needed) |
| 8:00 p.m. | Opening Campfire |
| 10:00 p.m. | Lights out |

MONDAY ARRIVAL ON SUNDAY START WEEK

Monday arrival check-in time is 6:30 a.m., with the goal to have your troop ready for flags and breakfast. Please wait in the parking lot for your troop guide. The Scoutmaster or designated adult leader will complete the troop's check-in paperwork with the camp business manager upon arrival.

Your troop will be guided to their campsite to drop off gear and get a brief overview of camp before heading up to morning flags and breakfast. Issues with merit badge schedules will be addressed after breakfast. Swim checks will be conducted during open time. Scouts taking an aquatics merit badge will be tested during their class.

MONDAY-START DAY 1 SCHEDULE

| | |
|-------------|---|
| 6:30 a.m. | Check-in begins. Staff meets troops in parking lot. |
| 6:30-7:30 | Move gear into campsite/orientation |
| 7:30 a.m. | All vehicles/trailers back in parking lot |
| 7:30 a.m. | Waiters report to dining hall |
| 7:45 a.m. | Flags |
| 8:00 a.m. | Breakfast |
| 9:15-10:45 | Classes |
| 11:30 a.m. | Waiters report to dining hall |
| 12:00 p.m. | Lunch |
| 1:00 p.m. | SPL meeting |
| 1:30-3:45 | Classes |
| 3:45-5:15 | Swim checks |
| 4:45 p.m. | SM meeting |
| 5:30 p.m. | Waiters report to dining hall |
| 5:45 p.m. | Flags |
| 6:00 p.m. | Dinner |
| 7-8:30 p.m. | Open Program/Ice cream social/Zip by campsite |
| 9:00 p.m. | Opening Campfire |
| 10:00 p.m. | Lights out |

CHECK-IN

- Unit Roster - 2 copies (one for medic, one for Admin) Please include all youth, adults and visitors you expect during the week.
- BSA Annual Health and Medical Record completed for all individuals staying in camp for the week or just part of the week. Parts A & B are completed by a parent or guardian, and Part C must be completed by a licensed medical practitioner. All parts must have been completed within the last 12 months. (See the Medical Forms section page 12 in the Leader's Guide more details.)
- Youth Protection training report for all adults in camp. Print from My.Scouting (Training Manager) or Internet Advancement (Review Unit Roster in upper left) .
- Unit Membership List – a list of all people currently registered with your unit. Print this from Internet Advancement or My.Scouting, or you can contact your local District Executive or council office.
- Refund request form – for last minute cancellations or no shows. Give to Business Manager at check-in.
- Receipts for recent payments/camp statement – in case of discrepancies with camp's payment report.
- Method of payment for outstanding fees – check, cash or credit card accepted.

ADULT REQUIREMENTS

Troops must maintain 2-deep leadership in camp, even when sharing a campsite, unless prior arrangements are made with the camp director. One adult must be at least 21 years old and all additional adults must be at least 18.

Starting June 1, 2018, BSA national policy now requires that any adult present 3 or more nights (not necessarily consecutive) must be registered in BSA with a completed criminal background check (CBC) and current Youth Protection training (YPT). In Mount Baker Council, YPT must be taken within the last 12 months to be considered current. Note that a CBC make take up to 2 weeks to come back, so plan accordingly. Troops must provide documentation at check-in showing current BSA registration for all adults staying 3 or more nights and current YPT for **all** adults who will be in camp during the week.

It is preferable to maintain consistency in adult leadership while at camp. However we understand that work schedules sometimes necessitate rotating leadership during the week. When rotation is necessary, schedule arrivals/departures so that there are always 2 unit adults present in compliance with BSA Youth Protection policy. Adult leaders who arrive or depart mid-session must check in and check out at Admin.

Medical forms must be completed for each adult regardless of the duration of their stay at camp. See page 12 of the Leader's Guide for details on medical form requirements.

TROOP GUIDES AND COMMISSIONERS

A troop guide and a commissioner will be assigned to your campsite for the duration of your stay. The troop guide will lead your Scouts on a tour of camp upon arrival, visit your Scouts throughout the week, and support your SPL's leadership.

The commissioner will work primarily with the adult leaders and is responsible for multiple campsites and troops. They serve as a resource for adult leaders and help facilitate the patrol method and boy leadership within units. They also keep track of possible service projects, help plan camp-wide activities, and assist in camp maintenance. Commissioners can be found...wandering camp! If you need assistance, come to Admin and a staffer will locate your commissioner.

CAMP TOUR— A Few Reminders

Check in begins at 1 p.m. for Sunday check-in and 6:30 a.m. for Monday check-in. Please wait in the parking lot until staff arrives to escort you into camp and begin your tour.

After dropping off personal gear in your campsite, the Scoutmaster should head up to Skagit Shelter with all check-in paperwork and medical forms.

One vehicle at a time will be allowed in camp to drop off troop gear. Please consolidate gear into one vehicle per troop. Trailers must be returned to the parking lot after unloading.

Bikes for the Cycling and Mountain Biking programs must be stored in the Mountain Sports shed. **For camp safety, bicycles are not allowed in camp outside of official biking programs.**

Scouts, and adults not involved in check-in and transporting gear, will tour camp. Swim checks will take place as soon as your troop's medical forms have been processed and buddy tags are issued.

All swim checks must be administered at camp by our staff. Pre-camp swim check are not accepted. Campers who do not pass or complete their swim check during check-in, may retake the swim test during open program.

If a Scout is registered in an Aquatics merit badge and does not achieve swimmer classification by the end of open program on Monday, he will need to see the Program Director to transfer to a non-Aquatics merit badge.

Any adults who are going to check out boats or be spotters for the mile swim must take the swim test at camp and be classified as a swimmer.

SENIOR PATROL LEADERS MEETINGS

Your Senior Patrol Leader will play an important role in your troop's daily camp activities as he leads them from check-in, to flag ceremonies, campfires and though Friday's intertroop competitions. The important meeting in camp happens daily - the Senior Patrol Leader meeting. Here Senior Patrol Leaders will receive important information for the next 24 hours of program and help other SPL's with leadership issues.



SCOUTMASTER/ADULT LEADER MEETINGS

Daily meetings will be held with Scoutmasters in camp to keep them informed about camp issues and provide them the information needed to prepare their Senior Patrol Leader for their next Senior Patrol Leader meeting. Various trainings and activities will be scheduled daily for adult leadership in camp.

UNIFORMS

Show you are proud to be in Scouting as you wear the official Scout uniform. All Scouts are expected to properly wear (buttoned & tucked) the official Field uniform while traveling to and from camp. Uniforms will be worn during morning and evening flag ceremonies. Shorts, t-shirts, and other camp clothing may be worn to the noon meals. However, swimsuits are not allowed in the dining hall at any time. Adults are encouraged to wear proper uniforms to set the example. **Closed toe shoes must be worn in camp at all times, even to and from the waterfront and shower house.**

FLAG CEREMONIES

Each morning and evening, campers raise or retrieve the colors. Every troop is expected to attend the camp-wide flag ceremonies wearing the Field uniform. Camp is dismissed to the dining hall from these ceremonies. Troops will also have a chance to volunteer as color guard for one ceremony during the week. Every campsite at Fire Mountain has a flag pole. We encourage you to bring a national flag and troop flag to conduct daily ceremonies in your troop's campsite.

HONOR TROOP

Troops can earn the Baden-Powell Honor Troop designation by spending the week living in accordance with the Scout Law and following the patrol method. The Honor Troop requirement checklist is available in Admin and at the SPL meeting.

HOLLANDER HALL - Family Style Dining

All meals except the "cook in campsite" dinner will be eaten at the dining hall. Each troop will have an assigned area for each meal to fit the number of Scouts and adults that are registered in camp. You will be directed to your assigned tables by your troop waiters. Each table supplies one waiter for each meal. We have taken adult leadership into account, so keep with this ratio. If multiple troops share a table, please work out an equitable rotation for waiter duty. Waiters will report 30 minutes early before each assembly (breakfast, lunch, and dinner) and stay 30 minutes after to clear and clean on and under their table.

After the flag ceremony or assembly, a staff member will bring the troops into the dining hall in an orderly fashion and grace will be said. We ask that you remove all head gear when entering the dining hall (a Scout is courteous).



The "seconds call" will occur roughly 5-8 minutes after the first serving. **DO NOT RETURN TO THE KITCHEN FOR SECONDS UNTIL THE CALL IS MADE.** If there is an issue with the initial service, please send one of the adults up to talk with the steward. All Scouts, staff members and adults will be appropriately attired (shirts, shoes, no swimsuits) in the dining hall when food is served. Once seated, all Scouts should remain seated until dismissed by their adult leadership, unless they are serving as a waiter or using the restroom. Program announcements will be made in the dining hall prior to dismissal.

Hollander Hall is closed except during mealtimes.

Fireside Feast Day

On Wednesday, troops will be cooking dinner in their campsite. Camp provides the food and troop leaders organize their boys for a good team-building experience. Each Scout should bring his own mess kit, and the troop should bring basic cooking equipment. (See What to Bring, page 10 of the Leader's Guide.) If travel restrictions prohibit transportation of cooking equipment, please notify us in advance so we can accommodate your needs.

SCOUTMASTER LOUNGE

The Scoutmaster Lounge is located off the back deck of Hollander Hall. It is open at all times for adult leader use. Complimentary coffee, tea, cocoa and cider are available for adult consumption. Merit badge tracking sheets will be posted here.

TRADING POST

The trading post at Fire Mountain Scout Camp offers a wide range of items to meet most of your needs including:

merit badge pamphlets, craft kits, whistles, lacing/paracord, hats, t-shirts, belts, archery supplies, snacks, ice cream, drinks, flashlights, Scout knives, fire-starters, camp equipment, walking sticks, sunscreen, insect repellent, stamps, and batteries. About \$60 per Scout should be enough to meet most souvenir and other needs while at camp. Additional funds may be needed for shooting and some high adventure activities. Cash, credit/debit cards and checks accepted. The trading post will be closed during mealtimes.

An adult “banker” for your younger Scouts will reduce the likelihood of misplaced, dropped or stolen money.



HEALTH LODGE

The Health Lodge is located under the museum on the northeast side of the building. A medic is available 24 hours a day. Campers with health concerns, injuries or medical emergencies should report to the camp medic. If the medic is not in the office, go to Admin where someone will radio the medic. If there is an emergency at night, there is an emergency phone roster poster on the Health Lodge door.

Illness

One of the greatest health concerns at camp is the introduction and spread of viral infections. If a Scout or adult leader exhibits fever, vomiting, diarrhea, chills, sweats, etc. or other health concerns (especially contagious issues like pink eye or staph infections) bring them to the Health Lodge as quickly as possible to be assessed by the camp medic. If the situation warrants it, the patient will be sent home so the illness/condition doesn't spread. The unit is expected to arrange prompt transportation for the Scout or adult leader.

If a Scout or adult leader has been sick within 48 hours prior to their expected camp arrival, do not bring that individual to camp. They are still considered contagious. If a Scout or adult leader is unable to come to camp the first day or is sent home after their arrival, they can come/return to camp 48 hours after the last flu-like or contagious symptom ceases. If a member of your troop misses some or all of camp due to illness a partial or full refund can be requested. See the business manager for a Refund Request form and turn it in prior to departing camp.

Hand Washing

The primary means by which disease is spread is improper or lack of hand washing. The SPL and adults are responsible for ensuring a proper hand washing routine is followed in their troop, especially before each meal. There is a hand-washing station on either side of the dining hall. Wash properly with soap and running water throughout your stay, particularly before meals, after handling ammunition at the ranges, and after using the bathroom or kybos.

Medication

Adult leaders may retain possession of all medication for their Scouts provided they are kept in a secure location. Refrigeration is available for medication that needs to be kept cool.

EpiPens and rescue inhalers must be kept with their owner.

Special needs forms need to be submitted by June 15 for all mobility and medical issues and dietary needs. Electricity is not available in any of the campsites. CPAP users will need to bring a portable battery system. See the Leader's Guide for details. The Special Needs Form is located in Camp Forms at www.mountbakerbsa.org.

LOST AND FOUND

If you are missing items, please check the area(s) where you think you may have last had them as well as the green wooden lost and found box located outside the Health Lodge. Valuable items (sunglasses, watches, wallets, cash, knives, etc.) will be kept safe in the Admin building.

Please check back often as your items may turn up throughout the week. If you find an item, please turn it in to any staff member, or bring it to Admin. At the end of camp, items are taken to the Everett Service Center. After November 1, all unclaimed items will be donated.

ADMIN

Admin is located on the main road into camp, north of the climbing tower. This is where the camp director and program director offices are located. Staff here can assist you with questions and concerns, troop paperwork and signing in and out of camp.

Wi-Fi— Wireless internet is available upon request for adult and staff use only. Adults must bring their own devices. Please limit use to 20 minutes per day for email only. Camp wi-fi has limited bandwidth and overall capacity. It is not sufficient to support streaming, file sharing (BitTorrent) or cloud applications. Improper use will impact our ability to conduct administrative and program functions necessary for successful day-to-day camp operations.

THE ORDER OF THE ARROW

Thursday is OA day at camp. OA members are encouraged to show their lodge spirit by wearing OA t-shirts throughout the day and displaying their OA sash with their field uniform. Sikhs Mox Lamonti Lodge hosts an ice cream social and OA trading post open to all OA members on Thursday night. There will also be an opportunity for Sikhs Mox members to walk the Brotherhood Trail. All OA members are encouraged to participate in the service project and ceremonies.

OUTPOST EXPERIENCE

During your stay at Fire Mountain Scout Camp your troop or patrol can spend one night on an excursion in camp. This Scout run program is an opportunity to build leadership and unity amongst your Scouts. Under the leadership of your Senior Patrol Leader or patrol leader, the troop or patrol will leave camp at 7 PM following dinner to hike to a designated location where they will set up camp for a night under the stars. Your troop or patrol will need to plan ahead and prepare and pack accordingly. Your troop guide will help you coordinate this program. This will fulfill one of the requirements for honor troop. More information regarding this program will be available to the SPL at the SPL meetings.

CULTUS GAMES

Friday after lunch, patrols will complete in round robin patrol activities focusing on Scout knowledge, skills and patrol yells. Cooperation and spirit are keys to the game. Patrols will also present their skits and songs to the Program Director for approval for the Friday night campfire. The patrol who wins the games will earn the honor of leaving their mark on the coveted Cultus Chicken!

LAKE CHALLENGE CHALLENGE

Following the Cultus Games, teams will step up for the breath-taking (literally!) Lake Challenge Challenge. Scouts complete in a relay race around Lake Challenge. There are six legs in the course—a long-distance run, canoeing, swimming, biking, bouldering, and a final sprint. Teams typically consist of 7 members, but smaller teams can participate if Scouts run multiple legs. Teams stagger start to prevent congestion.

Brave adult leaders are welcome to band together to form their own teams to accept the Challenge.

C.O.P.E. COURSE AND 1,080 FOOT ZIP-LINE Challenging Outdoor Personal Experience



Class location: Camas Lodge

The low and high ropes challenge courses are the place where team building and confidence is learned, practiced and developed. The low course is a patrol activity available during afternoon open program, where the patrol method is enhanced and patrols learn how to work together more effectively. This is not something you will want to miss out on! Step up to the challenge! SPLs will sign up their patrols during the SPL meeting. Max capacity is 8 people per session.



Troop Zip

Race your buddy down the longest dual zip-line in the Northwest! All campers will have an opportunity to ride the zip-line during this evening activity. If you are old enough to come to camp, you are old enough to ride the zip-line.

Night Zip

Purchase some glow sticks at the trading post and get in on the fun with the Friday night zip immediately following the closing campfire. Zip over Lake Challenge in the dark of night.



Restrictions

In accordance with national policies, Fire Mountain Scout Camp will strictly enforce height/weight restrictions. Participants (youth, adults and staff) who do not meet height and weight thresholds for their age will be subject to restrictions on certain activities. For safety reasons the maximum allowable weight for zip is 275 lbs.

FIRE MOUNTAIN HONOR CAMPER PROGRAM

Spirit of the Mountain is a unique honor camper program. It is a five-year program of progressive requirements, program and recognition. By completing the requirements, campers will reinforce scouting values, be stewards of the environment, and appreciate the rich heritage of the Northwest. Requirement sheets and leader guides will be available in Admin for those wishing to participate. Spirit of the Mountain is an optional program open to each Scout and adult camper, and staff.

ADULT ADVENTURES

We know that Scout leaders bring unique talents and skills with them when they come to camp. If you would like to volunteer your time and abilities to improve camp facilities or provide instruction to Scouts, please talk to the camp director or program director.

A variety of training opportunities will be available for adult leaders at camp. More information will be provided at the opening Scoutmaster meeting.

Fire Mountain Challenge

Week long program. See details ⇒

Chili Cook-off

Leaders prepare their secret recipes. Pick up ingredients Tuesday at 10:30. Judging at Skagit Shelter at 4:00. Dutch oven, onions, ground beef, canned beans, tomato sauce & chili powder will be provided. Bring your own additional ingredients to make yours the best!

Scoutmaster vs. Staff Shoot

Archery and rifle challenge takes place during merit badge completion time on Friday morning.

Flying Squirrel

Take a spin at a high COPE adventure. Friday morning during merit badge completion time.

Scoutmaster Belly Flop

Open to all adult leaders, the traditional belly flop is held on Friday after lunch. Costumes a plus!

Mile Swim

Also open to adults. Daily requirements. See details in Aquatics section.

BSA Lifeguard

A four-day training. Details in Aquatics section.

Swimming and Water Rescue

Requires 2 full days. Pre-requisites in Aquatics section.

Paddlecraft Safety

Requires 2 full days. Pre-requisites in Aquatics section.

FIRE MOUNTAIN CHALLENGE

Unit leaders at Fire Mountain may complete the Fire Mountain Challenge while at camp. Finish all bold-face tasks, as well as 6 of the 12 plain-face tasks. Check off completed requirements. Turn in completed form to the admin building no later than 5:45 p.m. Friday.

- 1. Attend all leaders' meetings at 4:45 p.m. at the High Adventure Shelter.**
- 2. Complete a ranger-approved service project with your troop.**
- 3. Spend at least \$2 at the trading post.**
- 4. Visit the shotgun range and COPE course on the same day.**
- 5. Step foot on one of Fire Mountain's outpost campsites.**
- 6. Help out at Pathfinders for a day.**
7. Take a kayak, canoe, rowboat, or sailboat out from the marina.
8. Give a helping hand at one of the shooting sports ranges.
9. Play a game of chess on the trading post deck.
10. Build a useful camp gadget at Outdoor Skills.
11. Make a deposit and reservation for summer camp at Fire Mountain in 2019.
12. Be the waiter for one of your unit's tables for a meal, or if patrol cooking, pick-up and return your unit's food for a meal.
13. Go on a hike with the Nature merit badge or with Pathfinders.
14. Turn all camp forms in on Friday (Honor Unit, Evaluations, etc.)
15. Help out with a merit badge at the Crafts shelter.
16. Lead your unit to chapel at 5:15 p.m. on Thursday.
17. Be a participant in the Scoutmaster Belly Flop on Friday.
18. Go on a mountain bike excursion with the Cycling merit badge.

ADVANCEMENT IN CAMP

Scouts should be familiar with the requirements of each merit badge they want to complete at camp. Scouts who have requested merit badges with prerequisites should have them completed before arriving at camp. Some merit badges can be completed during the camp period; however, others have requirements for observation, tests, and/or record-keeping extending over a longer period. Merit badge books may be purchased at the trading post. Merit badge worksheets are not provided by camp.

Experience shows that camp is not an ideal classroom for written work. Some merit badges have advanced preparation work which should be done at home. Leaders should develop a master list of each Scouts' final schedule once they've finished making adjustments at camp and review the program area tracking sheets daily.

The program areas will post merit badge progress records in the Scoutmaster Lounge. These tracking sheets will indicate attendance and requirements completed each day and will be updated daily by the end of the evening. Tracking sheets are considered official copies of the merit badge progress and are turned in to the council office at the of the camp season. **For this reason, we ask that no one write on them except the class instructor.** If you have a question regarding a tracking sheet, speak with the instructor, area director, program director or commissioners.

By reviewing and tracking your Scouts' progress, any issues can be detected and resolved early which will give your Scouts the best opportunity to succeed with their merit badges.

On Friday night, the staff diligently goes over the blue cards and puts them into envelopes marked with your troop number. Your troop's blue cards will be available for review in the admin building on Saturday, after breakfast. Every area director will be in the admin building to answer questions. A Scoutmaster will receive the blue cards, Pathfinders advancement sheets and your medical forms, once your final campsite inspection checkout form is complete and brought to the Admin building.

Please take the time to review all blue cards prior to leaving camp. No changes to tracking sheets will be made once summer camp closes.

Partial merit badges

Scouts are welcome to bring partially completed merit badges to camp. If the Scout brings his partial blue card with him to camp, the camp counselor will initial the requirements completed at camp on that same card. If, by week's end, the counselor determines that all the requirements have been completed, the blue card will be signed as a complete.

If the Scout does not bring the partially completed blue card to camp, he has two options:

- 1) He can fill out a new blue card and work only on the requirements he has not already done. Only the requirements that are completed at camp will be signed off on this card. The Scout will then have two partial blue cards that will need to be reconciled after camp by either his unit or a merit badge counselor.
- 2) He can fill out a new blue card, repeat the requirements he has already completed (if offered at camp), and continue to work on the remaining requirements.

MERIT BADGE SIGN-UPS

There are four merit badge sessions, two in the morning and two after lunch. Scouts can schedule up to 4 merit badges, except new Scouts fully participating in Pathfinders. Pathfinders will use three of the Merit Badge sessions. We recommend the other badge be any of the basic badges in Crafts, Nature, or Aquatics. The troop should make a list of the four to six merit badges each youth would like to work on, prioritized by preference for each Scout.

Two to four weeks prior to the troop's arrival at camp, the primary contact leader will receive log-in information. Follow the specific instructions for summer camp Merit Badge Registration. It is the responsibility of the troop leadership to ensure your Scouts' priorities are entered. The system will sort the boys' selections to create schedules providing the boys with the maximum number of their choices as possible. Based on demand, staff may be reassigned to add more classes.

Remember, each Scout's merit badges should be listed in order of preference. We will make every effort to meet everyone's needs; however, some classes are limited by logistics. Schedules will be printed and ready for pick-up at check-in. Occasionally, the program is unable to fill all slots in a schedule. If needed, any holes or minor adjustments in schedules may be made at camp at the Merit Badge Shuffle on Sunday night after dinner, or Monday morning after breakfast. Scouts who were unable to register for merit badges with the troop will be able to select badges where space is available. If demand for a certain class is high, a lottery system may be implemented.

PATHFINDERS PROGRAM (Trail to First Class)

Class Location: Webelos Shelter

Research has proven that Scouts who earn First Class rank within the first year after joining are more likely to stay in Scouts and achieve higher ranks. Our Pathfinders program is designed with this in mind. It teaches them basic Scouting skills, while introducing them to Boy Scouting and Fire Mountain Scout Camp. Besides Scout skills, they will also learn:

- ◆ Patrol method
- ◆ Scout spirit
- ◆ Physical fitness
- ◆ Aquatics
- ◆ Cooking
- ◆ Tools
- ◆ Citizenship
- ◆ Leadership
- ◆ First aid skills
- ◆ Camping and outdoor ethics



The Pathfinders program is staff-led and assisted by adult troop leadership. Boys participating in this program should bring their Boy Scout handbook with them to camp. Adults should encourage new Scouts to explore the many program areas offered at camp.

Scouts participating in the Pathfinders program will be able to select up to three merit badges. Fire Mountain Scout Camp recommends first year Scouts carefully select their merit badges. We recommend they choose any of the basic badges in handicrafts, nature, or aquatics.

Per the Guide to Advancement, only the unit leader may determine who can test and pass a Scout on rank requirements. For this reason, Fire Mountain camp staff will teach skills for rank advancement but will not sign off requirements in the Scout's Handbook. Each unit should determine who in the unit can test the Scouts on their skills and sign off their requirements. Unit leaders and older Scouts are welcome to come to the Pathfinders area to help teach their young Scouts the skills they need for advancement.

Sign up for Pathfinders just as you would a merit badge session. Pathfinders will be listed as: Pathfinder-Tenderfoot, Pathfinder-2nd Class, Pathfinder-1st Class. Pick one, two, or any combination of Pathfinders classes based upon the Scout's interests. The Pathfinders area will be available during open program time where any Scout may return to work on whatever requirements are needed.

Advancement summary sheets for Pathfinders participants will be in each troop folder with all the blue cards for the week, and will be available for pick-up on Saturday after the troop checks out of camp.



PATHFINDER EXTRAS

During afternoon open program, meet back at the Webelos shelter for:

Monday—Totin' Chip and Firem'n Chit

Tuesday—Rock Garden and Crystal Falls hike (combined for 5-mile with map and compass requirement)
This hike is open to any camper or adult leader who wishes to venture to these destinations.

Wednesday—Fire Mountain orienteering course

Thursday—cooking demonstration; come learn the basics of dutch oven cooking

MERIT BADGE OPPORTUNITIES

Bring paper and pencil/pen to every merit badge class. Nothing is needed from the trading post for any Monday classes; wait until after your first class to purchase kits, bracelets, etc., so you know exactly what is expected of you and you are sure you will stay in the class. The trading post does not grant refunds. Below is a suggested list of merit badges we plan to offer at camp. Actual offerings will depend on individual staff talents and equipment availability.

| AREA | MERIT BADGE/PROGRAM | PRE-REQUISITES | COST | DIFFICULTY | MIN. AGE | NOTES |
|--|------------------------------------|---------------------------------------|------|-------------|----------|---|
| Handicrafts Location: Handicraft Shelter | Basketry | | \$15 | Basic | | estimated cost of kit/materials |
| | Leatherwork | | \$10 | Basic | | estimated cost of kit/materials |
| | Photography | Req. 7c, Bring digital camera | | Basic | | |
| | Woodcarving | Bring a whittling knife | \$6 | Basic | | estimated cost of kit/materials |
| Nature Location: Fort Boeing | Archeology | Requirement 7 | | Moderate | | |
| | Astronomy (STEM) | Requirements 5b & 6b | | Moderate | | |
| | Environmental Science | | | Challenging | 13+ | |
| | Forestry | | | Moderate | | |
| | Geology | | | Basic | | |
| | Mammal Study / Nature | 2 MBs offered together | | Basic | | |
| | Robotics (STEM) | | | Challenging | | |
| | Soil & Water Conservation | | | Moderate | | |
| | Space Exploration (STEM) | Requirements 2, 5 | \$12 | Moderate | | estimated cost of kit/materials |
| Aquatics Location: Sea-Dog Marina and Chinook Beach | Canoeing (STEM) | Must be a swimmer | | Moderate | | |
| | Kayaking | Must be a swimmer | | Challenging | | |
| | Lifesaving | Must be a swimmer, Req. 1a | | Challenging | 13+ | Must complete 1b on day 1 |
| | Small Boat Sailing (STEM) | Must be a swimmer | | Challenging | 13+ | Class limit 6 |
| | Swimming | Must be a swimmer | | Moderate | | |
| Shooting Sports Location: Ranges | Archery (STEM) | Previous range time & skill | \$5 | Challenging | | |
| | Rifle Shooting – Small Bore (STEM) | | \$9 | Challenging | | |
| | Shotgun Shooting – Modern (STEM) | | \$30 | Challenging | 13+ | |
| Outdoor Skills Location: Outdoor Skills Shelter and Mountain Sports Shed | Camping | Requirement 4b, 5e, 7b, 8d, 9a, 9b | | Moderate | | |
| | Cooking | Requirement 4, 5a-f, 6a-e | | Moderate | | |
| | Cycling /Mountain biking | Partial (7Bc, 7Bd completed later) | | Challenging | | Partial, 2 hour class |
| | Emergency Preparedness | Requirement 1, 2c, 7b | | Challenging | 13+ | Must have First Aid merit badge |
| | First Aid | | | Challenging | 13+ | Must be at least Second Class |
| | Fishing | | | Moderate | | |
| | Orienteering (STEM) | | | Moderate | | |
| | Pioneering | Practice knots | | Moderate | | |
| | Search and Rescue | Requirement 6a | | Moderate | | |
| | Wilderness Survival | | | Challenging | | |
| Special Merit Badges/ Programs | Climbing | | \$10 | Challenging | 13+ | 2 hour class |
| | C.O.P.E. | | \$10 | Challenging | 13+ | Not a merit badge/2 block class |
| | BSA Lifeguard | CPR Certification | | Challenging | 15+ | Not a merit badge Uses all sessions/all week |
| | Pathfinders - Tenderfoot | | | Basic | | |
| | Pathfinders - 2nd Class | | | Basic | | |
| | Pathfinders - 1st Class | | | Basic | | |

bold = Eagle Required

(STEM): Merit Badges that can be used toward a NOVA Award.

AQUATICS

Class location: Chinook Beach and Sea-Dog Marina

MERIT BADGES

Canoeing

The canoe was a primary method of travel for explorers and settlers. It's also a great fitness, teamwork and communication activity.

Kayaking

Used by tribes and pioneers of the north, this little boat is pretty tough. Check out America's fastest-growing water sport.

Lifesaving

Prepare Scouts to assist those involved in water accidents. Learn how and when to act. Must be at least 13.

Small-Boat Sailing

Sailing is one of the most enjoyable pastimes on the open water. Must be at least 13. Class size limited to 6 per session.

Swimming

Swimming is a leisure activity, a competitive sport, and a basic survival skill.

OTHER ACTIVITIES

Instructional Swim

During open program time, instructional swim is available to help Scouts develop their swimming skills or conquer their fear of the water.

Mile Swim

Training and discussions on personal fitness throughout the week helps Scouts build up to complete a mile swim around Lake Challenge on Friday. Daily training sessions are required to participate in the mile swim.

Each swimmer will need an adult rower and a BSA swimmer spotter to accompany them during their final swim. No swimmer will be allowed to take part in the mile swim without attending and participating in every pre-req session. This is a nationally established requirement and is non-negotiable.

BSA Lifeguard

Become a BSA certified lifeguard. Participants must be at least 15 and a very strong swimmer. This is an all-day, all-week course. Must have a valid CPR certification (not offered at camp). Youth 15+ and adults.

Open Swim

Available each afternoon and early evening program session Monday – Thursday (*Tues—Thurs on Monday start weeks*).

Scoutmaster Belly Flop

Join the exposition Friday after lunch to see who can make the biggest waves and reddest bellies. Contestants will be judges on style, splash and yell. Costumes welcome!

Polar Bear Plunge

Brave the morning chill for an exhilarating dunk in the lake and earn the honor to purchase the Polar Bear patch. Open to all campers on Tuesday at 6:30 a.m. at The Beach.

Swimming and Water Rescue*

Training for BSA Swimming & Water Rescue provides BSA leaders with information and skills to prevent, recognize, and respond to swimming emergencies during unit swimming activities. It is not a replacement for BSA Lifeguard. 2 full days of training. Must be 15+, a BSA Swimmer and have Safe Swim Defense training.

Paddlecraft Safety*

BSA Paddle Craft Safety expands Safety Afloat training to include the skills, as well as the knowledge, needed for a unit leader to confidently supervise canoeing or kayaking excursions on flat water. Persons completing the training should be better able to assess their preparation to supervise paddle craft activities. 2 full days of training. Must be 15+, a BSA Swimmer and have Safety Afloat training.

***For either Aquatic Supervision course, please contact the Camp Director at least 10 days prior to camp to pre-register. Participants must purchase and have read the BSA Aquatic Supervision Guide (item #621005 \$29.99 +tax @Scout Shop) prior to camp in order to prepare for the written tests.**



The aquatics director may close down the waterfront areas in the event of inclement weather, particularly during thunderstorms and heavy winds. The aquatics director, with the full support of the program director and camp director, is the final authority on issues regarding waterfront safety and shut down.

OUTDOOR SKILLS

Class location: Outdoor Skills Area and Kelcema Fishing Beach

MERIT BADGES

Camping

Learn the art of living out-of-doors, a well-known method of Boy Scouting strongly promoted by Lord Baden-Powell.

Cooking

Learn the ins and outs of feeding yourself, your family and your patrol. Make a menu, plan a budget, and enjoy your budding culinary talents.

Cycling/Mountain Biking (2-session class)

Whether you just got your first bicycle or have been cycling for years, you will learn more about your bike and what it can do by working on the requirements for this badge.

Emergency Preparedness

Learn the actions that can be helpful and needed before, during and after an emergency. Must be at least 13 and have the First Aid merit badge.

First Aid

Learn basic skills to care for the injured until they can receive professional medical care. Recommended for ages 13+.

Fishing

“Every Scout ought to be able to fish in order to get food for himself.” - Lord Robert Baden-Powell

Orienteering

Learn to use a map and compass to find locations and plan a journey.

Pioneering

Develop knowledge of ropes, knots, splices and lashings along with the ability to build rustic structures.

Search and Rescue

Learn the difference between a search and a rescue. Must be at least 13.

Wilderness Survival

When things go wrong, the skills of wilderness survival can help make everything right again. Must be at least 13.

OTHER ACTIVITIES

Mountain Boarding

Class location: Mountain Sports

Mountainboarding, a sport derived from snowboarding, is available during open program time.

NATURE

Class location: Fort Boeing

MERIT BADGES

Archeology

Archaeologists are detectives who study how people lived in the past.

Astronomy

Study how space affects our own planet. Study where new stars are born. Lay under the stars at camp. Not a bad place to do both. Great for all ages.

Environmental Science

This Eagle required will give Scouts a taste of what it is like to be an environmental scientist. Recommended for ages 13 and up.

Forestry

Scouts explore the remarkable complexity of a forest and identify many species of trees and plants. Great for all ages.

Geology

Study of Earth. It includes the study of materials that make up the Earth.

Mammal Study/Nature

Learn about how complex systems in our world interact with one another in nature.

Robotics

Explore the field of robotics by understanding how robots move, sense the environment and understand what to do. A 2-session class.

Soil and Water Conservation

It is the duty of every person to learn more about the natural resources on which our lives depend so that we can help make sure that these resources are used intelligently and cared for properly.

Space Exploration

Space is mysterious. We explore space for many reasons, because we don't know what is out there. It is vast, and humans are full of curiosity.

OTHER ACTIVITIES

Astronomy Star Party

The Astronomy MB requires a stargazing experience. It is open to anyone who would like to learn about the night sky. Telescope and binoculars are provided; you may also bring your own. Scheduled for Tuesday night but may change dependent on weather.

SHOOTING SPORTS

Class location: Gene White Rifle Range and Archery Range

MERIT BADGES

We strongly recommend that Scouts under the age of 13 participate in the shooting sports program during open program time rather than taking the merit badges. By doing so, Scouts can improve their skills and improve confidence before taking on the pressure of qualifying for the merit badge.

Archery

Archery is a fun way for Scouts to exercise minds as well as bodies. Develop steady hands, a good eye, and a disciplined hand.

Rifle Shooting Small Bore

Develop your shooting skills while learning safe rifle practices.

Shotgun Shooting

A shotgun is a precision instrument, designed to shoot a shot charge in a specific pattern to cover a designated area at a certain distance. Must be at least 13.

OTHER ACTIVITIES

Open Shoot

Scouts and adult leaders have the opportunity to practice their marksmanship at the rifle, shotgun and archery ranges.

AMMO TICKET PRICES

| | |
|---------|-------------------------------|
| Archery | Free |
| Rifle | \$0.50 for 5 rounds (1target) |
| Shotgun | \$5.00 for 4 round (w/clay) |

Tickets for shooting during open program are sold in the trading post. Tickets are good all week long, but note they are NOT refundable. We recommend buying tickets in daily quantities to avoid having a handful left over at the end of the week.

Scoutmaster vs. Staff: Rifle & Archery

Come prove your skills against the shooting sports staff. The contest will take place on Friday morning and does not require tickets to participate.

Dime Club

Have a 5-shot grouping that can be covered by a dime and earn the FMSC Dime Club patch.

CRAFTS

Class location: Handicraft Shelter

MERIT BADGES

Basketry

Basketry is a handy skill for a Scout. Baskets and basket-weaving projects also make great gifts for family and friends. Estimated cost \$15.

Leatherwork

Explore leather's history and its endless uses. Learn how to preserve and protect leather items so they will last a lifetime. Estimated cost \$10.

Wood Carving

As with any art, wood carving involves learning the basics of design, along with material selection, tools and techniques as well as wood carving safety. Estimated cost \$6.

Photography

Come see nature through a different lens and express your creativity. Bring your own digital camera.

OTHER ACTIVITIES

Chess

Plan your strategic takeover by pitting your skills against your buddies.

Paper Airplanes

Show off your engineering and origami skills by having the paper airplane even Boeing would be jealous of. During afternoon program, day TBD based on weather.

SPECIAL PROGRAMS

MERIT BADGES

Climbing (2-session class)

Class location: Climbing Tower

Climbing is not a sport that requires tremendous muscular strength; it demands mental toughness and the willingness to practice hard to master a set of skills. Must be at least 13 and meet weight requirements.

COPE (2-session class)

Class location: COPE course

The low and high ropes challenge courses are where team building and confidence is learned, practiced and developed. Must be at least 13 and meet weight requirements. Not a merit badge.